



Hackathon Hackers Guide

Welcome to **ITS-A-Hack 2024**, a 48-hour hackathon designed for innovators, coders, and creatives. This guide outlines all the essential information you need to navigate the event successfully, from registration to the final evaluation.

Table of Contents

1. [Event Overview](#)
2. [Tracks and Domains](#)
3. [Key Dates](#)
4. [Submission Process](#)
5. [Evaluation Criteria](#)
6. [Hackathon Flow](#)
7. [FAQs](#)
8. [Contact and Support](#)

Event Overview

ITS-A-Hack is a 48-hour online hackathon where participants build innovative projects in response to problem statements across multiple tracks. This event is open to anyone with an interest in coding, regardless of skill level. Participants can form teams of 1 to 4 members and develop solutions using the following domains:

- **Artificial Intelligence & Machine Learning (AIML)**
- **Web Development**
- **App Development**
- **Blockchain**

The hackathon is hosted on **Devfolio**, and participation is free.



Tracks and Domains

Track	Description
Health Tech	Build solutions to improve health care services.
FinTech	Create innovative financial technologies.
EdTech	Develop tools to enhance education accessibility.
Ecommerce	Transform the future of online shopping.
Open Innovation	Open-ended track for groundbreaking ideas across domains.

Each track includes problem statements that align with one or more of the following domains: **AIML**, **Web Development**, **App Development**, and **Blockchain**.

Key Dates

Event	Date	Time
Devfolio Registration Closes	25th September 2024	11:59 PM
Problem Statements Released	26th September 2024	12:00 PM
RSVP Deadline	27th September 2024	12:00 PM
Chris Dias Seminar	27th September 2024	7:00 PM - 8:00 PM
Hackathon Kickoff	27th September 2024	8:30 PM
Compulsory Mentoring Round	27th September 2024	9:00 PM
Initial Evaluation Round	28th September 2024	9:00 PM

IT AHACK

Optional Mentoring Round	28th September 2024	12:00 PM
Mid Evaluation Round	29th September 2024	10:30 AM
Final Evaluation Round	29th September 2024	6:30 PM
Winners Announcement	1st October 2024	N/A

GitHub Repository Submission

All teams are required to submit their project repositories via a provided form after the hackathon begins. Only **commits made after the hackathon kickoff** on 27th September 2024 will be considered for evaluation. Ensure that your submission adheres to the following guidelines:

1. **GitHub Link Submission:** Upload the GitHub link of your project using the form provided on 27th September.
2. **Plagiarism:** Strictly prohibited. Any team found guilty of plagiarism will be disqualified.
3. **Final Submission:** Submissions must be completed by the Final Evaluation Round. Ensure your code is functional and properly documented.



Evaluation Criteria

Projects will be evaluated based on five key criteria, each with a maximum score of 10 points, for a total of 50 points.

Criteria	Max Points	Description
Technicality	10	How well does the project function? Does it justify the hackathon duration?
Originality	10	How innovative is the project? Is it a new idea or a fresh approach to an existing problem?
Practicality	10	Is the project useful and accessible (web app, mobile app, etc.)?
Aesthetics	10	How well-designed is the project? Does it provide a good user experience (UI/UX)?
Wow Factor	10	Does the project have an impressive or unique element that sets it apart from others?

Hackathon Flow

Before the Hackathon

1. **25th September:**
 - Devfolio registration closes.
 - Acceptance and rejection emails will be sent.
 - A comprehensive **Hacker Guide** and the **Discord link** for the hackathon will be provided to all accepted participants.



2. 26th September:

- Problem Statements will be released at **12:00 PM** on the website.
- Teams will be provided a Form in which they will fill their **track and problem statement selection**.

3. 27th September:

- Seminar will be conducted on "**Creating a Regression Model with Azure Machine Learning Designer**" by Chris Dias (Our Mentor) from **7:00 PM to 8:00 PM**.
- Hackathon **kickoff at 8:30 PM**.
- **9:00 PM**: Compulsory Mentoring Round where teams will pitch their ideas and receive feedback from mentors.

During the Hackathon

1. 28th September:

- **12:00 PM**: Optional mentoring round is available upon request.
- **9:00 PM**: Initial Evaluation Round to assess the progress. Teams with no progress or concrete ideas will be disqualified.

2. 29th September:

- **10:30 AM**: Mid Evaluation Round. The top 10 teams will be selected to proceed to the final round.
- **6:30 PM**: Final Evaluation Round to determine the top 3 winners.

Post-Hackathon

1. 1st October:

- Winners will be announced, and certificates will be distributed



FAQs

1. Why should I join the Discord server?

Discord will be the central platform for all hackathon communications, including announcements, mentoring, and evaluation updates. Make sure to stay active and connected.

2. What happens if I don't make it to the final round?

Even if you don't qualify for subsequent evaluation rounds, **submit your project**. Submitting projects improves your profile on Devfolio, and future organizers will take this into account when reviewing applications.

3. Can I work alone or do I need a team?

You can participate as an individual or in a team of up to 4 members.

4. How is plagiarism handled?

Plagiarism is strictly prohibited. If your team is found to have copied or reused code without proper attribution, you will be immediately disqualified.

5. What should I do if I face technical issues during the hackathon?

For any technical difficulties, contact the organizers via Discord. We'll be available throughout the event to help you resolve issues.

Contact and Support

If you have any questions or need assistance during the event, feel free to reach out to the organizers on Discord.