

ROBOVANTA – HARDWARE HACKATHON RULE BOOK

1. Event Overview

The Hardware Hackathon is a fast-paced innovation challenge where participants design, build, and demonstrate a working hardware prototype within a limited time based on a problem statement provided by the organizers.

The focus is on innovation, functionality, technical implementation, and problem-solving ability.

2. Team Structure

- Team Size: **1–4 Members**
 - Interdisciplinary teams are encouraged.
 - One project submission per team.
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3. Competition Format

Phase 1: Problem Statement Release

- Problem statements will be announced at the start of the event.
- Teams must select or be assigned a problem statement.

Phase 2: Design & Development

- Teams design and build their solution.

Phase 3: Final Demonstration

- Teams present and demonstrate their working prototype before judges.
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4. Duration

- Total Duration: **24 Hours**
 - No extension will be provided.
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5. Components & Equipment

IMPORTANT

Participants must bring all required components, tools, and equipment.

The organizers will **NOT provide:**

- Arduino Boards
- ESP32 Modules
- Raspberry Pi
- Sensors
- Motors
- Batteries
- Power Supplies
- Laptops
- Breadboards
- Jumper Wires
- Soldering Equipment
- Mechanical Parts
- Electronic Components

Teams are solely responsible for arranging all materials required for project development.

6. Allowed Domains

Projects may be developed in:

- Robotics
- Automation
- IoT
- Embedded Systems
- AI Hardware Applications
- Smart Agriculture
- Healthcare Technology
- Renewable Energy
- Smart Cities
- Industrial Automation

- Assistive Technology
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7. Development Rules

Teams may:

- Design hardware circuits.
- Develop embedded software.
- Integrate sensors and actuators.
- Use open-source libraries.
- Fabricate mechanical assemblies.

Teams may not:

- Bring a fully completed project.
 - Present previously developed projects as hackathon submissions.
 - Copy another team's work.
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8. Judging Criteria

Criteria	Marks
Innovation & Creativity	25
Technical Implementation	20
Working Prototype	20
Problem Solving Ability	15
Presentation & Demonstration	10
Future Scope & Scalability	10
Total	100

9. Final Presentation

Demonstration Time

- Project Presentation: **5 Minutes**

- Q&A Session: **3 Minutes**

Required Presentation Content

- Problem Statement
 - Proposed Solution
 - Working Demonstration
 - Technical Details
 - Future Improvements
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10. Prohibited Activities

- ✗ Plagiarism
 - ✗ Unsafe Electrical Systems
 - ✗ Hazardous Chemicals
 - ✗ Fire or Explosive Devices
 - ✗ Illegal Technologies
 - ✗ Intentional Damage to Venue Property
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11. Disqualification

Teams may be disqualified for:

- Presenting pre-built projects.
 - Plagiarism or copying.
 - Misconduct towards organizers or judges.
 - Unsafe project operation.
 - Violation of hackathon rules.
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12. Safety Guidelines

- Batteries must be securely mounted.
- Wiring must be insulated.

- High-voltage systems are prohibited.
 - Organizers may stop any unsafe demonstration.
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13. Awards

Winner

Runner-Up

Second Runner-Up

Best Innovation Award

Best Hardware Design Award

Best Social Impact Solution

14. General Rules

- Teams must report at least 30 minutes before the start.
 - Judges' decisions are final.
 - Organizers reserve the right to modify rules if required.
 - Internet access may be used for research unless otherwise specified by organizers.
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Event Summary

Parameter	Details
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Event Name	Hardware Hackathon
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Team Size	1–4 Members
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Duration	24 Hours
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Format	Prototype Development
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Components	Participants Must Bring Their Own
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Presentation	5 Minutes
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Q&A	3 Minutes
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Parameter Details

Evaluation 100 Marks

Motto

"Build. Innovate. Prototype. Transform."