



RV Institute of
Technology and
Management®

Affiliated to Visveswara
Technological
University, Belagavi | Approved By
AICTE,
New Delhi.

WOW
SKIN SCIENCE



FANTOM
CODE

JUNE

20
22

O
P
E
N
Y
O
U
R
G
A
T
E
W
A
Y
O
F
T
H
O
U
G
H
T
S
A
N
D
I
D
E
A
S

O
P
E
N
I
N
N
O
V
A
T
I
O
N

TEAM SIZE-

2 to 4 heads

CHARGES-

Rs.399/- per team

ROUND 1- 4th JUNE

IDEATION

ONLINE (GMEET)

ROUND 2- 10th to 11th JUNE

IMPLEMENTATION

OFFLINE-24hrs

(RVITM)

Food & Bed facilities are

Complementary for

participants

PRIZES-

1st  Rs.20,000/-

2nd  Rs.10,000/-



<https://unstop.com/o/nlaobVC>

CONTACT US-

askfantomcode.rvitm@rvei.edu.in

Akash - 90713-31155

Satvik - 84310-94853

HACKATHON



TIMELINE

Event Description:

Hackathons are opportunities to the ears of programmers/coders. They not only provide a dias to recognize you talents and efforts, but also give an environment filled with raging adrenaline which fuel the ever-lingering taste of winning. RV Institute of Technology and Management, has undertaken this very thought and aims to provide best in quality services, competitive space for 24 hours and a prize tag that matches your mind. FANTOM CODE-2022, is our brainchild which nurtures ideas from across the state so, make sure you catch it when it all unveils on 4th June (Round 1) & 10th June- 11th June (Round 2).

31ST MAY

Final date for team registrations..

4TH JUNE

Commencement of the first phase (Ideation round) of Fantom code-2022.

6TH JUNE

Finalisation of participants for the second phase.
The announcement will be made via the emails provided by the participants.

10TH JUNE

Commencement of the second phase of Fantom code-2022, 24 hrs Implementation round.

11TH JUNE

Termination of the Implementation round.
Jury evaluation and prize distribution

RULES & REGULATIONS

Round 1 -

1. A presentation is to be made by the team about their project in accordance with the theme provided to them.
2. The team shall strictly adhere to the presentation template given by the organisers and any deviations from the template will lead to disqualification of the team.
3. The teams are to present their ideas on the online platform at the fixed slot provided to them and failure to do so will be considered as automatic forfeit from the team.
4. The team has to complete their presentation in 5 minutes, answer queries by the judges and attain feedback in the following 5 minutes.
5. All decisions made by the jury are uncontested and are considered to be final.
6. The shortlisted candidates from round 1 will be allowed to take part in the round 2 of the hackathon.

Round 2 -

1. Teams can consist of at least two team members to a maximum of four members.
2. No development may start before the actual date and time of the event. Any teams that violate this rule will be automatically disqualified. The first line of code should be written on or after Friday, June 10, 2021 at 10 am after the team has registered. However, we encourage you to brainstorm ideas and create wireframes/mockups .
3. Any software development tools, game engine, IDE, and/or programming language can be used for the event. If a team member uses a purchased tool licensed to him or her and the licence is not transferable to other members the member's team must choose one available to all developer teams.
4. To ensure a level field for all contestants, all code must be created only at the hackathon. You are permitted to use publicly developed and openly licensed APIs and SDKs for your project.
5. Our hackathon is dedicated to providing a harassment-free experience for everyone, regardless of their background. Hackathon participants violating these rules may be sanctioned or expelled from the hackathon at the discretion of the hackathon organisers.
6. If a participant engages in harassing behaviour, the hackathon organisers may take any action they deem appropriate. This includes warning the offender, expulsion from the hackathon with no refund (if applicable), or reporting their behaviour to local law enforcement.
7. Teams must stop working once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
8. Teams are not allowed to leave the venue unless they want to forfeit the event or in case of emergencies as deemed by the organisers
9. Any damages made to the institutional property will be viewed seriously and fines will be levied accordingly.

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

Technology: How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components?

Design: Did the team put thought into the user experience? How well designed is the interface?

Completion: Does the hack work? Did the team achieve everything they wanted?

***Learning:** Did the team stretch themselves? Did they try to learn something new? What kind of projects have they worked on before?

REGISTRATION & CONTACT DETAILS

Registration (Link & QR code) -



<https://unstop.com/o/n1aobVC>

Contact us -

fantomcode.rvitm@rvei.edu.in

askfantomcode.rvitm@rvei.edu.in

Akash - 90713-31155

Satvik - 84310-94853