INNOVATION FOUNDATION

Reg. No. : MAHA 1192/2007/PUNEF/21704/PUNE

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TECHATHON 2024

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Participant Prerequisites:

Personal Hygiene Items:
- Participants are required to bring personal hygiene items such as toothbrushes, toothpaste, soaps, face washes, and any other necessary toiletries for their comfort and cleanliness throughout the event.

Clothing and Bedding:
- Participants should bring appropriate clothing and bedding, including bedsheets, blankets, jackets, or sweaters, to ensure comfort during the Hackathon.

Electronic Accessories:
- It is mandatory for participants to bring **power extensions** for charging laptops and other electronic devices.
- Bring a secure internet backup (dongle, mobile hotspot) for the hackathon; confirm device compatibility and ensure you have the required cables. Although we are providing internet, please be prepared with your own internet connection in case of any technical issues.
- Participants must carry chargers for their laptops and mobile phones to ensure uninterrupted access to their technical equipment throughout the event.

Other Necessities:
- Participants are encouraged to bring any other necessary items they may require during the Hackathon, such as notebooks, pens, headphones, or any specific tools or materials related to their projects.

Ensuring that participants come prepared with these essential items will contribute to a smoother and more productive experience during the Hackathon, allowing them to focus on their projects without any interruptions.

Accommodation Details:

Accommodation Confirmation:

- Participants residing outside of Pune are eligible for accommodation upon formal confirmation of their lodging requirement with our organization via google form (Already sent and filled by participant)

Check-In Details

- **Date:** 16th February 2024
- **Check-In Time:** 05:30 PM to 08:00 PM

   Dinner Schedule (16th February 2024)

   Dinner Time: 8:00 PM to 10:00 PM

To ensure participants have the necessary energy for the Techathon, dinner will be provided on the 16th.

Registration (17th February 2024): All Participants arrived on 16th feb, must be prepared before 7:30 AM for the final Techathon Reporting at registration desk.

Accommodation Facility

Participants will be accommodated in a classroom setting, equipped with essential amenities for a restful night:
- Mattress
- Blanket
- Pillow
- Bedsheet

 As the accommodation is within a college setting, please be aware that there may not be getting smoother bathing facilities, and unfortunately, warm water cannot be guaranteed in the washrooms. We will try our best to provide you. We sincerely appreciate your understanding and cooperation as we strive to provide the best possible arrangements for your stay during the Techathon. If you have any further questions or concerns, please feel free to reach out, and we'll be more than happy to assist you.

Departure Information

Participants confirming their departure post-Techathon on February 18, 2024, must submit valid departure-related documents for accommodation eligibility on the reposrting desk on 17th Feb morning.

Accommodation and Dinner will be provided only for those accommodating from18th February 2024 8:00pm to 19th February 2024 8:00 am.
Dinner Time : (8:00pm - 10:00pm)
Checkout Time (19th February 2024): Strictly 8:00 AM as our college will be celebrating Shiv Jayanti on 19th February.

We eagerly anticipate your participation in the Techathon and appreciate your cooperation with the provided accommodation facilities. Should you have any inquiries, feel free to contact us. Safe travels!

TECHATHON 2K24 COMPLETE PROCESS DETAILS

Techathon Details:

- **Date:** 17th & 18th February 2024
- **Time:** 17th Feb, 08:00 AM to 18th Feb 07:00 PM
- **Location:** AISSMS Institute of Information Technology, Kennedy Road, Near RTO, Pune - 411 001, Maharashtra, India.
  Google Map Link: https://maps.app.goo.gl/GHSwdGmRq7wX8PkXA

Reporting:

- **Date:** 17th Feb 2024
- **Time:**
  - **17th February:** 08:00 AM to 10:00 AM
- **Contact for Queries:**
  - Soham Mhetre: 9420628652
  - Madhavi Shinde: 8668811371
  - Soham Narule: 7397813461
  - Kaveri Karanje: 9579568982
  - Mahesh Babar: 7447377353

Registration with Team:

- **Registration Timings:** 08:00 AM to 10:00 AM
- **Registration Desk Area:** Admin Office
- **Mandatories for Registering and Entering into the Hackathon:**
  - Must Carry Aadhar Card or **any Identity proof given by GOVT.**
  - Must carry hardcopy of confirmation email.
  - Need to Carry Own Laptop
  - Harmful items are not allowed, No bad items like Pan, Cigarette, Knife, Gun etc.
- **Registration Process:**
  - All the Team Members need to **show Govt. ID Proof and Sign** on the registration List.

- **Collect KIT:** ID Card, T-Shirt, Scripting Pad, Pen, Folder File, Rules & Schedule Print.
- Head to the changing room first, followed by a mandatory group photo shoot at the photo booth for all teams.
- Enjoy breakfast at the Open Air Theatre (OAT) and then proceed to the Multi-Purpose Hall (MPH) for a briefing session before 10:00am.

Luggage Area:
- **Time:** 08:00 AM to 10:00 AM
- **Venue:** Workshop Classroom Basement (if needed)

Dress Changing Rooms:
- **Girls:** Ground Floor Washroom and 1st Floor Washroom (if needed)
- **Boys:** Ground Floor Washroom and 1st Floor Library Washroom (if needed)

Mandatory Group Photo:
- **Attire:** Participants are required to wear the provided T-Shirts.
- **Group Photo:** A mandatory group photo will be taken at the Photo booth arranged by the Techathon Team. Participants will receive a hard copy of the photo at the end of the Hackathon.

Breakfast & Hackathon Instructions:
- **Venue:** OAT (Open Air Theatre)
- Participants will receive **essential instructions** from the Techathon Team.

Room and Bench Allotment:
- Instructions will be given at the registration desk based on your team number.

Briefing Sessions:
- **Session 1:** 10:00 AM - 11:00 AM
- **Session 2:** 11:00 AM - 12:00 PM
- **Venue:** Multi Purpose Hall

Meals:

- **Lunch:**
  - **Time:** 02:00 PM - 04:00 PM
  - **Venue:** OAT Open Air Theatre
- **Snacks:**
  - **Time:** 06:00 PM - 06:30 PM
  - **Venue:** OAT Open Air Theatre
- **Dinner:**
  - **Time:** 08:30 PM - 10:00 PM
  - **Venue:** OAT Open Air Theatre

Note: Meals are followed by slots and that time will be counted in the 24 hours of hackathon. So you have to plan your meals according to your schedule in that respective break time.

Day 2: 17th February 2024

Camp Fire:

- **Time:** 11:30 PM - 1:00 AM (18th Feb) (followed by coffee and snacks)
- **Venue:** In Front of OAT Open Air Theatre

Fresh Up and Breakfast:

- **Time:** 06:00 AM - 08:00 AM
- **Venue:** OAT Open Air Theatre

Minute-to-Minute Program of 24 Hours:

S.NO	TIME	ACTIVITY
1	08:00 AM - 10:00 AM (Day 1)	BREAKFAST & REGISTRATIONS
2	10:00 AM - 12:00 PM	HACKATHON INSTRUCTIONS
3	12:15 PM - 01:00 PM	INUAGRATION
4	01:00 PM - 02:00 PM	HACKATHON STARTS - IDEATION & VALIDATION
3	02:00 PM - 04:00 PM	LUNCH BREAK
5	03:00 PM - 06:00 PM	INFORMATION ARCHITECTURE
6	06:00 PM - 06:30 PM	SNACKS & GAMES (Optional)
7	06:30 PM - 08:30 PM	DESIGN
8	08:30 PM - 10:00 PM	DINNER BREAK
9	10:00 PM - 11:59 PM	DEVELOPMENT
10	11:30 AM - 01:00 AM (Day 2)	CAMPFIRE, DANCES, FUN etc.
11	01:00 AM - 06:00 AM	TESTING
12	06:00 AM - 08:00 AM	FRESH UP & BREAKFAST
13	08:00 AM - 10:00 AM	BUG FIXING
14	10:00 AM - 12:00 PM	DOC/ PRESENTATION PREPARATION
15	12:00 PM - 01:00 PM	LUNCH BREAK
16	01:00 PM - 03:30 PM	PRESENTATIONS & EVALUATION

| 17 | 03:30 PM - 05:00 PM | FINALIZATIONS |
| 18 | 05:00 PM - 07:00 PM | VALEDICTORY |

Hackathon Starts - Ideation & Validation:
- **Time**: 01:00 PM - 02:00 PM
- Participants commence brainstorming and idea generation for their projects.
- Ideas are validated and refined during this stage to ensure feasibility and alignment with the hackathon themes.

Information Architecture:
- **Time:** 03:00 PM - 06:00 PM
- Participants focus on designing the structure and organization of their projects, including data flow and user interface considerations.

Snacks & Games (Optional):
- **Time:** 06:00 PM - 06:30 PM
- Participants have the option to take a brief break, enjoy snacks, and engage in recreational activities to recharge.

Design:
- **Time:** 06:30 PM - 08:30 PM
- Teams delve into the visual and interactive aspects of their projects, creating prototypes and wireframes to illustrate their concepts.

Dinner Break:
- **Time:** 08:30 PM - 10:00 PM
- Participants are provided with dinner to refuel before continuing their work.

Development:
- **Time:** 10:00 PM - 11:59 PM

- Teams begin coding and implementing their project ideas, focusing on functionality and feature development.

Campfire, Dances, Fun, etc.:
- **Time**: 00:00 AM to 02:00 AM
- An opportunity for participants to unwind, socialize, and enjoy various recreational activities organized by the Techathon Team.

Testing:
- **Time:** 02:00 AM to 06:00 AM
- Participants rigorously test their projects, identify and resolve any bugs or issues, ensuring the functionality and performance meet expectations.

Fresh Up & Breakfast:
- **Time:** 06:00 AM to 08:00 AM
- Participants are provided with time to freshen up and enjoy breakfast before continuing their work.

Bug Fixing:
- **Time:** 08:00 AM to 10:00 AM
- Teams focus on addressing any remaining bugs or issues in their projects, ensuring a smooth final presentation.

Doc/Presentation Preparation:
- **Time:** 10:00 AM to 12:00 PM
- Teams prepare documentation and presentations to showcase their projects, highlighting key features, functionalities, and innovations.

Lunch Break:
- **Time:** 12:00 PM to 01:00 PM
- Participants are provided with lunch to refuel before the final stage of the Hackathon.

Presentations & Evaluation:

- **Time:** 01:00 PM to 03:30 PM
- Each team presents their project to a panel of judges, demonstrating its features, functionalities, and impact.

Finalizations:

- **Time:** 03:30 PM to 05:00 PM
- Judges deliberate and finalize the winners based on predetermined criteria, considering innovation, execution, and impact.

Valedictory:

- **Time:** 05:00 PM to 07:00 PM
- The Techathon concludes with an award ceremony to recognize and celebrate the achievements of the participants, followed by closing remarks and acknowledgments.

*These instructions outline the step-by-step process of the Hackathon, guiding participants through each stage of the event to maximize their productivity and creativity.

*All extra activities like camp fire, and refreshments are not mandatory for all. These are arranged for your better experience.

Important Rules, Regulations & Instructions:

1. Any harm to college property will result in punishment and fines.
2. Please bring a dongle or alternative for internet data backup.
3. Bring personal items such as bedsheets, blankets, jackets, or sweaters and medical kits for your extra comfort if you needed.
4. Mandatory government ID proof with a photo.
5. Bring your laptop, charger, power banks, extension boxes, etc., for your technical needs.
6. Don't forget any necessary medications.
7. Respect all participants and organizers, maintain a positive and inclusive environment.
8. Adhere to the Hackathon's code of conduct at all times.
9. All ideas and solutions presented must be original and not infringe on any intellectual property rights.
10. Plagiarism will not be tolerated; all work must be your own or properly attributed.
11. Follow safety protocols and guidelines while working on projects.
12. Participants must comply with all instructions given by event organizers and staff.
13. Use of profanity, harassment, or disruptive behavior will result in immediate disqualification.
14. Participants are responsible for their belongings; organizers will not be liable for any lost or stolen items.
15. Teams must maintain professionalism and sportsmanship throughout the event.
16. Any violations of rules or misconduct may result in disqualification and removal from the premises.
17. By participating in the Techathon, you agree to abide by all rules and regulations set forth by the organizers.
18. Hardware project must develop their supportive software solution at the hackathon.
19. Separate space if require for hardware solution will provide on request.

Please ensure that you read and understand all rules and regulations before participating in the Techathon. These guidelines are in place to ensure a fair, safe, and enjoyable experience for all participants.

Selection Criteria and Process:

1. Innovation and Creativity:

- Originality and creativity of the idea proposed.
- Uniqueness of the approach to solving the problem statement.
- Novelty of the solution presented.

2. Feasibility and Viability:

- Practicality and feasibility of implementing the proposed solution.
- Consideration of technical constraints and resource requirements.
- Potential for scalability and sustainability.

3. Technical Complexity:

- Complexity of the technical challenges addressed.
- Depth of technical skills and expertise demonstrated in the solution.
- Innovative use of technology to overcome challenges.

4. Impact and Relevance:

- Potential impact of the solution on addressing the problem statement.
- Relevance of the solution to real-world issues and societal needs.
- Alignment with the objectives and themes of the Hackathon.

5. Presentation Quality:

- Clarity and coherence of the presentation.
- Effectiveness of communication in conveying the solution.

Presentation Rules & Cash Prizes, Certificates:

Project Presentation:
- Selected teams for presentations must showcase their complete project during the final presentation.
- For projects with complex or large-scale concepts, teams are required to present a proper prototype or working model.
- Presentations must include a detailed explanation of the project's objectives, methodologies, and outcomes.
- Teams must demonstrate their project live to the judges, showcasing its functionality and features.

Presentation Format:
- Teams are required to present their projects using PowerPoint (PPT) or similar visual aids.
- Presentations should be concise, clear, and visually appealing, effectively conveying the key aspects of the project.

Finalist Selection:
- Only the top 20 teams, based on the evaluation by the judging panel, will advance to the final presentation round.
- Finalist teams will be notified in advance and provided with further instructions for the final presentation.

Winner Selection:
- The judging panel will evaluate the presentations of the top 20 teams to determine the winners.
- Winners will be selected based on the overall quality, innovation, and impact of their projects.

Additional Opportunities:
- Winners and select merit teams may receive opportunities for collaborations, or investment prospects with partnering organizations.
- These opportunities aim to support the further development and implementation of promising projects.

Participation Certificates:

- All participants will receive a participation certificate recognizing their involvement in the Hackathon.
- Certificates will be issued to each team member as a token of appreciation for their contributions.

Winner Recognition:

- Winners will receive both cash prizes and merit certificates acknowledging their achievements during the Hackathon. Cash prizes will be given by cheque.
- Merit certificates will also be awarded to select teams, recognizing their outstanding performance and potential.

These rules and guidelines are designed to ensure fairness, transparency, and excellence in the Hackathon competition, rewarding innovation and creativity while providing valuable opportunities for all participants.