

Hack the idea

Where ideation meets implementation

Description:

A 24 hours event in which teams (computer programmers and software development, including graphic designers, interface designers, project managers, and often including subject-matter-experts, collaborator) have to develop an application or software-based or hardware-based solution to the given problem statement. The focus will primarily be on the product developed.

Rules:

- The event will be 24 hour long.
- Participation will be in teams (per team 4 members maximum and minimum 2).
- The teams will be given a theme on which they are supposed to develop an application, be it a web app, Android app, iOS app, Windows app or any native app or any other software or hardware prototype.
- There will be an exhibition of all the products developed and every team will get a chance to showcase their application in front of all the judges and the developers.
- Every team will get a maximum of 5 minutes to present their product in front of the judges. The judges will be asking questions about the product so developed.
- If any team is found copying an product that has already been published, the team will be disqualified on the spot.
- Decision of judges will be final.