

1. Introduction

HackNova 1.0 is an innovative hackathon designed to encourage students to develop technology-driven solutions to real-world challenges. The hackathon aims to create an environment where participants can collaborate, innovate, and build digital products that can make a meaningful impact on society.

The event will bring together students from different academic backgrounds to showcase their creativity, problem-solving abilities, and technical skills. Participants will have the opportunity to transform their ideas into functional digital products and present them to experts for evaluation.

HackNova 1.0 focuses on innovation, creativity, and practical implementation. The event provides a platform for students to work in teams, develop prototypes, and demonstrate their solutions.

2. Theme of the Hackathon

Building Innovative Digital Products for Real-World Problems

Participants are encouraged to develop digital products that solve practical challenges faced in everyday life. The goal is to create solutions that are innovative, scalable, and impactful.

Possible domains include but are not limited to:

- Education Technology
- Healthcare Solutions
- Agriculture Technology
- Financial Technology
- Smart City Applications
- Environmental Sustainability
- Social Impact Solutions

Participants are free to select any problem statement that aligns with the theme.

3. Eligibility Criteria

HackNova 1.0 is open to college students from any institution.

Participants must follow the eligibility requirements listed below:

- Participants must be currently enrolled in a college or university.
- Teams must consist of 3 to 4 members.
- Students from any branch or discipline can participate.
- Each participant can be part of only one team.

Participants are encouraged to form teams with members having different skills such as programming, design, research, and presentation.

4. Hackathon Structure

HackNova 1.0 will be conducted in two competitive rounds.

Round 1 – Online Idea Presentation

The first round will be conducted online. Teams will submit a PowerPoint presentation explaining their project idea and proposed solution.

The PPT must clearly describe the following:

1. Problem Statement
2. Proposed Solution
3. Product Features
4. Technology Stack
5. Prototype or UI Mockup
6. Implementation Plan
7. Expected Impact

The evaluation of the PPT submissions will determine the teams that qualify for the final round.

Date of Online Round: 10 April 2026

After evaluation, top 30 teams will be shortlisted for the final round.

Round 2 – Offline Product Demonstration

The second round will be conducted offline at Bhabha University, Bhopal.

Shortlisted teams will be required to present a working prototype or developed project based on the idea submitted in the online round.

Participants must demonstrate:

- The functionality of the product
- Technology implementation
- Problem-solving capability of the solution
- Potential real-world impact

Date: 18 April 2026

Teams must bring their developed project or prototype to showcase during the final evaluation.

5. Allowed Technologies

Participants may use any relevant technology to build their solution. Some suggested technologies include:

- Artificial Intelligence / Machine Learning
- Web Development
- Mobile Application Development
- Internet of Things (IoT)
- Blockchain Technology
- Cloud Computing
- Data Science

Teams should select the technologies that best support their product idea.

6. Important Rules

To maintain fairness and originality, all teams must follow the rules below.

- Projects must be original and developed by the participating team.
- Pre-built templates are not allowed.
- Previously developed or existing projects cannot be submitted.
- Teams must present their own work during the demonstration.
- Any form of plagiarism or copying will result in disqualification.

Participants are expected to follow ethical practices and maintain professionalism throughout the event.

7. Judging Criteria

Projects will be evaluated based on the following criteria:

Innovation:- The uniqueness and creativity of the solution.

Technical Implementation:- The quality and complexity of the technology used.

Real-World Impact:- The potential effectiveness of the solution in solving real problems.

Presentation:- Clarity in explaining the idea, demonstration of the project, and overall communication.

Each project will be evaluated based on these parameters to determine the winners.

8. Prize Pool

HackNova 1.0 offers exciting rewards for the top performing teams.

·1st Prize – ₹35,000

·2nd Prize – ₹15,000

·3rd Prize – ₹5,000

Winner teams will also receive official winner certificates.

9. Certificates

Participants will receive the following certificates:

- Winner Certificates for the top teams.
- Participation Certificates for all registered participants.

Participation certificates will be provided after the completion of the event.

10. Registration Details

Participants must register their teams through the official registration platforms.

Registration Platforms:

- Google Form
- Unstop
- Official Website

Registration Fee: ₹499 per team

Payment Method: UPI

Registration Start: 9 March 2026

Registration Deadline: 6 April 2026

11. Offline Event Flow

The final event will follow this structure:

1. Participant verification and registration
2. Opening ceremony and welcome address
3. Project demonstrations by shortlisted teams
4. Evaluation of projects
5. Result announcement
6. Prize and certificate distribution

12. Contact Information

For queries or assistance regarding the hackathon, participants may contact the coordinators.

Abhijeet Sharma

Phone: 7470610859

Rashmi Mishra

Phone: +91 7389351859

Email: learningeducationhub@gmail.com

Website: learningeducationhub.in

HackNova 1.0 – Event Timeline Chart

Date	Stage	Description
9 Mar 2026	Registration Starts	Participants can start registering
6 Apr 2026	Registration Closes	Last date to complete
10 Apr 2026	Online PPT Submission	Teams must submit their
11 – 12 April 2026	Idea Evaluation	Judges review the submitted
13 Apr 2026	Shortlisted Teams Announcement	Top 25–30 teams will be selected
18 Apr 2026	Offline Hackathon Finale	Shortlisted teams will present their
18 Apr 2026	Winner Announcement	Final results will be declared and