



AMITYHACKATHON- 2022
(Amity – SKIDOS Hackathon 2.0)

Information Brochure

For any queries:

Email: hackathon@gn.amity.edu

Official Website: <https://bit.ly/3t3vCKe>

Instagram Page: <https://bit.ly/3t0ALTy>

What we are:

The Amity Group, today, has over 175,000 students studying across 11 universities and 25 schools offering 400+ programmes. Right from its inception, Amity has been focussed on raising overall standards by benchmarking with the best in the world and by putting greater emphasis on research, innovation and employability.

Its diverse and far-reaching endeavours in the field of education, have led to Amity University, being ranked among the top 3% universities globally by QS and THE (the world's leading university ranking organisations).

Who our partners are:

We want to build the world's leading brand for developing 21st Century skills among families with kids. Our mission is to help kids become lifelong, confident and happy learners. We believe it is more important NOW than ever before for kids to be equipped with both fundamental academic skills (Literacy & Numeracy) & non-academic skills (e.g., Critical thinking, Creativity, Collaboration, Communication, Information, Media & Tech literacy, Leadership & social skills, Initiative & Productivity). These skills are important for them to be well prepared for their adult life to achieve confidence, happiness & contentment while helping to advance the human race.

Our core product is an SDK which helps us embed learning content in great games. We offer parents a subscription service which allows them to access all the games and learning content. Currently we have 40+ games available across on Apple and Google Play Store.

We are a rapidly growing scale-up with a very ambitious and impactful mission, backed by leading VC's, Angel investors and the Danish Growth fund. At SKIDOS, we believe in a positive work environment where you feel happy & content while working on something which is truly meaningful and impactful. We respect work-life balance and have flexible working hours. We do not believe in micro-management but instead believe in creating an environment to help you learn and shine. We love people who have something to say, and we listen. With us, you will get a chance to dive into our suite of learning products that are being used by millions of users around the world.

What you can expect!

The participants have to attempt 1 problem from a pool of 3 problem. The nature of the problem statements is given below:

1. Computer Vision problem on Hand Written image.
2. Mobile / Web Application with speech and text processing
3. Mobile / Web Application

Detailed problem statements and submission guidelines will be shared on 15th February, 2022.

What you can win?

1. Winner Prize INR 1 Lakh
2. 1st Runner Up INR 60K
3. 2nd Runner Up INR 40K
4. Consolation prizes of INR 10K each for next 10 best teams.

How do we judge?

Evaluation Guidelines

As a general rule the winners will be decided based on:

1. Submissions fulfilling the evaluation criteria of the given problem statement
2. How quickly the team comes up with an implementation (fulfilling the evaluation criteria of course) of the problem statement

*Decision of the judges is final

Detailed guidelines about how each problem statement will be evaluated individually will be shared on 15th February, 2022.

General Guidelines

1. Registration on the official website is mandatory for participation
2. Participants must follow online etiquette when joining online interactive sessions
3. You may incorporate pre-existing material that is freely available to the public into your project, such as public domain images, Creative Commons music, open-source libraries, existing APIs and platforms, and the like.
4. Please treat all other hackers with the utmost respect. We ask that you act kindly, behave professionally, and do not insult or put down other attendees.
5. Teams must be comprised of 1-3 people.
6. By participating in the hackathon, you acknowledge that the documents and code that you have submitted are not copyrighted by any other individual/organisation
7. By participating in the hackathon, you explicitly provide consent to the organisers to handle the documents and code that are a part of your submission.