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SanD Hacks 2026 - Hacker Guide

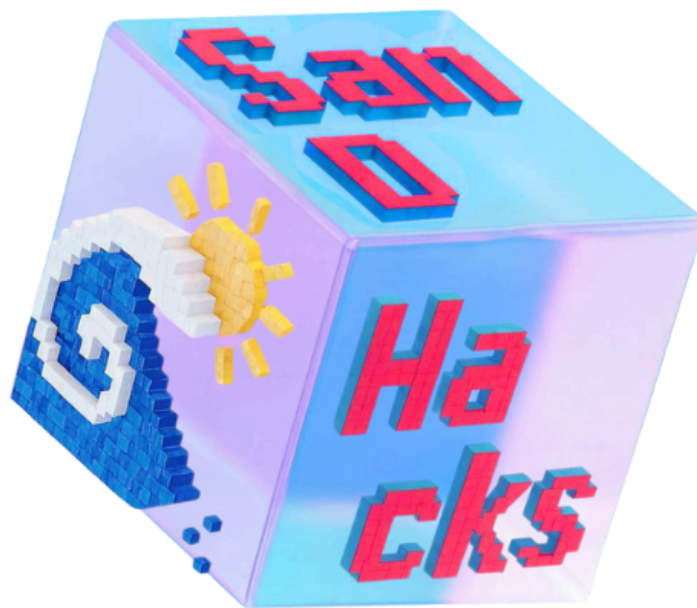
Website: <https://hackathon.csesatucsd.com>

Discord: <https://discord.gg/yz5rFfCHB8>

Devpost: <https://sand-hacks-2026.devpost.com/>

Welcome to SanD Hacks 2026! This document contains important information regarding rules and eligibility. Please go through all the tabs carefully:

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- [Schedule](#)
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General Information

General Information

Website: <https://hackathon.csesatucsd.com>

Discord: <https://discord.gg/yz5rFfCHB8>

Devpost: <https://sand-hacks-2026.devpost.com/>

Important guidelines

- You must join the Discord server above to be officially considered a hackathon participant. Any communication and announcements from this point on will take place through Discord. Please edit your server nickname to be your full name + school.
- This is an in-person hackathon. All participants are required to be present during check-in, judging, and the award ceremony. Check the attached schedule for more details.
- Submissions will take place through Devpost. Find more information in the [submissions tab](#).
- You are allowed to take part in teams of 1 to 4. Teammates can be from any school and education level. Feel free to modify your team during the event; teams are only locked in at the time of submission.
- This is an open-AI and open-internet hackathon. Feel free to use any available resources for building your project.

Packing list

- University/government ID (MANDATORY)
- Personal computer and accessories
- Chargers (phone, laptop, etc.)
- Headphones
- Sweater/jacket
- Water bottle
- Snacks
- Deodorant

Communication

- We will be using Discord as the main mode of communicate during the event
- If you are not a UCSD Student, please use 'eduroam' or 'UCSD-Guest' for wifi

- Reach out on Discord or come to the Help Desk if you run into any issues during the event!

What are we providing?

- Free shirts and swag
- Free meals:
 - Saturday: lunch, dinner
 - Sunday: breakfast, lunch
 - Both days: snacks and drinks

Travel and Accommodation

Unfortunately, we will not be providing travel reimbursements or overnight accommodations this year. However, the Qualcomm Room will be available as a dedicated hacking space during the following times:

- Day 1 (January 31st) : From the start of the hackathon until 10:00 PM
- Day 2 (February 1st): From 7:00 AM until the submission deadline

Participants are welcome to use this space to collaborate, build, and work throughout the event hours.

Additional Information

For any emergencies, contact UCPD at (858) 534-4357 or call 911. We will have help desks set up at the hackathon with staff members present. For any questions, come to our help desk. Staff members should be wearing the hackathon t-shirt.

You are expected to follow [UC San Diego Principles of Community](#). Any violations will result in immediate disqualification and removal from the premises. CSES will not be held liable for any violations of campus regulations and will defer the case to the campus police in such cases.

Schedule

Schedule

Logistics

Saturday 1/31

Time	Location	Event
9 am	WLH 2005	Check-In
10 am	WLH 2005	Opening Ceremony
10:30 am	Qualcomm Conference Room Jacobs Hall (Outside Qualcomm Room)	Hacking Begins Team Formation Mixer
12:30 PM	Jacobs Hall	Lunch
7:30 PM	Jacobs Hall	Dinner
10:00 PM	Qualcomm Conference Room	Hacking Space is Closed

Sunday 2/1

7:00 AM	Qualcomm Conference Room	Hacking Space Re-Opens
7:30 AM	Warren Mall	Breakfast
9:00 AM	Qualcomm Conference Room	Lovable Hackathon Begins
11:00 AM	Qualcomm Conference Room	Initial Submissions Due
12:00 PM	Qualcomm Conference Room Jacobs Hall	Final Submissions Due Lunch
1:00 PM	Qualcomm Conference Room	Presentations Begin
3:00 PM	Qualcomm Conference Room	Presentations End
3:30 PM	WLH 2005	Closing Ceremony

Workshops

Saturday 1/31

Time	Location	Event
1:30 PM	WLH 2114	Lovable Workshop
3:00 PM	WLH 2114	UCSD Basement Workshop
4:00 PM	Qualcomm Conference Room	UCSD Basement Mentorship Session - get help and advice on your project!
4:30 PM	WLH 2114	Grip Workshop
6:00 PM	WLH 2114	OSPO Workshop

Socials

Saturday 1/31

Time	Location	Event
4:30 PM	Warren Mall	Gliderport Sunset Social
9:00 PM	Jacobs Hall (Outside Qualcomm Room)	Energy Drink Rage Cage

Food

Food Menu

Saturday Lunch: Subway

- Veggie Delite 6 inch Sandwich
- Oven-Roasted Turkey 6 inch Sandwich
- Black Forest Ham 6 inch Sandwich

Saturday Dinner

- Panda Express

Sunday Breakfast

- Bagels

Sunday Lunch: Chipotle

- Build Your Own Bowl
 - Vegetarian
 - Steak
 - Chicken

24 hr Snack Table

- Assortment of snacks and energy drinks

Workshops

Workshop Details



Workshop Raffle Giveaway!

Attend workshops and win a drone! Each workshop attendance is one entry into the raffle.

Sat 1/31

1:30 pm - Introduction to Lovable

An introduction to the Lovable platform and hackathon track.

3:00 pm - Story Telling Workshop by UCSD Basement

This workshop will focus on the art of storytelling and how to effectively convey an innovative idea. It will help teams organize their thoughts and successfully craft a compelling pitch deck.

4:00 pm - Mentorship by UCSD Basement

Get 1-on-1 help on your project from Basement mentors! Mentors will be in the hacking space between 4:00 - 5:30 pm.

4:30 pm - “I Charge Myself \$5 Every Time I Open Instagram” by Grip

A builder’s guide to solving compulsive phone use when willpower fails.

6:00 pm - Supercharge your Project with Open-Source by OSPO

A workshop on leveraging open-source tools and libraries safely and effectively to enhance your hackathon projects.

Prizes

Prizes



Best Overall Hack
AOC Gaming Monitors



Overall Runner-Up
Anker Soundcore Bluetooth Speakers



Raffle Prize (each workshop attendance is one entry into the raffle)
Drone



Most "Lovable" Idea
3 months free access to Lovable



Most Innovative Project
UCSD Basement Swag



Multi-Agent Systems Challenge
\$150 Cisco store gift card and eligible to a badge and certificate



Best use of EyePop.ai
100 dollars worth of compute credits of their VLM

Tracks

Track Descriptions

Note: You are allowed to submit to multiple tracks.

Best Overall Hack

A fully open-ended track. Awarded to the team that builds the most outstanding project at **SanD Hacks**. This project will demonstrate exceptional technical execution, creativity, and impact. Judges will evaluate overall design, functionality, innovation, and presentation quality. Your imagination is the limit.

Lovable No-Code Track — Most Lovable Idea

A special 3 hr challenge that is only open between Sunday, Feb 1, 9 am - 12 noon. Awarded to the team that creates the most “lovable” idea at SanD Hacks, showcasing creativity, strong user experience, and the best use of **Lovable**.

UCSD Basement Track — Most Innovative Project

Awarded to the team that presents the most unique and impactful idea, effectively addressing a real-world problem through a creative, innovative, and realistically achievable solution.

AGNTCY Track — Multi-Agent Systems Challenge

This track introduces participants to **multi-agent systems (MAS)** using **AGNTCY**, an open-source project initiated at Cisco that is building foundational infrastructure for the **Internet of Agents**. Teams can start at **any challenge level** based on experience.

More information about the AGNTCY track:

<https://docs.google.com/document/d/1sc1U5675POi89BRTJ4GYbN1yiAhHqwfeEzsDYEvxR5U/edit?tab=t.0>

EyePop.ai Track — Best Use of EyePop

Awarded to the team that demonstrates the most innovative and impactful use of EyePop.ai. Teams are challenged to transform images or video into actionable insights, showcasing creativity, problem-solving, and the ability to turn complex visual data into real-world solutions.

Tool:

<https://docs.eyepop.ai/developer-documentation/eyepop.ai-visual-intelligence/visual-intelligence>

Submission & Judging

Submission Guidelines

- Submissions will take place through Devpost. Please register here: <https://sand-hacks-2026.devpost.com/>
- Every submission must include:
 - **3-minute video** - Present your project. Talk about your idea, give a demo (most important part!), and explain the technologies involved. You will upload this as a YouTube/Google Drive link. Make sure the visibility is set to “Public”
 - **Short write up** - Problem, solution, challenges, tools used, etc. (You will be answering specific prompts for this directly on Devpost)
 - **GitHub repository link / Lovable project link**
 - **Live demo link (optional)**
- Initial submissions are due on Sunday at 11:00 am. This can just be a placeholder submission, but we need this to record teams, assign table numbers and set up the judging system. You are free to continue making changes to your project until 12 noon.
- Final submissions are due Sunday at 12 noon. This includes the video, write-up, and demo/repository links. No changes are allowed after this time.
- We recommend keeping at least 2 hours at the end to record the video and prepare a write-up. Do not rush this step.
- Your project cannot have any commits before Saturday 10:30 am, or after Sunday 12 noon. Doing so will result in immediate disqualification.

Judging Guidelines

- Judging will take place in-person between 1 - 3 pm. We will follow the science-fair format for judging.
- Every project will be assigned a table number. The entire team is expected to be at their table during judging hours. If any member is missing the judge will give a zero and move to the next project.
- Judges will be walking around and may come to your table at any time. You will be assigned multiple judges; the exact number can vary based on your track selection.

- When a judge approaches your table, you will have 3 minutes to present your project, followed by 2 minutes for follow up questions by the judge.
- Judging will be holistic, and will cover the following criteria:
 - **Idea:** Is the problem being solved a real problem? How creative is the solution? How practical is it?
 - **Demo:** Did the demo work? How well does it showcase the project?
 - **Technical Complexity:** Did the project use any interesting technologies or new algorithms?
 - **Completion:** Was the project complete? Does it do everything it's advertised to do?
 - You will **NOT** be judged on code quality, such as comments or file structure.

Sponsors

Thank you to our sponsors!



AGNTCY is an open source framework part of Linux Foundation, designed to enable standardized discovery, orchestration, and collaboration between AI agents across different frameworks and platforms (LangGraph, LlamaIndex, CrewAI, etc.) through standardized protocols.

GitHub: <https://github.com/agntcy>

[Information](#) on their track and useful links to get started!



Lovable is the world's most powerful AI full-stack engineer, designed to turn your ideas into functional professional-grade web applications in seconds, using nothing but natural language.

How to Master Lovable

- [Mastering Lovable](#) - short intro guide
- [Tips & Tricks Guide](#) - practical how-to resource

Student Perks

- Lovable offers a global [student discount](#) of 50% off Pro Plan 1 for all students.
 - [Information](#) about the Back-to-School campaign
 - [Content](#) related to the Back-to-School campaign



The UCSD Open Source Program Office serves as the central hub for open source innovations across the university, bridging the gap between academic research, industry collaboration, and community & global impact.

Website: <https://ospo.ucsd.edu/>



EyePop.ai is a revolutionary platform that makes computer vision accessible to everyone without requiring a single line of code, transforming complex visual data into actionable insights instantly.

Website: <https://eyepop.ai>

Document to help:

<https://docs.eyepop.ai/developer-documentation/eyepop.ai-visual-intelligence/visual-intelligence>



Grip is a digital wellness and productivity tool designed to reduce distraction and be more intentional with your time. They are the first app to make distractions costly. Get a grip on your life with instant app blocks, daily screen time limits, and scheduled focus sessions. Grip is the ironclad app blocker for anyone who feels the drain of doomscrolling and excessive screen time,

has tried other tools like basic blockers but bypassed them too easily, or wants a system to stop their smartphone from stealing their focus.

10% of \$30 annual sales happen during the hackathon to go to the CSES club, and in turn, the UCSD community!

Website: joingrip.io

UC San Diego

THE BASEMENT

The Basement at UC San Diego is an innovation and entrepreneurship hub open to students from all disciplines who want to explore ideas and develop them into impactful ventures. The Basement provides mentorship, connections with serial entrepreneurs and industry experts, funding opportunities, hands-on workshops, and collaborative spaces that support every stage of the entrepreneurial journey. Through its two flagship programs, The Basement fosters creativity, community, and a spirit of innovation:

- Blackstone LaunchPad supports students actively building early-stage ventures by providing mentorship, guidance, and resources to accelerate their entrepreneurial journey.
- Innovating for X (i4X) brings together multidisciplinary teams to tackle real-world challenges from corporate, government, and nonprofit partners— gaining workforce-ready experience while developing disruptive solutions.

To learn more:

Website: <https://thebasement.ucsd.edu/>

Follow Us: Instagram: [@ucsdbasement](https://www.instagram.com/ucsdbasement) and LinkedIn: [The Basement at UC San Diego](https://www.linkedin.com/company/the-basement-at-uc-san-diego)