Make-a-thon Guidelines – HackJKLU v4.0

Introduction

Welcome to the **Make-a-thon** at **HackJKLU v4.0**, a dynamic event designed for school students (Grades 9-12) to unleash their creativity and problem-solving skills. The event encourages participants to develop innovative solutions for real-world challenges through ideation, collaboration, and prototyping.

This **Make-a-thon** aiming to inspire the next generation of innovators and changemakers. Participants will work on projects related to **technology**, the environment, education, and more.

Event Details

- Event Name: Make-a-thon HackJKLU v4.0
- Date: March 8, 2025 (Make-a-thon)
- Prize Distribution and Certificates: March 9, 2025
- Venue: JK Lakshmipat University, Jaipur
- **Registration Fee:** Free
- **Prize Pool:** ₹10,000
- Team Size: 1-5 students
- Eligibility: School students from Grades 9-12

Event Format

1. Registration Process

To participate in the Make-a-thon, all students must complete the **online registration form** (Google Form) – Scan this QR. Please ensure the following details are submitted:

- Name, Grade, and School Name
- Team Information (if applicable)
- Project Idea/Description



2. Team Formation

- You can participate individually or as part of a team.
- Teams can consist of **1 to 5 students**.
- If you are registering as part of a team, be sure to list all team members and the team name in the registration form.

3. Project Development

- Project Focus Areas: Technology, Environment, Education, etc.
- Students will be required to develop a **prototype or model** addressing a specific problem within the selected focus area.
- You are encouraged to think creatively and build solutions that are practical, impactful, and feasible.

4. Presentation

- Each team or individual will be required to present their project at the event.
- Ensure that you can explain the problem you are solving, your approach, and the potential impact of your solution.

Event Guidelines

1. Travel and Accommodation

- **Travel:** The school is responsible for managing travel arrangements for the students.
- Accommodation: Due to security reasons, no accommodation will be provided for the students.
- Food: Meals will be available on a payable basis at the venue.

2. Security and Supervision

- Students are required to adhere to the security guidelines and follow the instructions of event coordinators at all times.
- Proper supervision by school authorities is mandatory throughout the event.

3. Intellectual Property and Rights

- All ideas and solutions presented during the Make-a-thon remain the intellectual property of the participants.
- However, by participating, you grant HackJKLU permission to share photos, videos, and content related to the event for promotional purposes.

Judging Criteria

The projects will be judged based on the following:

- Innovation and Creativity: How unique and creative is your solution?
- **Impact and Feasibility:** How practical and impactful is your solution to the community, environment, or technology?
- Technical Execution: How well was the prototype or model developed?
- **Presentation:** How effectively did the team present the problem, solution, and impact?

Prizes

- **1st Prize:** ₹5,000
- **2nd Prize:** ₹3,000
- 3rd Prize: ₹2,000

The total prize pool for the event is ₹10,000, which will be distributed among the top 3 teams.

Important Dates and Deadlines

- **Registration Deadline:** March 5, 2025
- Make-a-thon: March 8, 2025 (Mandatory for all participants)
- Prize Distribution and Certificates: March 9, 2025
- Venue: JK Lakshmipat University, Jaipur

Special Session with Ankur Warikoo

- On March 7, 2025, we will have a special session with Ankur Warikoo, an entrepreneur and mentor. This session is optional for Make-a-thon participants.
- If you're interested, you are welcome to attend the session on **March 7**, but it is not a requirement for participation in the Make-a-thon.

Contact Information

For any inquiries, please feel free to contact:

Rachit Sharma

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Terms and Conditions

- By registering for the Make-a-thon, participants agree to follow the event's rules and guidelines.
- All students and their schools must ensure the safety and well-being of participants throughout the event.
- HackJKLU reserves the right to disqualify any team or participant who fails to adhere to the event's rules.

Conclusion

The **Make-a-thon** at **HackJKLU v4.0**, is an exciting opportunity for students to showcase their skills, collaborate with peers, and work on impactful solutions. We look forward to seeing the innovative ideas and projects that will emerge from this event!