

The **FURTHER**

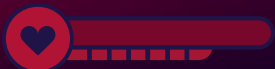
PRESENTS

EpicThon

TECHNICAL COMPETITIONS

2023

GENERAL
RULEBOOK



START



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Rules for Hackathon

1. Teams may have a minimum of 2 & maximum of 5 participants.
2. A team can submit only one entry for the hackathon. Participation at the hackathon is subjected on a "per-team" basis meaning you are not allowed to be on more than one team at the event.
3. All teams should have a team name.
4. A time-bound competitive event where participants collaborate to build proofs of concept and minimum viable products for a specific pre-defined problem or to innovate.
5. 50% work on a project must be done prior to the hackathon & the rest in the hackathon.

If the problem statement is:

- Hardware - Participants have to take & come all the components required for the hack, they can build the individual parts of the hack but the working and the assembly of the whole hack should be done in the hackathon.
- Hardware + Software - Participants must have to code for the hack in the hackathon but they can bring the 50% working model of their hardware hack & rest has to be built in the hackathon.
- Software - Participants should have a ideation of the software they are going to build and participants have to build just the skeleton part the working and the implementation of the project must be done in the hackathon.

Rules for Hackathon

6. 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 behaviour.
7. A project's Devpost submission must have two components to be eligible for judging:
 - a link to the project's code repository; and(if there is any code)
 - a brief abstract on the project explaining all the components and working principle.
8. All the material that are listed while registering may all not be provided.
9. Teams cannot use an idea they had used in any other events.
10. Judging will take place synchronously in-person. Teams will be notified of their table number prior to the start of the Expo/Demo section in front of judges, and at least one member of the team must be present to present their project to judges.
11. All the participants must present their hack to the judges and explain the hack under 10 minutes. The explanation should be inline with the judging criteria.
12. There will be only one single winning team among 4 problem statements.

Rules for Hackathon

CAUTION:

Organizers will provide only simple components like Aurdino,ESP 8266 jumping wires, Bluetooth, motor drive, switches, LCD display and other basic components that are readily available.

Organizers cannot provide advanced components like Raspberry pi, image sensor, gps sensor, drone camera and small camera devices.

Software:

The participants are allowed to use only open-source

The organizers' will not provide any sort of library, specialized AI/ML or natural language processing models or any kind of paid software or services.

RULES FOR PHASES

- All the team members should be present before 10 minutes of the each round starting at their allocated stall.
- Participants must complete the phases of hackathon in the prescribed amount of time.
- During the Phases they will be provided with the material they have listed prior the hackathon.
- Hacks should be “Innovative”. If somebody wants to work on a common idea they will be allowed to do so and will be judged on the quality of their hack.
- 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 and by making small changes in the hardware, it's okay to fix that.
- Making large changes or adding new features is not allowed after the time is over.
- During the hackathon if the solution is not working or presentable in front of the judges the team is disqualified there itself.

RULES FOR PPTS

- In the 3rd phase of the hackathon the teams have to prepare a PPT which will be provided in a form of a link.
- Participants must complete the ppt in the 3rd phases of hackathon itself.
- This ppt will have pre-defined slides directing what have to be added in the slides.
- The ppt is an important element of the hackathon which cannot be skipped or not completed.

JUDGING CRITERIA FOR HACKATHON & INNOVATIONS

1. Ideation:

How creative or original is the project idea?

2. 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?).

3. 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 go "Wow"?

4. Completion:

Does the hack work? Did the team achieve to do? everything they wanted? Does the project do what it's supposed.

Note:

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.