



RULES AND REGULATIONS

- Undergraduates of any University or Higher Educational Institute are eligible to participate in this competition.
- All teams must comprise of **3 to 5 members**. One person can represent only one team.
- Participants in a team should **represent the same University or the Higher Educational Institute**.
- All ideas should be **novel and innovative**.
- Ideas should be presented in a proposal, **following the sample proposal structure** and the guidelines given.
- Proposed idea **cannot be changed**. Final product may have added features.
- Selections will be conducted in 3 stages;
 - Stage 1 – The submitted proposals will be shortlisted into **30 teams**.
 - Stage 2 – **15 Final teams** will be selected; **12 teams** based on their **Initial idea pitch (ideaX)** and **03 MIT teams** selected from the **Intra Department Ideasprint** at the Department of Industrial Management.
 - Stage 3 – **3 winners** will be rewarded at the hackX Final event.



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- Final 15 Teams will be given 01-month long idea implementation period (designX) to develop their ideas into products. designX will consist of a **Technical Workshop Webinar**, a **Business Workshop Webinar**, a **Webinar Session on IoT** and a **Webinar Session on Digital Marketing** in the aim of providing industrial guidance for the implementations.
- **A mentor** will be allocated for each team during the idea implementation period (designX).
- An interactive web platform will be introduced at the commencement of the event. Teams are requested to communicate with their mentors and submit progress report forms through the web platform.
- All participants are required to attend the **Technical Workshop Webinar, Business Workshop Webinar, Webinar Session on IoT and Webinar Session on Digital Marketing**.
- Participants can virtually attend **webinar sessions**.
- Note that the **attendance for webinars** and **submission of progress reports** on or before the deadline is **compulsory**. Inability to do so can cause disqualification or deductions in the final marks.
- Teams should come up with a **prototype of their idea** for the final product demonstration.
- Resources for development **will not be provided** during the Idea Implementation Period (designX) or prior.



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- **Note that judges' decision will be final and irrevocable.**
- Participants are required to log on to the event session **at least 15 minutes before** the acknowledged time.
- The **ownership** of the idea and the product will be **held by the developing team.**