



hackX Jr. 9.0

INNOVATORS' GUIDE BOOK

INTRODUCTION

Celebrating a legacy of innovation and excellence, hackX Jr. proudly steps into its 9th successful edition as one of Sri Lanka's leading national-level inter-school hackathons.

For years, hackX Jr., an initiative of the Industrial Management Science Students' Association (IMSSA) of the Department of Industrial Management, University of Kelaniya, has inspired young minds to dream bigger, innovate boldly, and create meaningful change. This year, in collaboration with the Ministry of Science and Technology and the National Science Foundation (NSF), hackX Jr. continues to empower the next generation of innovators.

This year's edition, centered around the theme "**Give Shapes to Ideas**", hackX Jr. 9.0 is more than a competition; it is a platform where imagination meets innovation. The event empowers young minds to transform bold ideas into meaningful solutions for real-world challenges through creativity, collaboration, and technology.

Bringing together talented school students from across the country, hackX Jr. 9.0 nurtures future leaders, entrepreneurs, and problem-solvers by encouraging them to think beyond boundaries and create a lasting impact on the future

WIN EXCITING CASH PRIZES



WINNER
LKR 150,000

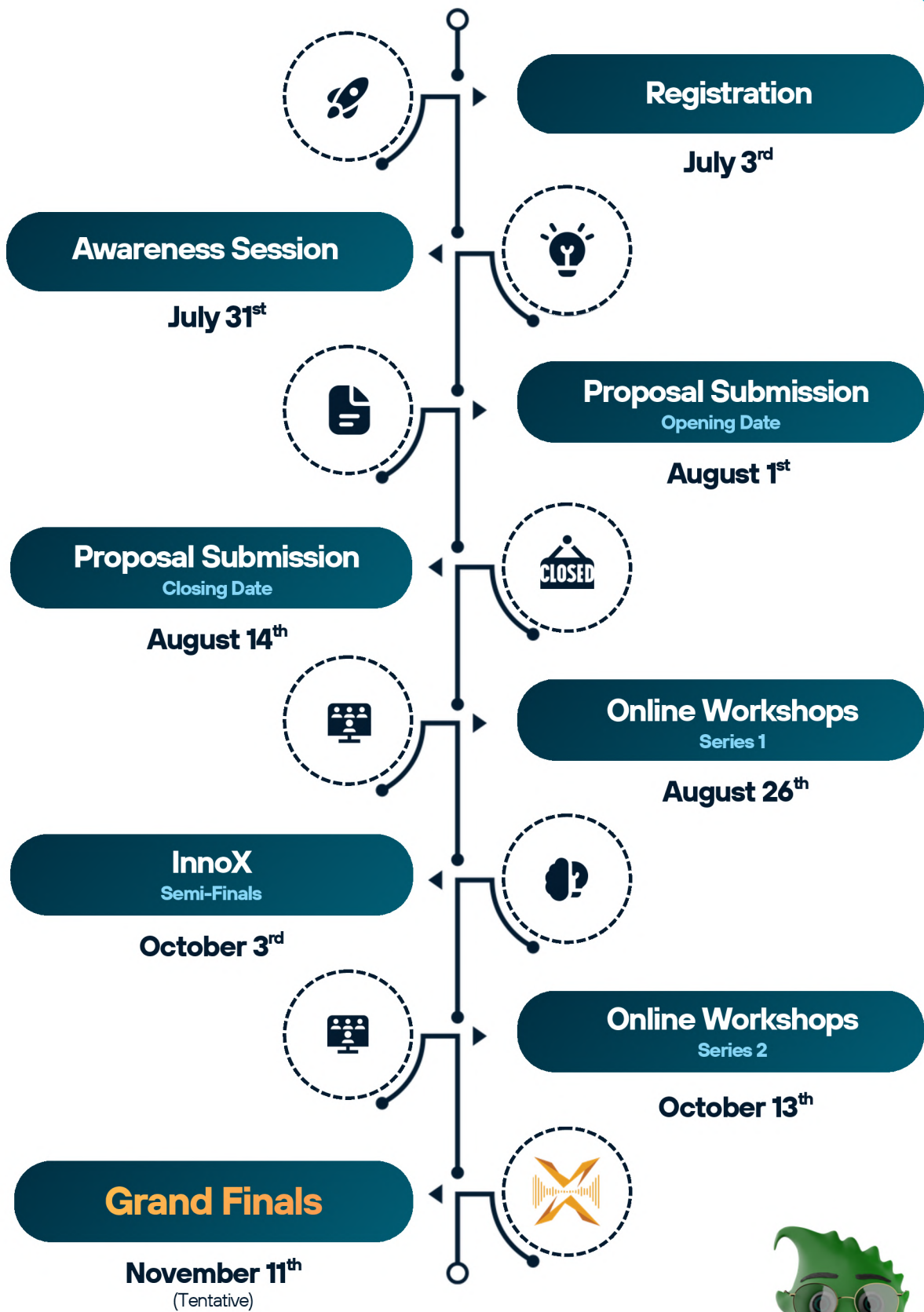


1ST RUNNER-UP
LKR 100,000



2ND RUNNER-UP
LKR 75,000

EVENT TIMELINE



COMPETITION GUIDELINES

- Students from **Grade 8 to the G.C.E. Advanced Level (2026 A/L batch)** are eligible to participate in hackX Jr. 9.0, open to students from all schools across Sri Lanka.
- All the members included in your team should be students from your own school. Members from different schools are **not allowed** to be in the same team.
- Teams may consist of **1 to 5 members**, and all members must represent the same school.
- Each team is welcome to assign a teacher-in-charge for guidance and support throughout the journey.
- A student may participate in **only one team**, ensuring fairness for all participants. The inclusion of the same member in two different teams will lead to the automatic disqualification of both teams.
- Schools are encouraged to submit multiple teams to showcase more ideas and creativity.
- Each team may submit multiple ideas. However, only one selected idea per team will move forward in the competition.
- Present and pitch your ideas confidently in Sinhala, English, or Tamil, allowing every team to express their creativity in the language they are most comfortable with.
- Teams selected for the Semi-Finals or Grand Finals who choose to present in Tamil must arrange their own translator to provide Sinhala or English translation during the presentation. The translator will not be considered a team member, and no age restrictions apply.
- All ideas should be **original, creative, novel, and feasible**, reflecting the team's own thinking and innovation.



YOUR JOURNEY



Continuous Mentorship

Receive continuous guidance from experienced mentors throughout the competition and beyond, helping you refine your ideas and grow your innovation journey.



Learn from Experts

Get the opportunity to interact with industry professionals, university lecturers, and innovators who will share real-world insights and inspire your thinking.



Trilingual Pitching Opportunity

Present and pitch your ideas confidently in Sinhala, English, or Tamil, allowing every team to express their creativity in the language they are most comfortable with.

PHASES OF hackX Jr. 9.0

○ Awareness Session

 31st July 2026

An insightful awareness session will be conducted on 31st July 2026 at the Department of Industrial Management, University of Kelaniya, with the aim of nurturing an entrepreneurial mindset among school students.

This session will provide valuable guidance on the hackX Jr. journey, including idea generation, proposal development, and the use of relevant tools and techniques. Participants will also gain exposure to industry perspectives and academic insights shared by experienced professionals and university experts.

Participation is open to all interested students and is highly encouraged, although it is not mandatory for hackathon registration.

○ InnoX (Semi-Finals)

 3rd October 2026

Shortlisted teams will advance to the semi-finals on 3rd October 2026 at the Department of Industrial Management, University of Kelaniya, where they will pitch their ideas and participate in a Q&A session on feasibility.

All teams selected for the semi-finals round must be physically present with all team members.

Prototypes are not required at this stage. Finalists will be selected at the sole discretion of the judges. Innovative teams not selected may still receive industry support to develop and market their ideas. Results will be announced via the hackX Jr. website, Facebook page, and WhatsApp.

○ Grand Finals

 11th November 2026

Finalists, selected exclusively by the judges at the semi-final stage, will be paired with mentors aligned with their project domains. They will also participate in exclusive technical workshops and receive expert guidance on branding, pitching, and marketing strategies.

All finalists will be awarded certificates and offered opportunities to further develop both their soft skills and technical expertise.

Note that, Dates are tentative and may be subject to change.

REGISTRATION FOR THE HACKATHON

- All teams are required to register for the competition during the designated registration period, which opens on **3rd July 2026** and closes on **3rd August 2026**
- To register your school team, visit hackxjr.lk and navigate to the registration page.
- Make sure to fill in all the required information about your team, including:
 - Team leader's contact details
 - School name
 - Names of all team members
- Registration by a **single team member is sufficient** for the entire team, but all team details must be entered accurately and completely.

PROPOSAL SUBMISSION PROCESS

- Teams can submit their proposals from **1st August to 14th August 2026**.
- Proposals must be uploaded as a PDF document. Partially completed submissions will be rejected.
- All proposals must be submitted in **English only**.
- The content of the proposal should strictly follow the provided template and must not exceed the word limit of **3,500 words**.
- Teams may include diagrams, images, charts, and other relevant visuals in their proposals.
- Visit the official website for the proposal template and submission guidelines.

CONTACT US



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Feel free to reach out for any inquiries, clarifications,
or support regarding hackX Jr. 9.0

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