



HACKX JR. 2K20 Competition Details

HackX Jr. is the first ever concept-based, island-wide inter-school hackathon organized by the Department of Industrial Management, Faculty of Science, University of Kelaniya. The 'concept' proposed should provide a solution to a prevailing problem in today's society through effective use of Information Technology. Participants are given the opportunity to develop their soft skills and find inspiration to their creativity as well as problem-solving capabilities through this competition. It paves the path for schoolchildren to be introduced to the IT pathway, create interest and eventually assess the possibilities as well as benefits of IT – based entrepreneurship. It also provides a platform for industries to address the schoolchildren, evaluate their potential and benefit from their unbiased and open-minded solutions.

Awareness Session

Platform: Zoom Online Platform

Date: 18th November 2020

Time: 10.00 AM -12 PM

Final Event

Platform: Zoom Online Platform

Date: 17th December 2020

Time: 9.00AM

Awards

Winner : Rs.25,000

1st runner up : Rs.15,000

2nd runner up : Rs.10,000

All finalists will receive a certificate conforming their participation.

1). Competition Specifications

i. Students from any age group can participate in groups of **5 members and 1 mentor**. (A/L students and after A/L students (2020) from Science stream or Technology stream are highly encouraged to take part).

ii. **More than one team** can participate from one school.

iii. One team can submit **more than one proposal**.

iv. We will select **only one proposal from one team** for the final round.

v. Idea must be **novel and feasible**.

vi. A functional prototype for the final demonstration is not compulsory but encouraged.

vii. Proposal and the final pitching can be done in either **Sinhala or English medium**

2). Scoring

a) Concept

Marks will be allocated for

- Novelty / distinctive competency,
- Societal impact
- Feasibility of the idea

b) Presentation

Marks will be allocated for

- Clarity and completeness,
- Sustainability
- Business/marketing plan
- Adhering to the time constraints

3). Application Process

i. Call for applications: Applications can be submitted from 10th November 2020 to 23rd November 2020 through the Official website of the event, <https://hackxjr.lk/>

ii. Partially completed applications will be rejected.

iii. The proposal should be uploaded as a PDF document.

iv. The content of the proposal should follow the following format not exceeding the word limit 3500 words. You may use diagrams, images, charts etc. in the proposal.

1. Problem Definition
2. Concept Overview
3. Technologies Used
4. Marketing plan

v. The proposals will be evaluated through a predefined set of criteria.

vi. **10 best teams** will be selected for the final competition.

vii. Final 10 teams will be informed through the website, e-mail and social media.

5). Awareness Session

i Get registered for the awareness session via <https://hackxjr.lk/> **before 16th November 2020**

ii. The awareness session for the competition will be conducted on **18th November 2020 via Zoom platform. Attending to the awareness session is highly encouraged, but applying for the competition is not a must for the session participants.**

iii. During this session, the students will be provided with information about the **hackathon, areas to focus on developing the solutions, technological tools that might be helpful and potential clues on how to market their product.**

iv. **Confirmation of the participation** for the awareness session is required to be made on or **before 17th of November 2020 by the confirmation email,** we are sending.

v. The **invitation link** for the awareness session will be sent to all the **registered participants via emails.**

4). Team Organization

i. A team should consist of a **maximum of five members and a minimum of 1 member (Individual competitors can apply)**

ii. Every group/individual **must** appoint a **mentor** for the team, preferably the teacher-in-charge of A/L ICT subject stream, or a teacher of a similar capacity.

iii. **No** participant is allowed to represent two groups. Inclusion of the same member in two different teams will lead to automatic disqualification of **both groups.**

iv. Participants are encouraged to design their own **promotional material** for their team

v. Participants can choose an appropriate title for their team.

6). The Finale

i. Final round selected teams will compete on the hackathon, which is scheduled to be held on **17th December 2020 via Zoom platform**

ii. Each individual team needs to present their idea and how they expect to implement their solution (preferably with a prototype demonstration)

For further details, visit the
Official website of hackX Jr.

<https://hackxjr.lk/>

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**Deadline for Applications: 23rd November
2020**

**Deadline for awareness session registration:
16th November 2020**