



JAYSHREE PERIWAL
INTERNATIONAL SCHOOL

innovating minds...elevating souls



IB LEAGUE

STUDENTS FOR HUMANITY



THE HACKATHON COMPETITION

GUIDELINES

- All work must be the team's original creation.
- External libraries, APIs, and datasets may be used if they are properly cited.
- Maintain respectful and professional communication during all mentorship and collaborative interactions.
- Ensure your project is unique, impactful, and clearly connected to the problem statements.
- Every solution must include a clear technical explanation, including how any AI tools were used
- Teams must consist of 3–5 students, and Each school may Have multiple teams.
- AI may be used for research, prototyping, code generation, system design, data analysis, or modelling as long as usage is transparently documented.
- The entire competition—including workshops, mentor calls, Q&A, and submissions—will be conducted online.



THE HACKATHON COMPETITION (ONLINE)

Team Registrations Close January 3rd

Day 1: Jan 5: Kickoff & Ideation	Prompt Release
Day 2: Jan 6: Workshops	Pair with mentors
Day 3: Jan 7: Planning	Online sessions on tools, ethics, and prototyping
Day 4: Jan 8: Question Session	Live Session
Day 5-9: Jan 9-13: Working	Project Development
Day 10: Jan 14: Project Submission	Submission of Deliverables
Jan 17: Finalist Evaluation	Q/A Round for Shortlisted Teams

Judging will take place from January 15th to the 17th, awards ceremony will take place on January 18th.

THE HACKATHON COMPETITION

SUBMISSION REQUIREMENTS

GITHUB REPOSITORY (REQUIRED)

- Properly documented README
- Clear setup instructions
- Architecture / workflow explanation

REFERENCES (REQUIRED)

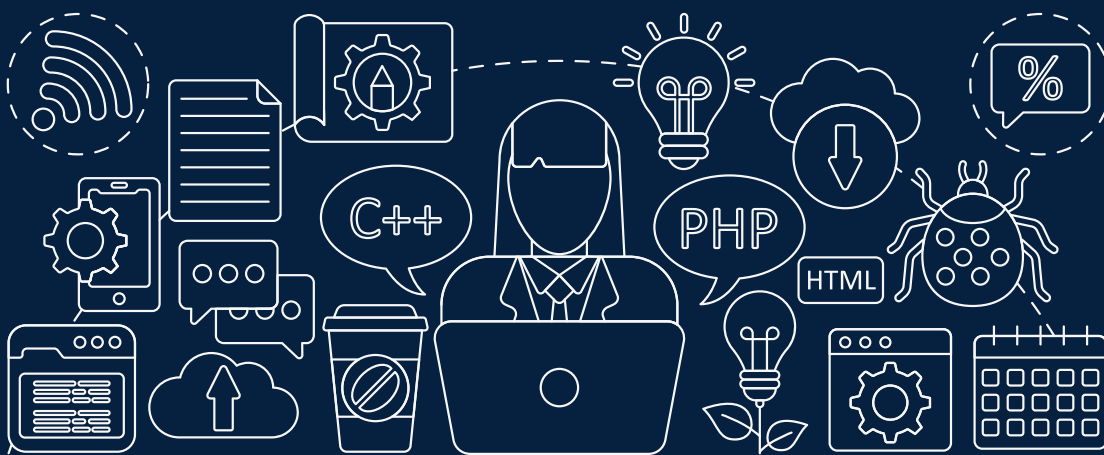
Any citations, research material, or datasets used

SCIENTIFIC PITCH DECK (OPTIONAL)

- Problem → Insight → Research → Innovation → Solution

VIDEO PRESENTATION (REQUIRED)

- Problem statement
- Demo of the solution
- Impact / benefit explanation
- 3 minutes maximum





THE HACKATHON COMPETITION JUDGING CRITERIA

Criteria	4. Exceeding Expectations	3. Meeting Expectations	2. Approaching Expectations	1. Needs Improvement
Idea & Innovation (30%)	Like a highly creative team, presents novel ideas and novelty in implementation of technology	Like an imaginative team, suggests creative ideas with a strong degree of novelty and originality.	Like a developing team, mostly follows appropriate technical steps. Have added novel elements to common solutions	Like a repetitive team, recycles solutions presented previously.
Execution & Delivery (25%)	Like a team of engineers, optimised the code. The solution design is user-friendly, and project works smoothly. Complete references list.	Like a thorough team, code works without bugs, but can be made more efficient. Complete references list.	The code works, but not in all cases (hard-coded) Incomplete references list.	Like an unorganised team, shows no technical rigour, lack references list, and code does not work
Potential Impact & Relevance (25%)	Addresses various aspects of the problem; realistic large-scale impact; quantified benefit (cost, lives, reach); clear user group; credible implementation	Clear fit to problem; meaningful benefit to defined users; plausible, well-articulated impact; realistic scale identified	Addresses theme generally but loosely; vague/modest benefit; hard to measure or scale; unclear user group; aspirational vs practical	Weak/generic link; unclear or unrealistic benefit; buzzword solution; ignores actual communities
Pitch Quality (20%)	Tight, compelling 3-min pitch; grabs attention; problem → solution → technical presentation with visuals on-point	Clear 3-min pitch; explains problem → solution → core tech; delivery is confident with minor stumbles; visuals are mostly detailed.	Pitch is understandable but uneven; parts of the problem → solution → technical flow are rushed or unclear; visuals feel cluttered or underused	Disorganised pitch that exceeds or misuses time; problem, solution, and tech are hard to follow; visuals distract or confuse rather than help.

WE HOPE TO SEE YOU!

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