

HACKATHON

Version

2.0

30 hours long coding challenge

Wondering about this then join us

26 JAN TO 28 JAN

PRIZE WORTH LAKHS



AISSMS

Institute of Information Technology

Alacrity' 18



An Enigma Waiting To Happen...

HACKATHON

One define “hackathon” very broadly:

Hacking is creative problem solving. (It does not have to be about technology.)

A hackathon is any event of any duration where people come together to solve problems. Most hackathons I’ve run also have a parallel track for workshops.

Participants typically form groups of about 2-5 individuals, take out their laptops (if the event is technology themed), and dive into problems. Training workshops are a great parallel track especially for newcomers but also for all participants.

MORE ABOUT EVENT

The event is a code fest where computer programmers team up to build software. Hackathon typically lasts for a whole day or more. Tentative time decided for this Hackathon will be 24 hours to 30 hours. It will be an open platform application development and will totally depend on participating team whether to make web application or mobile application or any kind of software on the provided project from company. The project will be declared prior to the event.

OBJECTIVE

- ***Cultivating Good Projects***
- ***Showcase the talent outcome***
- ***Team Work***
- ***Solution to problem in define time***

The hacking track is for participants to dive into problems. Often groups of 2-5 individuals form around a project, such as building a new data visualization, writing a document, or collaboratively investigating a problem. Participants take out their laptops, connect to power and WiFi, and get working.

HAPPY HOURS

A pre-event happy hour the night before helps participants to get to know each other in a relaxing setting. A post-event happy hour the evening later the hackathon wraps up gives participants a chance to socialize now that they know each other.

MESSAGE SUMMARY

This year AMBIORA 2018 along with its partner at Pune and Indore will test your coding skill, problem solving skill and challenge for longest coding challenge ever in the college history

TENTATIVE SCHEDULE

11:00AM Kickoff / Welcoming session

02:00PM Lunch

05:00PM Tech Talk

08:00PM Dinner (Special)

02:00AM Night talks by Company professional

08:00AM Breakfast

13:30PM Hacking stops

14:00PM Judging Begins

15:00PM Goodbye!

DETAIL INFORMATION ABOUT THE SCHEDULE

Welcoming session

Start with a brief session welcoming everyone and laying out the day:

- *Introduce the organizers.*
- *Thank the venue and sponsors.*
- *Explain the history and purpose of the event.*
- *Mention the code of conduct.*
- *Experience been to a hackathon before, or to your particular event before; give an applause.*
- *Explain logistics, the schedule of workshops, lunch, end time.*
- *Encourage people to take and share session notes and to record progress on projects*

We will have all of the participants introduce themselves. The company which has brought a project to work on should then introduce the project to everyone. This is called “project pitches.”

During the day

Go around to check that every project in the room. Help session where anyone needs anything or can't find something to work on. Keep participant on the overall schedule. Few fun events and tech talk events to help them with the project.

Night Party

It can be small party to refresh the participants.

Wrap-up

The wrap-up session gives everyone a chance to hear what everyone else worked on during the day with folks rounds of applause.

RULES AND REGULATIONS

- *There can be minimum 2 and maximum 5 members in a team.*
- *To ensure a level field for a contestant, a code, design, etc. assets must be created/developed during the Hackathon only, so that all participants start off on the same footing.*
- *Internet and Wi-Fi connectivity will be provided throughout the event.*
- *To participant in a Hackathon, each member of team, must attend the Hackathon event and be registered for the Hackathon.*
- *The Team should identify a “Team leader” at the time of registration itself.*
- *App development / software / website can be done as per project guideline.*
- *Participants must bring their own resources.*
- *It is mandatory for the participants bring their personal identity proof.*
- *Any member of Team can take break for refreshments at anytime but not a at same time*
- *In case of any dispute decision taken by event heads will be final.*
- *If any participant is found be cheating, the whole Team will be disqualified.*
- *Coding should be done in the specified time only.*

SPECIAL FEATURE THIS YEAR

Hackathon is being conducted simultaneously in Pune, Shirpur and Indore on 26th, 27th and 28th January 2018.

- ***Pune: AISSMS, IOIT***
- ***Shirpur: NMIMS Shirpur, RCP***
- ***Indore: Symbiosis college, MEDICAP***

Participants will not be bored this year because we have

- 1. Gaming zone*
- 2. Table Tennis*
- 3. 30-hour continuous coffee machine*
- 4. Many more .*

ENTRY FEE:

Participants having the TECHNICAL PASS of ALACRITY'18 are provided FREE entry into the contest.

TECHNICAL PASS:

Rs.100/- per head

For registrations please contact our desk or visit our website at

<http://alacrityfest.org/>

EVENT HEADS:

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