

## WAVE 2.0

### Rules and regulations

#### Registration and Idea submission:

1. Participants can register through google form or by contacting Student Coordinators provided in the brochure
2. The team size should be 2-4 members of the same college.
3. Registration fees Rs. 250\ per head.
4. Teams must submit their "Abstract of Problem Statement" prior to Hackathon.
5. Problem statement can be selected from a given set of statements or else participants are encouraged for Open Innovation\*.
6. The WAVE is completely based on software i.e, software hackathon, if any hardware required for your software the components or materials should be borne by you.
7. Projects that violate the Code of Conduct are not allowed.
8. Teams violating Competition Rules, breaking the Code of Conduct, or other unsporting behavior will be disqualified from the competition. In regard to this, the organizers' decision is final.
9. Participants should be in the venue for the entire duration of the hackathon.

#### Evaluation process:

##### **Initial Review** (5 hours into the hackathon):

Participating teams will present their ideas and explain their problem statements to a panel of judges. They will also provide an overview of their progress up to that point.

##### **Mid-way Review** (12 hours into the hackathon):

The selected teams from the initial review will present their updated progress to the panel of judges. Evaluation will be based on the quality of their solutions, the advancement they've made, and their implementation strategies.

##### **Final Review** (24 hours into the hackathon):

The remaining teams will present their fully developed solutions to the panel of judges. Evaluation will encompass creativity, technical excellence, feasibility, and potential impact of their solutions.

#### **Prize Distribution:**

Winners will be determined based on cumulative evaluations conducted throughout the 24-hour period. Prizes will be awarded to the winning teams during a designated ceremony.

## Evaluation criteria:

The participating teams will be evaluated based on the below criteria.

- **Innovation Quotient:** Assess the extent of creativity, originality, and ingenuity evident in the proposal. This covers the novelty of the concept, the degree of innovation embedded, and the fresh perspective on the underlying problem.
- **Technical Proficiency:** Gauge the technical prowess and expertise displayed by the team members. Consider the intricacy of the solution design, the depth of technical understanding, and the precision of the solution's implementation.
- **Practical Viability:** Examine the practical feasibility and workability of the solution. Evaluate its potential for real-world application, scalability within different contexts, and the extent to which it addresses the problem's core issues.
- **Societal Impact:** Analyze the potential positive effects and transformative outcomes the solution could bring. Consider its ability to address tangible real-life challenges, pave the way for meaningful change, and provide opportunities for future expansion.
- **Expressive Delivery:** Assess the quality of the presentation, focusing on how effectively the team communicates their idea. This involves evaluating the clarity of their communication, their capacity to articulate complex concepts, and the overall coherence of the solution's narrative.

**Jury decision is final.**

- \* **Open innovation** is a collaborative problem-solving approach that involves actively seeking solutions, ideas, and expertise from a wide range of sources, including individuals, organizations, and communities, both within and outside of an entity or company. It emphasizes the importance of sharing and leveraging external knowledge and resources to drive innovation and achieve organizational goals.