



JAYSHREE PERIWAL
INTERNATIONAL SCHOOL

innovating minds...elevating souls



IB LEAGUE

STUDENTS FOR HUMANITY



THE HACKATHON COMPETITION

GUIDELINES

- Teams must consist of 3–5 students, and each school may have multiple teams.
- The entire competition—including workshops, mentor calls, Q&A, and submissions—will be conducted online.
- Teams must come together to prototype a software solution clearly adhering to the given problem statements.
- All work must be the team's original creation.
- External libraries, APIs, and datasets may be used if they are properly cited.
- Every solution must include a technical explanation including how any AI tools were used during their final presentation.
- Usage of AI for research, prototyping, code generation, system design, data analysis, or modelling is allowed as long as usage is transparently documented.



THE HACKATHON COMPETITION (ONLINE)

Team Registrations Close August 26th

Day 1: Sep 15: Kickoff & Ideation	Prompt Release
Day 2: Sep 16: Workshops	Pair with mentors
Day 3: Sep 17: Planning	Prototyping
Day 4: Sep 18: Question Session	Live Session
Day 5-10: Sep 19-24: Working	Project Development
Day 10: Sep 25: Project Submission	Submission of Deliverables
Sep 27: Finalist Evaluation	Q/A Round for Shortlisted Teams

Judging and award ceremony will take place on September 27th

THE HACKATHON COMPETITION

SUBMISSION REQUIREMENTS

GITHUB REPOSITORY (REQUIRED)

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

PITCH DECK (REQUIRED)

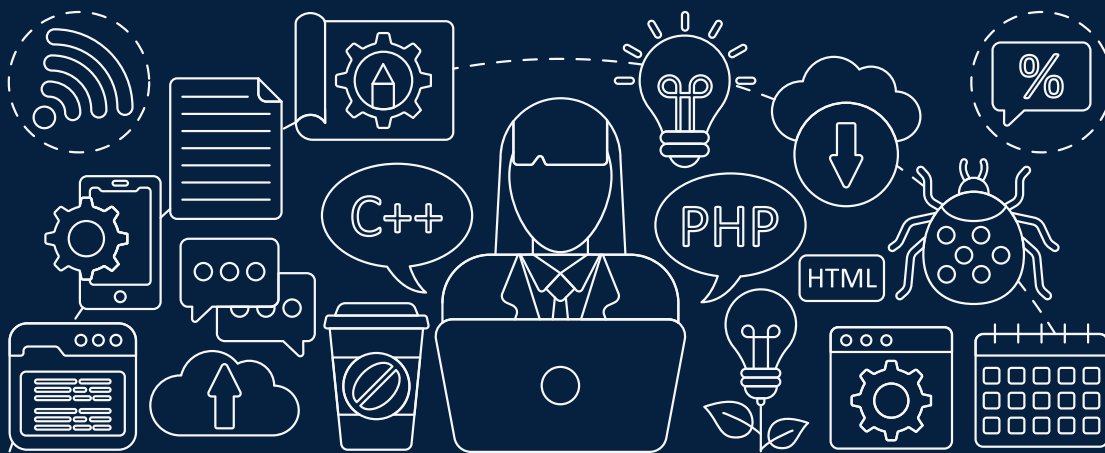
- Problem → Insight → Research → Innovation → Solution

REFERENCES (REQUIRED)

Any citations, research material, or datasets used

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%)	Powerfully addresses problem statement; 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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