



# Hackathon

**GUIDELINES**

BAKU 2023

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## 1. Introduction

- 1.1. Teams of university students participate in a STEAM hackathon, where they have 24 hours to create a product on a specific theme. Students that have experience in coding, design, and business make up the teams competing in the competition. Throughout the competition, they develop and produce certain prototypes.
- 1.2. The objective of the STEAM hackathon is to promote the creation of original solutions on a certain issue in a condensed amount of time. Teams of students will create an original product, which they will then show to the judges. Based on the assessment, the jury will choose the teams who produced the greatest innovative product.

## 2. Terms of Participation

- 2.1. **Age limit:** Students who have turned 17 can participate in the Hackathon.
- 2.2. **Technical skills:** Students who want to participate in the Hackathon will need coding, design or business skills. Students without any of these skills will not be able to participate in the Hackathon.
- 2.3. **Equipment:** Students selected to participate in the Hackathon must bring their own laptop on the day of the Hackathon. Organizers **will not provide** equipment for participants.
- 2.4. **Code of Conduct:** Students chosen to take part in the Hackathon will get instructions outlining the Hackathon's rules of conduct after completing their registration. Any participants who disobey the rules will be disqualified out of the Hackathon.

## 3. Application Method

- 3.1. Applications will be accepted through the SAF's official website (<https://saf.steam.edu.az/>).
- 3.2. Participants may be asked to provide personal information such as a brief biography or CV for registration.

## 4. Qualification Stage

- 4.1. After the applications are closed, the qualification for participating in the Hackathon will be done in only one phase. The university students who registered will take a written test and the teams with the most points will go to the final stage. The number of finalist teams will be announced after the selection process is over.

## 5. Qualification Criteria

- 5.1. The following criteria will be used to be passed to the exam:
  - 5.1.1. Applicant being a student of any university;
  - 5.1.2. Applicant being at least 17 years old;
  - 5.1.3. Applicant having coding, design or business knowledge

## 6. Final Stage

- 6.1. The 24-hour Hackathon will be a format for final. The participants will be informed of the hackathon's theme as soon as it begins.
- 6.2. The teams will present their projects to the jury once the Hackathon is over. Each team will be given six minutes. Those are divided into three minutes for the presentation and three minutes for questions and answers. Following the completion of all entries, the winners will be declared based on the jury's assessment.

