



18TH -20TH October, 2019

FINALS

On-Site Registration Rules

- Registration for Grand Finale will begin at 10:00 hours on 18th October 2019 and end at 15:00 hours.
- Each team must carry a 'No Objection Certificate' from their college administration.
- All the team members must be present physically for the registration with a valid college ID-proof.
- The teams will receive T-shirts, goodies, accommodation, food coupons and HACK-A-BIT Id-cards at the registration desk.

The teams are requested to always keep their ID cards with them.

The teams are also requested to wear the T-shirts provided, during the Hackathon.

Travel Reimbursement Rules

Each participant shall receive an amount proportional to the distance from the city of their institution to Ranchi for which they must produce a valid travel itinerary at the registration desk. Each team must provide the bank account details of one member and one PAYTM number for the transaction.☐

The reimbursement process may take up to 15 working days after the Hackathon gets over.

- No reimbursement for the local taxi/ auto/ cabs shall be provided. Only train, bus and air tickets will be considered.

Accommodation & Food Rules

- Fooding and Lodging facility will be provided from the morning (10:00 hrs.) of October 18, 2019 to the afternoon (15:00 hrs.) of October 20, 2019. Henceforth the accommodation facility ends at 16:00 hrs.
- The team members will be accommodated in the nearest available hostels.
- Team members will receive food coupons which they need to present at the food counters.
- Apart from the regular day meals, mid-night snacks will also be provided.

HACK-A-BIT

Birla Institute of Technology,
Mesra, Ranchi
PIN-835215

Website - www.hackabit.in
E-mail - hackabit@bitmesra.ac.in



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Security Rules

All the teams must follow the security rules strictly. If anyone is found breaking the security rules, they may be disqualified.

- Each participant must carry his/ her HACK-A-BIT Id-Card all the time and must produce it, whenever asked.
- Each participant is required to be present inside the college premises during the event and follow the rules of the Institution.

Please take care of your belongings. HACK-A-BIT won't be responsible for any loss.

Female participants must stay inside the hack-arena during the event at night (22:00 hrs.-06:00 hrs.).

Each participant must read the 'Code of Conduct' carefully.

BUILD. INNOVATE. TRIUMPH.

2019

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HACKATHON GENERAL RULES

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All the teams are requested to fill the details very carefully and provide the correct details. If any discrepancy is found later on, they are viable to disqualification.

- All the teams must bring their own laptop, we won't be providing any computers. However we will be providing you with power source, Internet connectivity and required stationary.

The teams who require hardware support would be provided with hardware kits during the Hackathon for which they must provide the details during idea submission.

Each team must bring one extension cord, however we'll be providing more if required.

We suggest you to carry at least one pen drive with you.

All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine.

Teams can of course gain advice and support from organizers, volunteers, sponsors, and others. All work on a project should be done at the Hackathon. Your code repository must be initialized at the beginning of Hackathon itself.

Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.

- Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
- Projects that violate the Code of Conduct are not allowed.
- Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behavior.

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SCHEDULE

Day 1: 18 October, 2019

- 10:00 hrs. - 15:00 hrs. - Registration
- 16:00 hrs. - 19:00 hrs. - Inauguration
- 19:00 hrs. - 21:30 hrs. - Happy Hours (Interaction & Dinner time)

22:00 hrs. HACK BEGINS

Day 2: 19th October, 2019

- 03:00 hrs. - 03:30 hrs. - Snacks
- 08:00 hrs. - 09:30 hrs. - Refreshment time & Breakfast
- 12:30 hrs. - 13:30 hrs. - Lunch
- 14:00 hrs. - 20:00 hrs. - Mid Evaluation
- 16:30 hrs. - 17:30 hrs. - Evening Snacks
- 20:00 hrs. - 21:30 hrs. - Dinner

Day 3: 20th October, 2019

- 03:00 hrs. - 03:30 hrs. - Snacks
- 08:00 hrs. - 09:00 hrs. - Refreshment time & Breakfast
- 06:00 hrs. - 10:00 hrs. - End Evaluation

10:00 hrs. HACK ENDS

- 11:30 hrs. - 14:00 hrs. - Final Presentation of top teams.
- 14:30 hrs. - 15:30 hrs. - Felicitation Ceremony

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16:00 hrs. HACK-A-BIT ENDS

• DEMOS (TOP TEAMS)

- Top teams decided by the panel on the basis of their initial idea, idea progression and pre-submission scores shall be allowed to present their idea.

After hacking finishes, teams will show their projects to each other and to the judges.

You are strongly encouraged to present a demo of what you have built.

You are not judged on the quality of your pitch. As you are judged on what you built, you'll only hurt your chances of winning by not showing a demo.

You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. It's okay if you didn't finish your hack—that happens all the time! Completion is only one part of the judging criteria, so you might still do well.

Also, demoing is not just about the competition. It's a chance to share with others what you

- learned and what you tried to build—that's what hacking's all about!

In the case that you don't have anything to demo and make it to top teams you can

- give a presentation about what you tried and what you learned. Hearing what other people learned is interesting and inspiring for other attendees.

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JUDGING CRITERIA

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

- **Technology:** How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you "Wow"?

Design: Did the team put thought into the user experience? How well designed is the interface? For a website, this might be about how beautiful the CSS or graphics are. For a hardware project, it might be more about how good the human-computer interaction is (e.g. is it easy to use or does it use a cool interface?).

Completion: Does the hack work? Did the team achieve everything they wanted?

Learning: Did the team stretch themselves? Did they try to learn something new?

These criteria will guide judges but ultimately judges are free to make decisions based on their gut feeling of which projects are the most impressive and most deserving.

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It's important to note that these judging criteria do not include:

- How good your code is. It doesn't matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. If your code isn't production ready, we're not going to mark you down.
- How well you present. Hacking is about building and learning, not about selling. Make sure you make the judges understand what the project is.
- How well the project solves a problem. You can build something totally useless and as long as you're learning and having fun, that's a good hack! Sometimes a pointless project is one of the best hacks!

So don't worry about coming up with the next big idea or building the next Facebook. You'll have plenty of time for that outside the Hackathon. Just focus on learning, having fun, and making new friends. At the end of the day the skills you learn and the friends you make might lead to the next big thing—but you don't have to do that to win a Hackathon.

Ownership:

All teams retain full ownership what they have created during the main Hackathon. This may be different for some company specific problem statements. At the same time, we encourage building Free and Open Source Solutions!

REMEMBER!

The competition is just a part of the Hackathon. To make the most out of the event, try something new, teach other people, and make new friends! Good Luck Hackers!

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