IEEERuntime

Organizers:

IEEE Young Professionals Affinity Group Bangalore Section, IEEE APS-MTTS Joint Chapter, Bangalore and IEEE Student Branch of New Horizon College of Engineering,

Introduction:

The Runtime-24 hackathon is a 24-hour coding competition organized by the IEEE Young Professionals Affinity Group Bangalore Chapter, IEEE APS-MTTS Joint Chapter, Bangalore, and IEEE Student Branch of New Horizon College of Engineering. The event aims to provide a platform for students, young professionals, and tech enthusiasts to showcase their coding skills and create innovative solutions in a fast-paced, time-limited environment. The event will take place at the New Horizon College of Engineering campus in Bengaluru, India.

Objectives:

1. To encourage innovation and creativity in the field of technology.
2. To provide a platform for young professionals and students to showcase their coding skills.
3. To foster collaboration and networking among participants from different backgrounds.
4. To promote the spirit of problem-solving through technology.

Requirements:

1. Venue: Library reading hall and discussion rooms, New Horizon College of Engineering.
2. Internet Connection: High-speed internet connectivity will be required for all participants to access online resources and collaborate with their team members.
3. Resting Area: A designated resting area should be provided for participants to take breaks and recharge. Separate areas for boys and girls.
4. Power Cords: Adequate power supply and charging points should be provided to ensure that participants' devices remain charged throughout the event.
5. Audio-Visual Equipment: Projectors, speakers, and microphone will be required for presentations, announcements, and other activities.
6. Food and Refreshments: Participants will require sustenance throughout the event, and provisions should be made for meals and snacks. - Lunch, Snacks, Dinner and Breakfast (Day 2).
7. Security: The venue should have adequate security arrangements to ensure the safety of participants and their belongings.

Registration:

1. Participants can register for the event through the official website of the event.
2. The registration fee for participants will be approximately INR 300 / team member for Non – IEEE member, and it will be INR 250 / team member with IEEE Membership.
3. Team Size - 4 to 6 members.
4. The registration deadline will be two weeks before the event.

Problem Statements for IEEERuntime:

Healthcare
Healthcare is a dynamic field with opportunities for innovative solutions to improve patient care and optimize healthcare workflows.

Education
Education is a hotbed for innovation, offering endless opportunities for revolutionizing how we learn, teach, and access information.

Finance
Finance is ripe for innovation, with opportunities to develop solutions that improve accessibility, streamline processes, and address industry challenges.

Environment
The environment is ripe for innovation, offering opportunities to tackle climate change, promote sustainability, and address pressing environmental issues.

Agriculture
Agriculture can be improved by technology through precision farming, drones, and AI-assisted decision-making, leading to increased efficiency and sustainability.

Transportation
Transportation can be improved with innovations such as electric and self-driving vehicles, reducing emissions and improving safety and efficiency of travel.

Entertainment
Technology can berevolutionized entertainment with innovations such as streaming, AR/VR, and CGI special effects.

Open Innovation
Open innovation is a collaborative approach to problem-solving that involves seeking solutions and ideas from a variety of sources, both within and outside of an organization.

Evaluation Process:

1. Initial Review: After 6 hours into the hackathon, a team of judges will conduct a preliminary review of all participating teams. Teams will have to present their ideas, explain their problem statement, and present their progress till that point. Based on this review, a select number of teams will be chosen to move forward to the next stage.

2. Mid-way Review: After another 6 hours, the chosen teams will have to present their updated progress to a different set of judges. The teams will be evaluated based on their progress, the quality of their solution, and their ability to implement it. The teams that pass this review will proceed to the final stage.

3. Final Review: At the end of the 24 hours, the remaining teams will have to present their complete solutions to a panel of judges. The teams will be evaluated based on their creativity, technicality, feasibility, and impact.

4. Final Presentation: The top teams will be selected for the final presentation, where they will have the opportunity to present their solution in front of a large audience and potential investors. The final presentation will be followed by a Q&A session, where the teams can answer questions from the judges and the audience.

5. Prize Distribution: The winners will be announced and awarded prizes based on the evaluations conducted during the 24 hours.

Note: All evaluations will be based on a predefined set of criteria, and the decision of the judges will be final. The teams that do not pass the mid-way or final reviews will still receive feedback and mentorship opportunities to help them improve their solutions.

Evaluation Criteria for IEEERuntime:

1. Creativity: This includes the originality and uniqueness of the idea, the level of innovation, and the level of originality in the problem statement.
2. Technicality: This includes the technical skills and knowledge of the team members, the level of complexity in the solution, and the level of accuracy in the implementation.
3. Feasibility: This includes the practicality and viability of the solution, the level of scalability, and the potential impact it can have.
4. Impact: This includes the potential benefits and positive changes the solution can bring, its ability to solve real-world problems, and its potential for future growth.
5. Presentation: This includes the quality of the presentation, the ability of the team to effectively communicate their idea, and the overall coherence and clarity of the solution.

Note: The evaluation criteria may vary based on the theme and focus of the problem statement. The teams will be informed of the specific criteria prior to the event, and the decision of the judges will be final.

Sponsorships for IEEERuntime:

1. Cash Sponsorships: The organizers will reach out to various companies to provide cash sponsorships to support the event. These sponsorships will be used to cover the costs

associated with conducting the event, including venue rental, internet connection, power cords, and other technical requirements.

2. Stalls: Partner companies will be given the opportunity to set up stalls to showcase their products and services. This will provide an excellent platform for companies to interact with the participants and share their industry expertise.

3. Merchandise/Goodies: Companies can also provide merchandise and goodies as part of their sponsorship. These can include items like t-shirts, caps, keychains, and other branded items that can be distributed to participants.

4. Problem Statements: Partner companies will provide problem statements for the participants to work on during the hackathon. This will provide an excellent opportunity for participants to work on real-world problems and create innovative solutions.

5. Prizes: Partner companies will also provide prizes for the best performers. These prizes may include cash prizes, internships, and job offers, depending on the company's discretion.

6. Internship Opportunities: The best performers will also be given the opportunity to apply for internships at the partnering companies. This will provide an excellent platform for participants to gain industry exposure and develop their skills.

The organizers will reach out to various companies to seek sponsorships in the form of cash, stalls, merchandise/goodies, problem statements, prizes, and internship opportunities. The sponsorships will play a critical role in ensuring the success of the event and providing participants with a diverse range of opportunities to learn, grow, and succeed.

Pictures of previous hackathon at IEEE NHCE SB, QuantumHacks-22 - December 8, 2022: