



hackX 11.0

# DELEGATE BOOKLET

# INTRODUCTION

hackX 11.0 is Sri Lanka's premier inter-university startup challenge organized by the Industrial Management Science Students' Association of the Department of Industrial Management, University of Kelaniya. This year we are proud to be partnering with the Ministry of Science and Technology and the National Science Foundation of Sri Lanka for the second consecutive year.

Throughout the past decade, hackX has been fostering groundbreaking ideas, following the success of five consecutive hackathons and five transformative startup challenges. As we step into our eleventh edition, encouraging visionary minds to develop technologically advanced solutions that scale sustainably and capture the market. Guiding participants from the initial idea to the launch of successful startups, hackX 11.0 offers a transformative journey powered by intensive mentorship, strategic business guidance, and real-world validation. The journey begins with ideasprint 2026, an intra-departmental idea pitching competition. Next, the competition expands at ideaX 2026, the semi-final stage, where inter-university teams compete and showcase their concepts. The selected teams then move on to designX 2026, the skill-building workshop series. Finally, the Grand Finals of hackX 11.0 serve as the ultimate platform where top teams present their innovation, turning their visions into reality.

## WIN EXCITING CASH PRIZES



**WINNER**  
LKR 200,000



**1<sup>ST</sup> RUNNER-UP**  
LKR 150,000



**2<sup>ND</sup> RUNNER-UP**  
LKR 125,000

# EVENT TIMELINE



Note that, Dates are tentative and may be subject to change.



# COMPETITION GUIDELINES

- Participation is open to undergraduate students from universities or officially recognized institutions within Sri Lanka.
- Participants may register individually or in teams of up to 5 members, where all members are from the same university or institution.
- A proposal template will be provided, and all submissions must follow the provided guidelines.
- A pitching video is compulsory for all teams. The video must be uploaded to YouTube as an unlisted video and submitted with the proposal. Videos that do not fall within the 2-3 minute duration will not be accepted.
- Submitted ideas must be original, innovative, and developed entirely by the participating team.
- Any form of plagiarism or violation of rules may result in disqualification from the competition.
- Each team passing onto the idea pitching stages will be given 10 minutes, including 7 minutes for the pitch and prototype demonstration, and 3 minutes for the Q&A.
- The pitch may be presented by one or more team members.
- Finalist teams must present a prototype, either fully developed or partially developed. Fully functioning prototypes are preferred, but partially developed ones that clearly explain the concept and functionality will also be accepted.
- All proposals, presentations, pitching videos, prototypes, and Q&A sessions must be conducted entirely in English to ensure quality and fairness.



# PHASES OF hackX

## Proposal Submission 1<sup>st</sup> August 2026

The Registration and Proposal Submission phase marks the official start of your hackX journey. During this stage, teams are required to complete their registration and submit a comprehensive proposal outlining their startup idea, its value proposition, and implementation approach, along with a short pitch video that presents their concept. This is your opportunity to make a strong first impression, so ensure both your written submission and video are well-prepared, clearly communicate your vision, and adhere to the official competition guidelines.

## ideaX (Semi-Finals) 3<sup>rd</sup> October 2026

ideaX marks the semi-final stage of hackX, where selected teams from universities across Sri Lanka pitch their innovative ideas before a panel of expert judges. This round evaluates the creativity, feasibility, and potential impact of each solution. Finalists from ideaX are selected to compete at the Grand Finals of hackX 11.0.

## designX 16<sup>th</sup> Sept - 31<sup>st</sup> Oct 2026

designX is a mentorship-driven phase focused on preparing shortlisted teams for the Semi-Finals and Grand Finals. It features a series of expert-led workshops covering business modelling, startup structuring, and market validation. Participants receive strategic guidance to enhance their ideas and pitch readiness, ensuring they are equipped to compete at a higher level.

## Grand Finals 11<sup>th</sup> November 2026

The Grand Final is the flagship event of hackX 11.0, where finalist teams showcase their fully developed solutions to a panel of industry leaders, academics, and investors. This platform celebrates innovation, technical excellence, and entrepreneurial spirit-offering awards, recognition, and opportunities for future development and collaboration.

**Note that, Dates are tentative and may be subject to change.**

# REGISTRATION FOR THE HACKATHON

- All teams are required to register for the competition during the designated registration period, which opens on **3<sup>rd</sup> July 2026** and closes on **3<sup>rd</sup> August 2026**.
- To register your team, visit [hackx.lk](https://hackx.lk) and navigate to the registration page.
- Make sure to fill in all the required information about your team, including:
  - Team leader's contact details
  - University name
  - Details of all team members
- Registration by a **single team member is sufficient** for the entire team, but all team details must be entered accurately and completely.

## PROPOSAL SUBMISSION PROCESS

- Teams can submit their proposals from **1<sup>st</sup> August to 14<sup>th</sup> August 2026**.
- Proposals must be uploaded as a PDF document. Partially completed submissions will be rejected.
- Teams are required to submit a **2–3 minute** pitching video together with their proposal through an **Unlisted YouTube link**.
- All proposals must be submitted in **English only**.
- The content of the proposal should strictly follow the provided template and must not exceed the word limit of **3,500 words**.
- Teams may include diagrams, images, charts, and other relevant visuals in their proposals.
- The proposal template will be uploaded to the official website, and all registered teams will be notified via email once it is available.

# CONTACT US



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Feel free to reach out for any inquiries, clarifications,  
or support regarding hackX 11.0

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