

INNOVATEX 4.0

AR VR HACK – Official Rule Book

1. Event Overview

Event Name: AR VR HACK – Hack the WORLD you see!

Cluster: MakerSpace Cluster

Event Type: Hackathon / Showcase Competition

Mode: Offline

Eligibility: Inter-college

Team Size: 2–4 Members

Duration: 4 Hours

Venue: Presidency University, Bengaluru

Faculty Coordinator: Dr. Divya Rani MS, Dept. of ECE

Event Student Head: Nithin N, Dept. of CSE

2. Event Task / Objective

Objective: To provide a platform for participants to showcase practical AR/VR-based solutions addressing real-world problems.

Focus: Innovation, immersive experience, and effective use of Extended Reality technologies.

Description: AR VR HACK is a showcase-based hackathon where teams present pre-developed AR/VR solutions through immersive walkthroughs and presentations.

3. Design / Technical Specifications

Pre-development: All solutions must be fully pre-developed before the event. No on-spot development or coding is permitted.

Platform & Tools: Solutions may use Augmented Reality (AR), Virtual Reality (VR). All solutions must be developed using the **Unity game engine only** and may target mobile, web, or PC platforms.

Equipment & Hardware Support:

For VR Projects:

- Organizers will provide VR headsets (Meta Quest 2).
- Teams must bring their own laptops or PCs capable of running their solution smoothly, or may rely on workstation PCs available at the campus (subject to availability).

For AR Projects:

- AR projects must be mobile-based and demonstrated using smartphones only.
- AR headsets or wearable AR devices will not be provided.
- Participants must bring their own compatible smartphones for live demonstration.

Technology Framework:

- AR projects may use **Unity**-supported mobile AR frameworks such as ARCore (Android) or ARKit (iOS).
- VR projects must use **OpenXR** for headset compatibility and runtime support.

Demonstration:

Each team will be allotted a maximum of 10 minutes for demonstration and explanation.

Demonstration Responsibility:

Participants are responsible for ensuring that their solutions run reliably on the chosen demonstration device. Organizers are not responsible for device incompatibility, deployment failures, or performance issues.

4. Open Theme & Innovation Scope

The hackathon follows an open theme approach.

The developed AR/VR solution may be based on any domain or context, including but not limited to:

- STEM education or visualization
- Virtual games or interactive experiences
- Simulations, training tools, or concept demonstrations
- Creative or innovative XR applications

The selection of the problem statement, theme, and innovation context is entirely left to the participants, provided the solution demonstrates meaningful and intentional use of AR/VR technology.

5. General Guidelines

1. Only online registrations are accepted.
2. PPT submission is mandatory; demo links are optional.
3. All content must be safe, ethical, and non-abusive.
4. Teams must clearly explain the problem statement, solution approach, AR/VR technology used, and real-world relevance.
5. Participants must maintain professional conduct throughout the event.

6. Safety Rules & Ethics

- **Data Privacy:** No real or sensitive personal data may be used.
- **Claims & Authenticity:** No false or misleading claims regarding solution capabilities.
- **Device Safety:** All devices and cables must be in safe working condition.
- **Participant Safety:** Teams must assist users during AR/VR demonstrations to prevent discomfort or accidents.

7. Event Schedule / Structure

Phase	Description	Duration
Phase 1	Registration, Setup & Briefing	30 minutes
Phase 2	Open Showcase & Demonstrations	2 hours
Phase 3	Shortlisted Evaluation	1 hour
Phase 4	Final Judging & Results	30 minutes

8. Judging Criteria

Criteria	Weightage
Practical Usefulness & Impact	30%
Effective Use of AR/VR Technology	25%
Problem Understanding & Relevance	20%
Innovation & Creativity	15%
Presentation & Demo Clarity	10%

9. Penalties & Disqualifications

Immediate Disqualification:

- Use of plagiarized solutions
- Unsafe handling of devices
- False or misleading claims

Point Deductions:

- Failure to demonstrate solution: -20 points
- Exceeding allotted time: -10 points

10. Awards & Recognition

Category	Prize
1st Prize (Winner)	₹10,000
2nd Prize (First Runner-Up)	₹7,000
3rd Prize (Second Runner-Up)	₹5,000

- Participation certificates will be issued to all teams.
- Winner certificates will be issued to top-performing teams.

11. Flexibility & Discretion Clause

The organizing committee and judges reserve the right to allow reasonable flexibility in demonstration methods or minor technical aspects, in the interest of fair evaluation and learning, without compromising safety, ethics, or core technical requirements.

12. General Instructions

- Participants must follow all university and MakerSpace Cluster policies.
- The decision of the judges shall be final and binding.

OFFICIAL NOTE

This Rule Book serves as the official guideline for AR VR HACK under INNOVATEX 4.0, Presidency University, Bengaluru.

Prepared by:

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