

C U R I O S I F Y

#CURIOSIFY COMMUNITY

HACK GCU

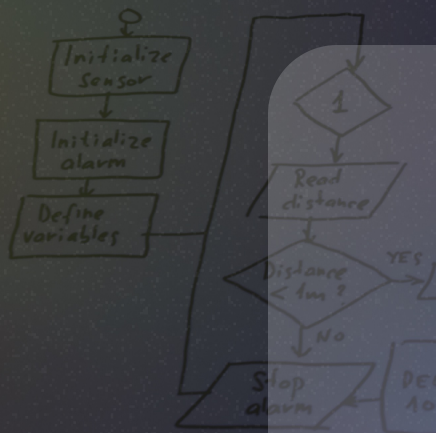
"FROM NORTHEAST TO THE WORLD"



NORTHEAST BEST CODERS TO THE WORLD!

ABOUT EVENT

At HackGCU, you'll meet fellow hackers learn new skills, and work alongside seasoned mentors. We'll have free workshops, lecture series, mentorship, prizes, games, and more. Don't have a team or even an idea? Don't worry! We'll give you the tools to build something incredible.



Event Date

30th January 2024

Time

6 Hours

Education

These projects increase access to educational resources, facilitate learning in the classroom, or generally make acquiring knowledge a more engaging process. Hacks submitted to this category can range from all-encompassing edtech solutions to projects that bring awareness to a specific topic.



Healthcare

These projects take on public health challenges, combat health disparities, or assist with maintaining personal wellness. Hacks submitted to this category can range from digital archives of public health information to apps that track the fitness data of an individual user.



Environment

These projects use technology to preserve ecological ecosystems or promote sustainable lifestyles. Hacks submitted to this category can range from sweeping solutions to pertinent environmental crises to apps that encourage small sustainable habits.

Community

These projects use technology to aid local communities or foster new ones based on shared identities or interests. Hacks submitted to this category can range from apps designed for wide scale use in large cities to projects that connect members of smaller groups.

Rules And Regulations

- Teams must be comprised of 2-4 students. Individual participants are not allowed. Team members can be a part of any registered university, intermixing of students from different universities is also allowed, but they all have to be present in GCU at the day of hackathon.
- Teams can use any publicly available open source libraries, frameworks, or APIs in their hacks. Submission of a presentation (2-3 slides) of the solution proposed is required to take part in the hackathon at the time of registration.
- Participants have to bring their own laptops/devices, as organisers won't be providing anything regarding that. There will be two evaluation rounds i.e. mid-term and final round. Participants have to be in the premises for the entire duration of the hackathon.
- The intellectual property of the hacks will remain with the teams, not the organizers/ sponsors. Any APIs, datasets, or other tools provided by sponsors must be used as intended and attributed properly. Teams can seek mentorship from organisers, but the core hacking work must come from the team members.
- Hacks should not contain any offensive, inappropriate or copyright-infringing content. Prizes will be distributed to winning teams as outlined. Taxes and duties are the responsibility of recipients. All decisions by the judges are final. Participation constitutes consent to be included in event photographs/videos for promotional purposes. Failure to comply with any rules may result in disqualification at the organizers' discretion.

Prize Pool



1st prize

Rs 15,000 INR



1st Runner up

Rs 10,000 INR



2nd Runner up

Rs 5,000 INR



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