



MANIPAL HACKATHON — 2026 —

THE BUTTERFLY EFFECT

ROUND 1 RULEBOOK



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1. ABOUT MANIPAL HACKATHON



Get ready to build a better world at Manipal Hackathon 2026!

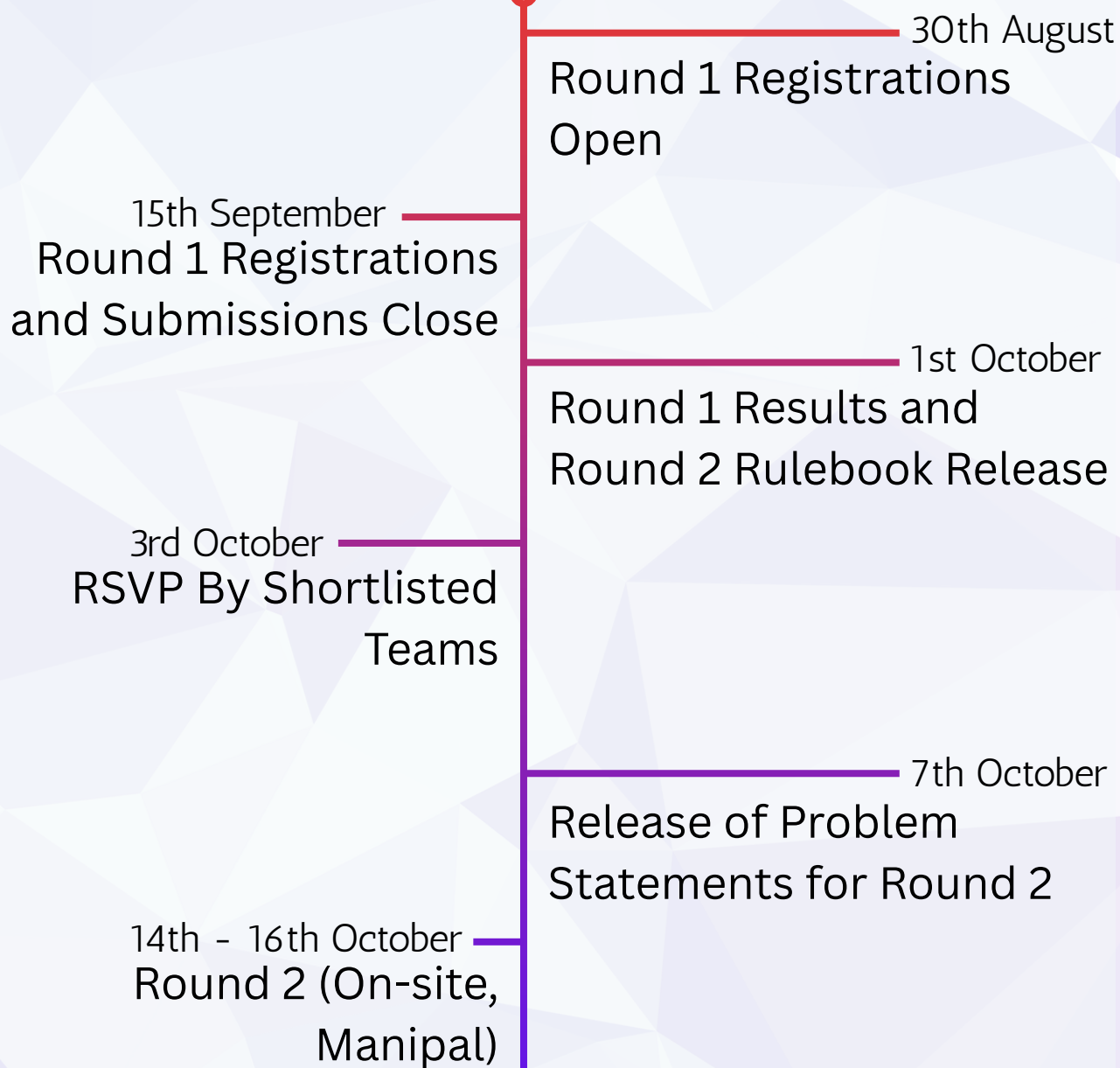
Manipal Hackathon 2026, the flagship event of TechTatva, returns with the powerful theme "The Butterfly Effect." This 36-hour hackathon invites participants to explore how small ideas, actions, and innovations can create ripples of change that grow into something much bigger.

In a world where even the smallest decisions can have a lasting impact, we challenge you to identify problems where a simple change can make a meaningful difference. Whether it's building technology that empowers individuals, creating solutions for everyday challenges, or developing ideas that can scale to impact communities, your innovation can be the beginning of something greater.

Join us to code with purpose, design with intent, and innovate with the belief that every big change starts small.

Let's create the ripple that inspires change.
Let's build The Butterfly Effect.

2. TIMELINE



Note: Dates are subject to change at the organisers' discretion. Any revisions will be communicated via the official registration platform and registered email addresses.

3. ELIGIBILITY CRITERIA



- Open to students currently pursuing a B.Tech, B.E., or a dual-degree programme (B.E./B.Tech + M.E/M.Tech). BCA and Polytechnic students are not eligible.
- Participants may be in any year of their engineering programme.
- All members of a team must be from the same institute of the same university.
- Teams must consist of 2-5 members.
- An institute may field any number of teams, but an individual participant may be part of only one team.
- Teams that qualify for Round 2 must be able to send at least two members to stay on the MIT Manipal campus for the full duration of Round 2 (see Section 5.2 for details). Certificates are awarded only to participants present on campus for Round 2.

4.

REGISTRATION PROCESS



1. Visit hackathon.manipal.edu to begin registration.
2. Click Login at the top right corner of the website to create an account.
3. Sign up by providing the required details.
4. Verify your account using the OTP sent to your registered email address.
5. Log in to your dashboard, enter a team name, and invite team members.
6. Each team member must have their own account and accept the invitation to join the team.
7. You will be notified if an invited member is already part of another team.
8. Team members and teams can be edited or deleted at any time before the submission deadline.

5. HACKATHON FORMAT



This year's hackathon follows a two-round structure designed to test both ideation and execution.

5.1 Round 1: Ideation (100% Online)

- Round 1 is conducted entirely online. There is no on-campus component to Round 1. Teams do not need to travel or be physically present anywhere for this round. All submissions are made remotely through the official website.
- Round 1 assesses your team's creativity, originality, and depth of understanding of a chosen problem statement. Teams must submit a presentation and a video; a prototype may also be submitted, and is optional (Section 6.4). The top 30 teams advance to Round 2.

5. HACKATHON FORMAT



5.2 Round 2: Execution (Onsite, Mandatory Full-Duration Stay)

Round 2 requires an on-campus, full-duration stay. Round 2 is a 36-hour onsite coding challenge held at MIT, Manipal. At least two members of every shortlisted team must remain physically present on campus for the entire 36-hour duration. Failure to meet this requirement will make the team ineligible for evaluation. Accommodation and food are provided on the competition premises for the full duration.

Registration fee for Round 2:

- Non-MAHE students: ₹349 + GST
- MAHE students: ₹349 (no GST)

How the Round 2 problem statement is chosen:

Every problem statement, in both rounds, is tagged with two labels: a Domain (e.g., Healthcare, Cybersecurity, EdTech) and an SDG (the United Nations Sustainable Development Goal it maps to, e.g., SDG 3 Good Health & Well-Being).

5. HACKATHON FORMAT



For Round 2, your team will be assigned a new problem statement that matches both the Domain and the SDG of the problem statement you chose in Round 1. Neither the Domain nor the SDG will change; only the specific problem statement within that Domain-SDG pairing will be new. The following is just for reference and is not the actual domains or SDG of the problem statements.

Round 1 Your Selection	Round 2 What You Receive
Domain: Healthcare SDG: SDG 3 Good Health & Well-Being	A new problem statement, still tagged Domain: Healthcare and SDG: SDG 3 Good Health & WellBeing

In short: **the theme of your problem statements stays fixed across both rounds; only the exact problem changes.** The outcome of Round 2 must be a functional working prototype, evaluated on technical implementation, user experience, and scalability. Further logistical details will be shared with shortlisted teams separately.

6. SUBMISSION REQUIREMENTS



6.1 General Guidelines

- The official registration portal serves as the sole medium for all required materials, including presentations, videos, and optional prototypes.
- External channels such as email or messaging apps are strictly prohibited.
- Teams are restricted to a single problem statement selection and one corresponding submission.

Teams may update and resubmit their submission through the official portal until the submission deadline. The latest successfully submitted version before the deadline will be treated as the final submission. After the deadline, no modifications, replacements, or re-submissions will be permitted. Participants must conduct a thorough final review of all content prior to clicking submit. Please note that requests for deadline extensions will not be entertained.

6. SUBMISSION REQUIREMENTS



6.2 Presentation (PPT) Submission

The official PPT template for Round 1 is accessible directly via the registration portal, located within the submission module.

Participants are required to utilize this provided template exclusively; presentations using custom or independently designed layouts will be disqualified.

- **Download:** Accessible on the official submission dashboard.
- **Submission format:** PDF format only. Submissions in .ppt or .pptx will not be recognized.
- **File naming convention:**
TeamID_TeamName_ProblemStatementID
- Participants should not mention their institute name or logo or any background that would indicate which college they belong to.

6. SUBMISSION REQUIREMENTS



6.3 Video Format

- **Duration:** Maximum 2 minutes for submissions without a prototype. Any footage exceeding this limit will result in point deduction.
- **Team Visibility:** Every registered member must appear in the recording.
- **Resolution:** Minimum requirement of 640×480 pixels.
- **Hosting Platform:** Google Drive (privacy set to "Anyone with the link") or YouTube (Unlisted/Public).
- **Content:** Narrative must focus solely on the proposed solution, delivered in English.

Access Requirements: No Exceptions

Judging panels will evaluate videos strictly via the provided URL. If permissions are restricted such as Google Drive links requiring access requests or private YouTube videos the submission will be deemed missing, leading to immediate disqualification (refer to Section 9.1). Teams must verify link accessibility using an incognito browser window prior to the final deadline.

6. SUBMISSION REQUIREMENTS



6.4 Prototype Format (Optional)

While optional, showcasing a functional prototype awards significant bonus marks. The submission criteria for web or mobile application prototypes are as follows:

- Prototype submissions are optional. Teams submitting a functional prototype may include its demonstration within the Round 1 video. The total video duration, including the solution presentation and prototype demonstration, must not exceed 3 minutes. This must adhere to the quality and visibility standards detailed in Section 6.3, with the exception of the extended time limit.

Public Visibility Mandatory

The prototype's GitHub repository must also be publicly accessible during the evaluation period. Inaccessible links or private repositories will result in the forfeiture of all prototype bonus points, though this will not otherwise penalize the core submission evaluation.

7. AI USAGE POLICIES



Build With AI. Innovate As You.

AI tools are welcome at Manipal Hackathon 2026 use them as much as you like, for research, code assistance, design, drafting, debugging, or anything else that speeds up your workflow.

There is no cap on AI usage and no disclosure requirement. What matters is what AI cannot do for you: the spark of the idea, the judgement calls behind your architecture, and the story of why your solution matters. These stay yours.

A hackathon rewards original thinking, not the most polished output of a prompt.

Every team should be able to explain, defend, and walk through every part of their submission, the problem framing, the design decisions, and the code in their own words. Submissions that read as unexamined AI output, without evidence of the team's own understanding or meaningful adaptation, will simply score lower under the Innovation and Implementation Quality criteria (Section 8.1).

This is a judging consideration, not a disqualification trigger. In short: let AI carry the weight, but make sure the idea is unmistakably yours.

8. JUDGING CRITERIA



8.1 Innovation Beyond Given Requirements

- **Feature Novelty:** The degree of creativity and uniqueness reflected in functionalities extending past the core problem statement.
- **Implementation Quality:** The effectiveness, seamless integration, and overall performance of these extra features.

8.2 Feasibility of the Solution

- **Practicality:** The realistic potential for executing the proposed solution within specified limitations.
- **Implementation Roadmap:** The presence of structured, reachable milestones leading toward a real-world launch.
- **Inclusivity:** How well the project considers varied user perspectives and its impact on diverse beneficiary groups.

8.3 Marketing / Media Strategy

- **Outreach Strategy:** A comprehensive plan detailing how the team intends to promote and market their innovation.
- **Target Audience:** Evidence of a deep understanding of the intended users and a strategic engagement framework.
- **Real-World Applicability:** The solution's potential to generate measurable impact through strategic media and marketing efforts.

8. JUDGING CRITERIA



8.4 Monetisation Strategy

- Revenue Model: The clarity and logical viability of the proposed financial generation plan.
- Scalability: The ability of the project to expand its user base and increase revenue streams over time.
- Sustainability: Ensuring long-term operational success through efficient resource management and steady income.

8.5 Adherence to Format

The Round 1 evaluation will strictly consider whether teams have utilized the mandatory presentation template and followed the specified video guidelines.

8.6 Prototype Bonus

Participants who provide a functional and accessible prototype, as outlined in Section 6.4, will be eligible for additional bonus marks added to their primary score.

9. GENERAL RULES AND POLICIES



9.1 Violation Tiers

To maintain transparency and clarify expectations, infractions are categorized into two distinct levels: those necessitating immediate disqualification and those resulting in scoring penalties while allowing the entry to remain under consideration.

Tier 1: Immediate Disqualification

- Omission of either the mandatory presentation or the video component.
- Providing a video URL that is broken, restricted, or otherwise inaccessible (refer to Section 6.3).
- Presenting a solution that fails to align with the selected Problem Statement ID.
- Instances of plagiarism or the recycling of previously submitted work.
- Inclusion of offensive or inappropriate material within any part of the submission, including GitHub repositories.
- Engagement in unauthorized cooperation between different competing teams.

9. GENERAL RULES AND POLICIES



Tier 2: Point Deduction (Submission Still Evaluated)

- Failure to follow the required file naming structure.
- Accidental disclosure of institutional identity within the submitted media.
- Slight variations from the provided presentation template.
- For standard submissions, video content exceeding 2 minutes will be subject to the applicable penalty.
- For submissions containing an optional prototype, the maximum permitted duration is 3 minutes.

9.2 Fair Play

All participants are expected to uphold the highest ethical standards. While multiple teams may address identical problem statements in Round 2, every solution must be the result of independent development. Any evidence of unfair practices or unsanctioned collaboration will lead to removal from the event. Guidelines regarding external resources and AI are detailed in Section 7.

9. GENERAL RULES AND POLICIES



9.3 Disputes and Arbitration

All conclusions reached by the judging committee and the organizers are definitive, final, and legally binding.

9.4 Liability

The organizers assume no responsibility for any losses, injuries, or damages sustained during the competition, including the duration of the onsite stay for Round 2.

9.5 Changes to the Rules

Organizers maintain the authority to alter the format, prizes, or regulations of the hackathon at their discretion. Any significant updates will be relayed to all registered participants.

9.6 Consent and Media Release

By entering the competition, teams grant the organizers consent to utilize project information, photographs, and video recordings for promotional and media purposes.

10. CONTACT US



10.1 Manipal Hackathon 2026 Core Committee

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