

# INNOVATEX 4.0 – Presidency University

## MakerSpace Cluster | Standard Rule Book Format

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### Event Overview

Field

Details

**Event Name**    EMBED4SDG:Smart Solution for a Better Tomorrow

**Cluster**        MakerSpace Cluster

**Event Type**    Hackathon

**Mode**            Offline

**Team Size**     Team of 2-4 Members

**Duration**      24 Hours

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### Event Task / Objective

A 24-hour hardware hackathon is an exciting event where participants build functional prototypes within a limited timeframe. The tasks will encourage innovation, problem-solving, and teamwork, focusing on designing and implementing hardware-based solutions to real-world problems. Here's how to structure and plan tasks for such an event:

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## Design / Technical Specifications

### SDG Alignment

The solution must clearly address **at least one UN Sustainable Development Goal (SDG)** with a defined problem statement and impact.

### Solution Type

Projects may be **Hardware-based, or Hybrid (Hardware + Software)**.

### Technology Stack

Teams may use **AI/ML, IoT, Web/Mobile Apps, Cloud, Blockchain, Data Analytics, Robotics, or AR/VR**.

### System Architecture

A **basic architecture diagram** must be provided showing data flow, components, and interactions.

### User-Centric Design

The solution should focus on **usability, accessibility, and inclusiveness**, especially for vulnerable or underserved groups.

## Prototype Requirement

Teams must present a **working prototype, simulation, or functional demo** (UI, model, circuit, or workflow).

## Scalability & Feasibility

The design should demonstrate **real-world feasibility**, scalability, and potential for future expansion.

## Data Handling & Security

If data is used, basic considerations for **data privacy, security, and ethical usage** must be explained.

## Innovation & Creativity

The solution should showcase **original thinking**, smart integration of technology, or a novel approach to an SDG problem.

## Resource Optimization

Designs should emphasize **energy efficiency, cost-effectiveness, and sustainable resource usage**.

## Testing & Validation

Teams should explain **how the solution is tested or validated**, including assumptions and limitations.

## Documentation & Presentation

A brief **technical explanation, demo walkthrough, and impact summary** must be included in the final presentation.



## General Guidelines

### 1. Hackathon Duration

- The hackathon will run continuously for 24 hours.
- All projects must be submitted before the deadline. Late submissions will not be accepted.

### 2. Theme & Domains

- The hackathon is focused on projects aligned with the United Nations Sustainable Development Goals (SDGs).
  - a. Smart Agriculture & Food Security (SDG 2: Zero Hunger)
  - b. Health & Wearable Technologies (SDG 3: Good Health & Well-Being)
  - c. Water Conservation & Sanitation (SDG 6: Clean Water & Sanitation)
  - d. Renewable Energy & Smart Power Management (SDG 7: Affordable & Clean Energy)
  - e. Smart Infrastructure & Industrial Automation (SDG 9: Industry, Innovation & Infrastructure)
  - f. Sustainable Cities & Environmental Monitoring (SDG 11: Sustainable Cities & Communities)
  - g. Climate Action & Wildlife Protection (SDG 13 & SDG 15: Climate Action & Life on Land)

### 3. Use of Pre-Built Components

- Participants may use off-the-shelf hardware (e.g., Arduino, Raspberry Pi, sensors).
- All projects must be developed from scratch during the hackathon.
- Pre-written code, pre-assembled hardware, or pre-made designs are not allowed and will lead to disqualification.

### 4. Hardware & Software Rules

#### A. Hardware Requirements

- Teams must bring their own hardware components.
- The organizers will not provide additional components. However, a basic prototyping kit (breadboards, wires, etc.) may be available in limited quantities.

#### B. Software Development

- Teams may use open-source libraries and tools.
- Any usage of pre-built templates must be disclosed during the final presentation.

### 5. Power & Connectivity

- The organizers will provide power outlets and basic internet access.
- Teams are responsible for ensuring their devices are charged and operational throughout the event.

### 6. Safety Guidelines

- Participants must follow safety protocols while working with hardware.
- Projects that pose safety risks (e.g., flammable components, hazardous wiring) will be disqualified.

### 7. Project Development Rules

- Teams must strictly follow the assigned domain and present a working prototype.
  - All team members must be actively involved throughout the hackathon.
  - Teams must document their project, including:
    - Problem statement
    - Approach and technologies used
    - Challenges faced and how they were overcome
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## Safety Rules

All equipment must comply with safety regulations (battery, wiring, mechanical setup).

Participants must follow event venue safety instructions.

No flammable, high-voltage, or hazardous materials allowed.

Spectators must remain outside designated operational areas.

Projects that pose safety risks (e.g., flammable components, hazardous wiring) will be disqualified.



## Submission Guidelines

- ✓ A Working Prototype.
  - ✓ A 2-3 minute video demonstration of the project.
- ✓ A short presentation (Powerpoint or PDF) explaining the project.
- ✓ Submission on the designated platform (e.g., GitHub, Google Drive Link ).



## Judging Criteria

Criteria	Weightage
Innovation & Creativity	25%
Technical Implementation	25%
Functionality & Working Output	20%
Practicality / Real-World Impact	20%
Presentation & Documentation	10%



## Scoring Overview

Parameter	Max Points
Performance / Accuracy	50
Technical Design	25
Safety & Compliance	15
Innovation / Aesthetics	10
<b>Total</b>	<b>100</b>



## Penalties & Disqualifications

Violation	Penalty
Late Submission	-10 Points
Unsafe Operation	Immediate Disqualification
Incomplete or Pre-built Work	-20 Points

Violation of Safety Zone	-15 Seconds / -10 Points
Misconduct or Unethical Practice	Permanent Ban

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## Awards & Recognition

Category	Prize	Remarks
1st Prize	₹25,000	Winner
2nd Prize	₹20,000	Runner-up
3rd Prize	₹15,000	Technical Merit

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## Event Team

Role	Name	Department / Club	Contact
Faculty Coordinator	[Name]	[Dept]	[Email/Phone]
Event Lead	[Name]	[Dept]	[Email/Phone]
Technical Mentor	[Name]	[Club]	[—]
Logistics & Media Lead	[Name]	[—]	[—]

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## General Instructions

- Follow all university and MakerSpace cluster policies.
  - Respect judges, peers, and staff.
  - Any form of plagiarism or code reuse will lead to disqualification.
  - Decisions of the judges are final and binding.
  - Certificates will be awarded to all valid participants.
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