

SRMS HACKATHON

Guidelines and Process flow for SH

What is a hackathon?

A hackathon is a design sprint-like event in which students brainstorm ideas, troubleshoot problems, and develop prototype that result in real life solutions.

REGISTRATION

• How do I register for SRMS HACKATHON 2022?

a. Team's team leader will submit their idea in the form of:

➤ Project Report

1. Cover Page
2. Problem description
3. Proposed Solution
4. Proposed Technology
5. Resources
6. Budget

And send it to email: techedge@srmscet.edu

b. Students can directly register themselves using this link: https://docs.google.com/forms/d/1as_6-bzD-18IX4XH5IWJzQPsmWD2EYod1I-ul6M8pQ/edit

TEAMFORMATION

- 1) All team members should be from same college; no inter-college teams are allowed. However, members from different branches of the same college/institute are encouraged to form a team.
- 2) Each team would mandatorily comprise of 4 members including the team leader.
- 3) As the software edition of the HACKATHON is digital product development competition, majority of the team members MUST be well versed with programming skills. For the hardware edition, we encourage multi-disciplinary teams – which means your team should have a good mix of Mechanical Engineers, Electronic Engineers, Product Designers and Programmers, etc.

TEAMSUBMISSIONPROCESS

It is mandatory that the team leader enter the details of the team in the prescribed format only.

Team: <TeamName>

	Name	College Name	Emailid	Mobile no.	Stream	Year
Team Leader						
Team Member						
Team Member						
Team Member						

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IMPORATANT DATES& DETAILS

- Registration Begin: **15th April 2022**
- Last date for team nomination and idea submission (**ONLINE**): **25th April 2022**
- Declaration of team shortlisted: **30th April 2022**
- Final Presentation (**OFFLINE**): **14th May 2022**

Registration Fee: Rs 1000/- per team

Payment Details

Payment Mode: ONLINE/NEFT

Bank Name: Punjab National Bank

Account Number: 52241010000080

Account Holder Name: ENGINEERING SRMSCET, BAREILLY

IFSC Code: PUNB0522410

Branch Name/ Address: SRM Medical Smarak Trust, Bareilly UP

Pin Code: 243202

Venue: SRMS CET BAREILLY

RULES & REQUIREMENTS

Participation

- 1) Minimum 5 teams per problem statement.
- 2) Maximum 4 and minimum 2 students per team.
- 3) Participant must bring their own laptops and necessary things for their presentation.
- 4) NOC from the college / Institute.

Disqualification Criteria

- 1) Plagiarism
- 2) Use of additional team members

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ANNOUNCEMENT SHORTLISTED IDEAS

- 1) Notification for selected teams will be put up on SRMSCET, Bareilly College Website and will be sent to their respective email IDs.
- 2) At least 5 teams per Problem Statements will be selected to compete in grand finale.
- 3) Registration fee is non-refundable.

GENERAL INFORMATION REGARDING THE GRAND FINALE

- 1) If a team is selected for the final round, members will need to present their idea/ prototype at SRMSCET, Bareilly Campus.
- 2) College photo ID & NOC is mandatory for participating in the finale.

PROBLEM STATEMENTS AND PRIZES TO BE WON

- 1) There will be **ONE** single winning team for every problem description. The prize money will be given by the College.
- 2) Amount of prize money to be awarded to each winning team is Rs3000/- per problem description.
- 3) If there is a tie between two or more teams, the final decision of the prize money distribution will be taken by the organizing committee only and once the decision is made, it won't be changed further.

MISCELLANEOUS INFORMATION

- 1) Selected ideas will be supported to be developed further so that industries/government institutions will be able to utilize these ideas; more efforts beyond the finale are required from these selected teams thereafter.
- 2) The ideas or solutions provided/developed/proposed by the teams must be new and must not have been present in any previous event/program of any sort.

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S.No.	Problem Description	Category	Domain
1	Hosting a blockchain code on to a cloud network in order to create a prototype app in the Healthcare sector.	Software	MedTech / BioTech / HealthTech
2	Un-sustainable Farming	Hardware/Software	Smart Agriculture
3	Elder Vulnerability (Elderly who are unable to take care of themselves)	Hardware/Software	AI based Interactive Robots
4	Traffic light negotiation and perception- based detection	Software/hardware	Smart vehicle
5	Insufficient medical support system for remote villages in hill areas.	Hardware/Software	Robotics and Drones

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EVALUATION CRITERIA

LEVEL 1: Primary Idea Selection process: The ideas will be evaluated by experts based on Problem Statement Title given by SRMS HACKATHON 2022.

LEVEL 2: Final Presentation Evaluation Process:

Scoring Rubric for SH 2022

Scoring Rubric for SSH 2022	No Credit (0 points)	Developing (10 points)	Effective (20 points)	Excellent (30 points)
Fit Does the product address the prompt?	The project has very little or no application.	The project takes wide liberty with the prompt and is only loosely related. The core messages are missing.	Project addresses the prompt but diverges in some core aspects. It is useful in theory but lacks aspects in execution to bring it into reality. Alternatively, the project develops an new idea that reasonably fits the hackathon.	The content of the project directly addresses the prompt. Project has application in a clear, unique way. Alternatively, the project develops an new idea that fits the hackathon goals well by coordinating with the organizers.
Innovation Does the product introduce a new approach or perspective, technical, analytical, or visual?	The chosen technology and design is already deeply established.	The code adds a new twist on established design. The new code provides a better/faster/clearer way to attack the problem than the old one	The new project tackles a problem that has been overlooked/ignored in the past, or attacks a problem with a new angle / on a bigger scale / on a higher level	The technology or design breaks ground. The new project attacks a new problem and provided a good solution
Functionality Does the product function as intended? Is it robust and easy to interact with?	Site is less than 20% functional (e.g. buttons don't work, data doesn't pull, etc).	Site is semi-functional. Has 20-40% of functionality intended. Does some of the things it is intended to do.	Site is mostly-functional (40-80%). Does most of the things it is intended to do, but is missing some functionality.	Site is fully functional (80-100%) - meets intentions (e.g. actually does what you say it is supposed to do).
Design Is the product aesthetically pleasing? Does the design of the product elevate its message?	No design, The project is uninviting and does not elevate the message	Some intentionality is put into the project. Message is somewhat muddled.	Project is well designed and easy to use. Message is clear. additional directions are needed to easily navigate project.	Message is communicated fresh and compelling. Design is beautiful. Project is very well organized and user can use application without any additional instructions.
Extensibility Can the product be easily expanded in the future?	Project is not interactive in any way and is not utilizing code.	Project is interactive and code is easily accessible, but is does not use open frameworks or is difficult to further develop.	Project uses conventions that make it extensible, like it distinguishes between data, code and front end design and uses open frameworks.	Overall project is very clear how it was developed (framework, coding conventions, naming conventions), and has some in code documentation attached to it, which makes it easy to be expanded by other coder.