



# Inno<sup>v</sup>8

## RULEBOOK





# HACK-A-THON

## PROBLEM STATEMENT

- It is a **24-Hour event** wherein a number of tracks will be provided to the participants and they have to build a solution around it. The primary goal of the hackathon is to foster creativity, innovation and development of new ideas.

## TRACKS

- Healthcare
- Agriculture
- Education
- IOT(Internet of things)
- Open Innovation

## TEAM SPECIFICATION

- A team may consist of **maximum 4** participants and **minimum 1** participants.



## RULES AND REGULATIONS

- Top 10 teams will showcase their prototypes developed and will get a chance to showcase their prototype in front of all the judges and the developers.
- Each team will get a **maximum of 7 minutes to present their prototype** in front of the judges. The judges will be asking questions about the prototype so developed
- If any team is found copying a prototype that has already been published or any unfair means, the team will be disqualified on the spot.
- Rules are subjected to change prior to the briefing session.
- Decision made by the judges will be final.

## JUDGING CRITERIA

- The participants will be judged on the basis of their delivery, structure, evidence, creativity on their prototype model.
- There will also be a Q/A session with the judges in which the prototype will be presented and related question will be asked.



# HACK-A-THON

- Top 10 teams will be given 10 minutes to present in-front of the judges out of which 7 minutes will be for presenting the prototype and 3 minutes for the presentation.

## CERTIFICATE POLICY

- Certificate of excellence will be awarded to winner, Runner-up and second runner-up.
- Certificate of Participation will be given to all the participants, but not to the teams which got disqualified.