PER TEAM ENTRY <del>DS 999/-</del> RS 499/-

OFFER



#### DATE: 26TH MARCH

## INDIRA COLLEGE OF COMMERCE AND SCIENCE PRESENTS I-HACKATHON

#### FOR ANY QUERIES

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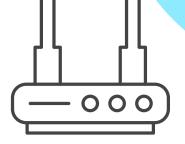
aiccs\_pune

💮 www.iccs.ac.in

PRIZES - 1ST PRIZE 20,000 RS 2ND PRIZE 12,000 RS

THEME 1 (AGRO TECH) : USE OF TECHNOLOGY IN AGRICULTURE THEME 2 (INDUSTRY 4.0) : AI,IOT AR/VR, ML,ROBOTICS

"Inviting Solution from Aspiring Student Learners to Develop & Support our FARMERS & ENGINEERS"



# Indira i-Hackathon 2022?

## What is Indira Hackathon? </>

Initially the word hackathon refers to technical marathon and hack, meant as exploratory programming.

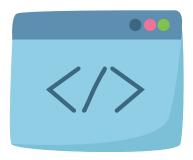
It's an event where a group of people from various technical fields sit together to revolutionize the world. Hackathon is a competition designed to encourage participants to apply their knowledge, creativity and skills.

## Objective

From the individual brain to big college groups, from learning, innovating to pitching, Indira Hackathon will unfold incredible things in a never-before technical solution.

## **Eligibility Criterion:**

Any student pursuing or passed BBA, BCA(BBA-CA), B.Sc.(Comp. Sci.), B.E., M.Sc.(Comp. Sci.) and MCA also students from commerce and arts background can participate.



### Create

Got an idea to solve the big problems in agriculture? Welcome, you belong here!

Agri India Hackathon will be a digital pool of the most exciting, innovative, and futuristic ideas to address the pressing issues with new-age technology.

### Connect

Not just startups, students & youth, but even the giants from the industry, the world's leading companies, financial institutions & policy-makers — everyone will be here!

#### Collaborate

And the best part — each one is building solutions, asking big questions, and learning. You will meet the best of the best people changing the agriculture, business & technology landscape.

# **Topics & Subthemes**

## Use of technology in Agriculture

 Improve harvest, Food Technology & value addition.
 Supply chain & Agriculture Logistics
 Mechanization of farming
 Precision agriculture using applications of sensors/AI/IOT and any other

### Industry 4.0(AI, IOT, AR/VR,ML,ROBOTICS)

- 1.Smart Machinery
- 2.Smart Energy
- 3.Smart City Management
- 4.Smart Factories and any other

## **Rules and Regulations**

- 1.Once the hackathon starts, you will get an option to submit your hack, you can submit as many times as you want, the last hack will be considered as the final submission.
- 2.Any idea that has been copied from somewhere will be disqualified.
- 3.Hack must be developed entirely during the Hackathon duration. Use of open source libraries and other freely available systems or services such as GMaps, FB connect, Twitter Feeds etc.
- 4.Intellectual property of your code belongs to your team only.
- 5.Team size and registration requirements
- You may compete on a team size of maximum 7 participants.
- All teams must register on the Hackathon website before the deadline.
- 6.Individual entry is also allowed.

## HOW TO ENTER

Entrants may enter by visiting our official website https://www.iccs.ac.in and need to follow the steps given below:

1.Round 1 will include participants registering for the Hackathon. For Registration, participants need to pay Rs. 499/- per team. Mode of payment is online and it must be done through Gpay/PayTM on the number 9890686216(Mr. Shivendu Bhushan).

2.Take a snap of your transaction details which is required for uploading while filling up the google form for completion of registration process. The idea/doc created by the team must include UML/SDLC/Flowchart explaining the solution approach taken by you. It must be uploaded at time of registration/filling google form by you.

3.Sample format of Idea Submission will be made available on our official website https://www.iccs.ac.in
4.Entrants will be provided access to the required material/repositories by the credentials given by us. Also they will receive important updates. 5.The main round will include conduction of hackathon for 24 hours for each subtheme which will include live coding and several rounds of evaluation using online ZOOM meetings. Link of the ZOOM meeting will be shared with you after completion of your registration.

6.Based on the idea, its working and code quality; judges will select the individual winner teams from the two subthemes.

7.The hack must be the original work of the submitter, and be solely owned by the submitter, and not violate the IP rights of any other person or entity.

8.Access must be provided to an Entrant's submission for judging and testing by screen sharing and giving a functioning demo, or a test build.

9.Participating teams are also required to share their code on to the provided repository for further analysis and judging.

## **Team Representation**

1.If a team or organization is entering the hackathon, they must appoint and authorize one individual (the "Representative") to represent, act, and enter a Hack, on their behalf. The Representative must meet the eligibility requirements mentioned above. By entering a Hack on the Hackathon Website on behalf of a team or organization you represent and warrant that you are the Representative authorized to act on behalf of your team or organization.

2.Team Intellectual Property: Your Submission must:

(a)be your (or your Team, or Organization's) original work product;

(b)be solely owned by you, your Team, your Organization with no other person or entity having any right or interest in it;

(c)not violate the intellectual property rights or other rights including but not limited to copyright, trademark, patent, contract, and/or privacy rights, of any other person or entity. An Entrant may contract with a third party for technical assistance to create the Submission provided the Submission components are solely the Entrant's work product and the result of the Entrant's ideas and creativity, and the Entrant owns all rights to them. An Entrant may submit a Submission that includes the use of open source software or hardware, provided the Entrant complies with applicable open source licenses and, as part of the Submission, creates software that enhances and builds upon the features and functionality included in the underlying open source product. By entering the Hackathon, you represent, warrant, and agree that your Submission meets these requirements.

### Submission/Modification

1.Draft Submissions: Prior to the end of the Submission Period, you may save draft versions of your submission GitHub to the given portfolio before submitting the submission materials to the hackathon for evaluation. Once the Submission Period has ended, you may not make any changes or alterations to your submission, Updates made to the portfolio after the submission deadline will not be made visible to the hackathon judges.

2.Modifications After the Submission Period. not permit you to modify part of your submission after the Submission Period for the purpose of adding, removing or replacing material that potentially infringes a third party mark or right, discloses personally identifiable information, or is otherwise inappropriate. The modified submission must remain substantively the same as the original submission with the only modification being what the Sponsor permits.

## **Judges & Criteria**

1.Eligible submissions will be evaluated by a panel of judges selected by the Sponsor (the "Judges"). The judges may be employees of the sponsor or third parties, may or may not be listed individually on the Hackathon Website, and may change before or during the Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the sponsor

2.Stage One: The first stage will determine via pass/fail whether the ideas(document) meet a baseline level of viability, in that the project reasonably fits the theme and reasonably meets the requirements featured in the Hackathon. 3.Stage Two : All submissions that pass Stage One will be allowed to register and will be evaluated in Stage Two based on the following equally weighted criteria (the "Judging Criteria")
4.Entries will be judged on the following equally weighted criteria, and according to the sole and absolute discretion of the judges:

- 5.- Completeness and Accuracy Does the extension(idea +code) work? Does it accurately follow the instructions and convert to actions?
- User Experience How easy is it to use the extension? Is using the extension an enjoyable experience for the developers?

- Creativity - How well have the resources been utilized? Did the team use other useful free resources? Did the team add additional useful features ?

- Documentation - Does the team have thorough documentation of code, features and usage?

6.The scores from the Judges will determine the potential winners of the applicable prizes. The Entrant(s) that are eligible for a Prize, and whose Submissions earn the highest overall scores based on the applicable Judging Criteria, will become potential winners of that Prize.

7.Tie Breaking. For each Prize listed below, if two or more submissions are tied, the tied submission with the highest score in the first applicable criterion listed above will be considered the higher scoring submission. In the event any ties remain, this process will be repeated, as needed, by comparing the tied Submissions' scores on the next applicable criterion. If two or more submissions are tied on all applicable criteria, the panel of Judges will vote on the tied submissions.

# Perks of participating: -

1.Meeting new people.

2.Expanding your horizons.

3.Challenging yourself to do better while competing with the smartest minds across the states.

4.Chance to win amazing and attractive cash prizes.

5.Developing your skill sets while presenting your hack in-front of recognized panel.
6.Creating bond with your team and dwelling on the problems of the present and find innovative solutions and also doing research for the same.

7.Gaining knowledge, advancing yourself, working to learn and develop are some other perks along with getting certificate which can be used in your resume

