



DECRYPT

Ideathon 2.0



ORGANIZED BY



Introduction

“Ideas can be life-changing. Sometimes all you need to open the door is just one more good idea” - Jim Rohn

It is our belief that ideas inspire life-changing moments that shape the course of history, and it was this belief that guided us to create a platform to inspire the ideas of our next generation of undergraduates. Ideathon is a competition which is hosted as a part of Decrypt 2.0 will serve as the perfect stage to showcase creative and innovative ideas that might redefine human life for the better. The stage is open for all inspired students from the '18 batch of the Faculty of Engineering who would strive to put forth new ideas on how to use information technology to enhance the living standards of humans.

It is our wish, that the Ideathon will initiate a turning point in the path of human life.

Theme

Using information technology as a way of uplifting standards of human life

Outline and rules of the competition

- ❖ Participants are expected to come up with a unique idea related to the above theme and pitch their solution to a panel of judges as a team. It is not an essential requirement to develop a product. The solution will be assessed based on the undermentioned grading criteria.
- ❖ Each team should consist of 3 to 4 members of which one should be the team leader. All members must be undergraduates of '18 batch of Engineering Faculty of the University of Moratuwa.
- ❖ All the necessary information will be informed to the teams through the team leader.
- ❖ All teams who are willing to participate in the Ideathon must register their team by filling the google form provided by the organizers. Afterward, the competitors may visit website (<http://decrypt-cse.com/>) from which you will be able to download the questionnaire and the proposal template. The idea must be proposed according to the guidelines given in the template. The proposal and a panel discussion will be used to assess the quality and viability of the solution. Based on the score each team obtains, 10 teams will be shortlisted for the final pitch.

- ❖ Each team should submit their proposal before 25th of March 12 midnight. A panel discussion will be held on 27th of March. The 10 finalists will be announced on 28th of March. Please note that attending the panel discussion is compulsory.
- ❖ A workshop will be held for the selected finalists on 30th of March, by a leading tech company in Sri Lanka with the goal of improving their presentation skills, teamwork and leadership skills.
- ❖ Any changes or replacements of team members must be notified to the organizing committee prior to the event. No requests for changes in the composition of the team will be entertained after 3.00pm on the day of the event.
- ❖ Each team who got selected to the final round will be given a mentor prior to the day of pitching to help and guide you throughout the competition. He/she will provide the team with guidance on how to plan and execute the procedure of finding a solution. The mentor is not allowed to provide the team with any kind of assistance on the real solution and the teams are also expected to act with the same attitude.
- ❖ The finalists will be evaluated on 22nd of April. The teams should pitch their solutions to the panel of judges. The guidelines for the final rounds will be provided later.
- ❖ On the day of the event, the teams will be confronted with a unique challenge related to their idea. The new challenge will be evaluated separately.
- ❖ The panel of judges will consist of professionals from industrial background as well as lecturers of the Department of Computer Science and Engineering. Professional behavior and attitude are expected of all participants. Any form of cheating or any type of action that can result in failure of another team would result in penalty points.
- ❖ By registering for the competition, all participants indicate that they understand, acknowledge and unconditionally agree to abide by all the rules and regulations. Any kind of disregard to the above statements can result in disqualification or penalties based on the nature of the conduct.
- ❖ Any changes to the aforementioned rules shall be notified to the participants in due course.
- ❖ The decision of the judges will be considered final.

Grading Criteria

- Innovative and logical nature of the solution
- Target market and growth potential
- Identification and systematic analysis of competitors and rivals
- Uniqueness and ability to provide value to the customer
- Cost structure and revenue streams

Prizes

- Winners – LKR 15000
- 1st Runners up – LKR 10000
- 2nd Runners up – LKR 7500

Organizing Committee

Ideathon is organized in parallel to the CSE Open Day and handled by `17 batch of the Department of Computer Science & Engineering with the guidance of academic staff.

Any concern regarding the Ideathon is to be directed to the chief organizers or batch representatives of `17 batch.

Contact Personal

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