HACKATHON 2025 RULEBOOK

Phase 1: Qualification Phase (Virtual)

Overview: Hackathon 2025 is an innovation competition where student teams analyze challenges within the designated theme and design impactful solutions, presenting them to industry experts for evaluation.

Participation & Team Formation

- Open to students of Seneca Polytechnic and select partner institutions.
- Teams must have **2 to 5 members**, with at least one **Seneca student, alumnus or partner institutions**.

Project Scope & Guidelines

- Solutions must align with the hackathon **theme (FOOD)** and provided **challenge categories**.
- **Use of pre-existing code** or Projects is not allowed, except for open-source libraries or frameworks **with proper licensing**.
- **Collaboration:** Teams may seek **mentorship** but cannot collaborate with other teams.
- All code developed during the Hackathon should be the original work of the Team.

Submission Requirements

- **Format:**
  - **YouTube video link (5 minutes max)** presenting the solution.
  - **The video must include:**
    - Introduction of your team & the role of each person.
    - Project description & presentation that clearly outlines your solution.
    - Clear definition of your problem statement, challenge set, your solution, and the tech stack used (if any).

- **Deadline:** March 24, 2025 (11:59 PM EST).
- **Submission Portal:** The submission form link will be provided on the event portal.

Judging Criteria

Submissions will be scored based on:

- Problem Domain Understanding
- Functional Requirements & Use Case Prioritization
- Solution design and implementation Plan
- Business Case & feasibility
- Innovation & Critical Thinking
- Demonstration Effectiveness
- Project Management Techniques

Qualification & Advancement

- The **top 40 teams** will qualify for the **finale round** based on judges' evaluation.
- Selected teams will receive an **invitation to the finale** by March 26, 2025.

Phase 2: Finale Phase (In-Person)

Finale Event Overview

- **Date:** March 29, 2025
- **Time:** 8:00 AM – 6:00 PM
- **Location:** Seneca Polytechnic, Building K – Event Spaces (K2010, K2001)
- **Format:** Full-day event with **live mentoring, hacking, and adjudication**.

Finale Round Presentation

- **Each team will present their project** to the judges.
- **Presentation Time Limits:**
  - **6 minutes** for the main presentation.
  - **2-3 minutes** for judge **Q&A**.
- Teams must showcase:
  - Finalized solution addressing the challenge set.
  - Business case and impact analysis.
  - Demonstration of the solution (live demo or prototype walkthrough).

Judging & Awards

Judges will evaluate each finalist team's performance based on Judging Criteria.

Prizes & Recognition

Winning teams receive:

- **Cash prizes & awards**
- **Mentorship & incubation opportunities**
- **Hackathon Micro-Credentials:**
  - **Participants** receive a **Participant Micro-Credential** if they submit a video.
  - **Finalists** receive a **Finalist Micro-Credential** issued by Seneca Polytechnic.

Definition of Winning at Seneca Hackathon

Winning at **Seneca Hackathon 2025** means delivering an innovative, well-executed, and impactful solution that successfully addresses the challenge set forth in the competition. Winning teams demonstrate:

- **A deep understanding of the problem domain** and a well-defined solution approach.
- **Technical excellence and execution**, incorporating effective development and implementation strategies.
- **Innovation**, bringing forward new ideas, methods, or improvements in food technology and sustainability.
- **Strong presentation and demonstration**, effectively communicating their project's value to the judging panel.
- **Real-world feasibility**, ensuring the solution has potential for implementation and scalability.

Media Release Consent

Participants acknowledge that the Organizers may capture video, images, and audio during the hackathon for promotional and documentation purposes. By participating, participants consent to:

- Being recorded or photographed during the hackathon.
- The use of their likeness, name, and project details in promotional materials, including websites, social media, press releases, digital and printed publications, and reports to donors and sponsors.

Consequences of Violation: Participants should adhere to a code of conduct that promotes inclusivity, respect, and professionalism. Any form of harassment or discrimination will not be tolerated. Violating this Agreement or the Code of Conduct may result in:

- **Disqualification from the hackathon.**
- **Reporting to the participant's educational institution.**

Reporting Violations

Participants are encouraged to report any violations of this Agreement or the Code of Conduct to the Organizers immediately. The Organizers will investigate all reported incidents promptly, maintain confidentiality, and take appropriate action as necessary.

Liability Waiver

Participants acknowledge that participation in the Seneca Hackathon is voluntary and at their own risk. The Organizers, sponsors, mentors, and any affiliated individuals or entities shall not be held liable for any personal injury, property damage, or other harm arising directly or indirectly from participation in the hackathon.

Participant Acknowledgment

By participating in the Seneca Hackathon, participants acknowledge that they have read, understood, and agree to abide by the terms and conditions outlined in this Hackathon Rulebook.

Additional Information

- **Organizers reserve the right to modify the event format or rules.**
- Participants must **consent to media coverage** (photos, videos, project promotions).
- **No travel allowance** (TA/DA) will be provided.

For inquiries: **info@senecahackathon.com** | **Discord: discord.gg/senecahackathon2025**

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