

Rules, Regulations and Guidelines

Welcome to HARD-WAR 3.0, the International Hardware Hackathon! We're thrilled to have you here and can't wait to witness your innovative ideas and prototypes come to life. Before you embark on this exciting hacking and prototyping journey, let's go over the rules and guidelines to ensure a fair and enjoyable experience for all participants.

What is HARD-WAR 3.0?

HARD-WAR 3.0 is an International Hardware Hackathon that aims to bring together hardware enthusiasts, makers and innovators to create groundbreaking projects and its solutions. Our goal is to encourage collaboration, creativity, and technical excellence. Theme for HARD-WAR 3.0 is “IoTvity”.

Eligibility and Registration:

- The hackathon is open to teams with a maximum of 3 members and minimum with 2 members.
- Teams must choose a team leader and provide a team name during registrations.
- Registration is mandatory via the official website (<https://www.hardwar.in/register>) from 3rd June to 30th June. Late registrations will not be accepted.
- Participation is free of charge.
- Participants must have a verified college ID or Institute/ Organization ID.
- A participant can only be a member of one team.

No. of Rounds:

1. Ideation Phase:

Dates: 1st July to 14th July 2024

Objective: Participants are required to choose a Problem Statement from the website. Once done, the participants will be requested to provide their Idea Representation in a word document.

Results: 20th July 2024

2. Execution Phase:

Dates: 21st July to 21st August 2024.

Objective: The participants are required to build their ideas and give a presentation for the same in a video format. **Results:** 25th August 2024.

3. HARD-WAR 3.0 Finale:

Date: 20th September 2024

Objective: The participants will give a live demo as well as presentation of their product.

Results: 20th September 2024

Note: Teams must adhere to the event schedule and be present during the final presentations.

Resources and Support:

- Participants are responsible for bringing their own hardware components, development boards and laptops.

Lodging and food arrangements:

1. Indian Teams:

Ideation and Execution phase will be conducted in online mode.

For the Final phase, all participants are required to travel to UPES, Dehradun. The selected teams will be provided with facilities for food and lodging. Accommodation for one night is included. **Travel expenses are not included.**

2. International Teams:

All the phases for the international teams will be conducted in online mode. If they wish to join offline for the final phase, they are responsible for their own expenses including - travel, visa arrangements, and any related costs. If a team wish to join physically for the finale then they will only be provided with **accommodation** and need to inform the organizing committee beforehand.

Project Rules:

- Project built must not be an exact replica of an existing product/project/tool.
- Teams can take help from Open Source Platforms to build the solution but must not copy the solution/code/idea.
- If a team is found using any unfair means strict action will be taken against them.

Prizes:

Winner: INR 1,00,000

1st Runner Up: INR 75,000

2nd Runner Up: INR 50,000

International Winner: USD 600