

HACKATHON

ABOUT EVENT

The hackathon involves participants presenting their projects to a panel of judges. The problem statements are either company-funded or open-themed, participants to present their unique ideas. Mentors are available to help beginners navigate the process. Workshops on tech stacks, such as backend, frontend, APIs, and Git, are conducted to help beginners. The hackathon begins with an introductory session, followed by a 24-hour hacking session. The projects are evaluated in three phases: Design and Planning, Progress and Unity, and Presentation and Pitch. The judges evaluate the project's approach, overall idea, business criteria, efficiency, speed, user experience, soft skills, production cost, difficulty level, and workforce. The final presentation is in offline mode, with the panel of judges.

PROBLEM STATEMENT

Problem statements are divided into two categories:

- **Company Funded Statements:** These are designed to address real-world issues faced by companies. They can be challenging and are suitable for experienced participants. Companies also offer beginner-friendly statements for first-time participants.
- **Open Statements:** These are defined by the participants themselves and aim to address existing societal problems. They are not recommended for beginners due to the time required to identify and define the problem statement.

IDEATION

Participants have to develop their unique solutions to the problem statements. Mentors are assigned to assist participants, especially beginners, in choosing the right path and guiding them in their project development.

WORKSHOPS

Workshops will be conducted on beginner-level tech stacks. These include Backend, Frontend, APIs, and Git and Github. The workshops will provide participants with hands-on experience and useful resources.

REGISTRATION

During registration, participants must choose a problem statement. They can select from one of the three categories mentioned above. For company statements, participants will be presented

with different companies, their associated prizes, and the difficulty level of the statement. For Open themed statements, participants must specify their own problem statements. Statements are divided into two difficulty levels: Easy and Normal. Only 1st and 2nd year students can choose Easy statements. There is no restriction that all team members must be from the same college. A team must consist of a minimum of two members and a maximum of four.

HACKATHON

The Hackathon begins with an introductory session where participants are provided with clear instructions and an agenda for 24 hours. After the participants are seated at their respective tables, the hacking session commences. Mentors guide the teams throughout the hackathon and serve as the point of contact for any problems faced during the hackathon.

EVALUATION

The evaluation of the projects occurs in three phases:

- **Design and Planning:** This phase assesses the approach for solving the problem, the overall idea of the project, high-level design and architecture of the solution, technologies used, simplicity of the solution, and feasibility. The submission of ideas is done online, and the judges evaluate them based on the given criteria.
- **Progress and Unity:** This phase focuses on the progress, work sharing among teammates, efficiency of the MVP, and user experience. The evaluation is conducted in-person, where judges interact with the teams to extract useful information about the project.
- **Presentation and Pitch:** This is the final phase where teams present their projects. The evaluation is based on the overall idea, business criteria, efficiency, speed, user experience, soft skills, production cost, difficulty level, workforce, and more. The evaluation is conducted offline with a panel of judges.

POST-HACKATHON

After the Hackathon, prizes are distributed, along with online certificates and badges. A feedback form is also distributed.

ATTENDANCE AND CERTIFICATES

Attendance and certificates will be tracked based on phase 1 submissions.

MUSIC AND ENTERTAINMENT

Music and other forms of light entertainment will be conducted during the hackathon to keep the atmosphere lively and engaging.

REGISTRATION METHOD

Registrations are open on the official Codeblaze website (<https://codeblaze.sosc.org.in/>)

REGISTRATION FEES:

No registration fee.

CONTACT INFORMATION:

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