

DHack'24

Ultimate Designathon Challenge

DELEGATES RULES BOOKLET

Discover everything
you need to know to participate
and succeed at Dhack.



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WHAT IS DHACK'24

DHack is the annual **Business Idea Generation and Mobile Application Design competition** organized by the Students' Association of the Department of Information Technology (S@IT), aimed at enhancing the creative and innovative skills of students. As the flagship event of the Department of Information Technology, DHack provides a unique platform for students to develop and showcase their UI/UX design skills by applying theoretical knowledge to practical, real world challenges.

Teams of three students each are invited to participate, progressing through a series of workshops and three competitive rounds, culminating in a grand final, where the most innovative and well-executed projects are showcased.

REFLECTIONS ON DHACK'22

Successfully held for the fourth time in 2022, DHack has been an exclusive competition for undergraduates of the University of Sri Jayewardenepura.

The grand finale of DHack 2022 was elevated by a distinguished panel of judges, including Mr. Dulan Dias (Co-founder of EchonLabs), Ms. Chandra Wijesekera (UX Architect and User Researcher), Ms. Lishni Tilakaratne (Senior UX Designer & Team Lead at Rootcode Studio), and Mr. Michael Lu (Associate Manager at SyscoLABS). This exciting event was made possible with the generous support of EchonLabs as the Official Platinum Partner, Tess Organization as the Official Gold Partner, and Forestpin as the Official Silver Partner, all contributing to the vibrant success of the designathon

TESTIMONIALS FROM PAST DHACK WINNERS



Kavindi Ranasinghe

Member of the Team Incognito
2nd Runner-up of DHack 2022

Participating in DHack 2022 was a fantastic opportunity as it was my first university competition. It helped me understand how to prepare for such events and boosted my confidence to enter more competitions with the same business idea I pitched at DHack, leading to further achievements, including securing the position of second runner-up in the Spark Youth Entrepreneurship Competition 2023. Overall, DHack was an amazing experience and I had the best time



The Team Cyberpunks

Winners of DHack 2021

It was a great opportunity to begin with. We were in our first year second semester when we attended it. Despite this being an event for students of all years, we were the first ever first year team to win this competition. We believe it was our team diversity that helped us win this competition. Each one of us had different capabilities that we brought to the table. Gangulel was the presenter, Gayan was the technical person and Sandupama was the idea machine. So what our advice to future DHackers is that, choose your team wisely. Don't have team members who have the same ability in the same team. Get together to work, yet don't doubt others work. Be confident and the sky's the limit

MESSAGE OF THE HEAD OF THE DEPARTMENT

D-Hack has been the flagship event of the Students Association of IT, affiliated with the Department of Information Technology, Faculty of Management Studies and Commerce, University of Sri Jayewardenepura, since 2019. Originally focused on enhancing and recognizing the innovations of the Department's students, the designathon competition has now expanded to engage a broader university audience.

Past winners of D-Hack have progressed to achieve success in both local and international innovation competitions. A significant factor in this success is the event's preparatory workshops and stringent judging process. These elements provide invaluable experience for all participants, regardless of whether they win. We hope this year's competition generates even more interest and surpasses its previous achievements.



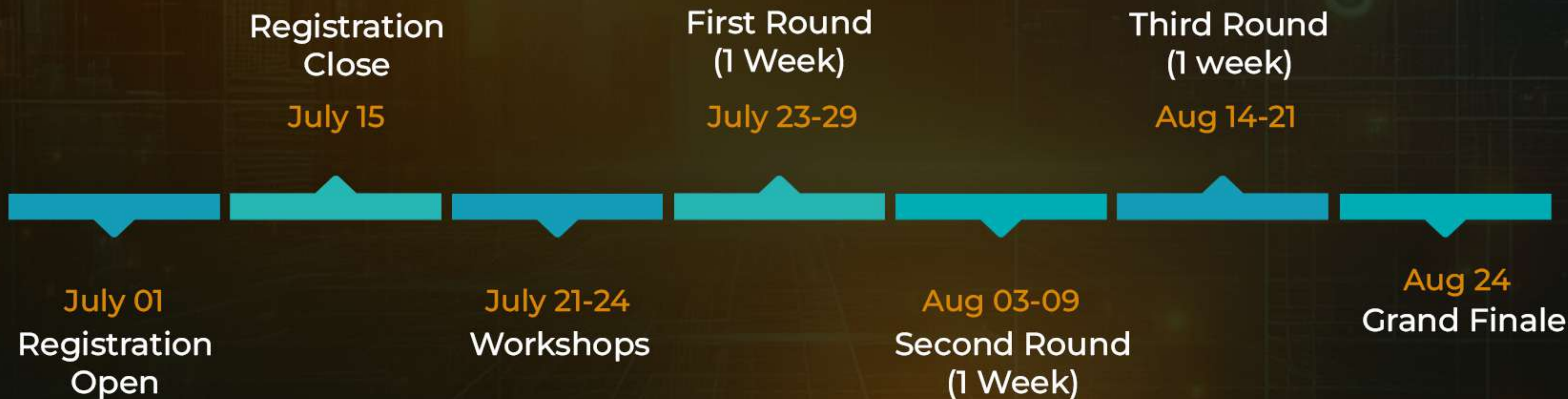
Prof. Lasith Gunawardena

Head of the Department of Information Technology
University of Sri Jayewardenepura

DHACK'24

DHack 2024 marks the fifth iteration of this esteemed designathon, returning after a two-year break with an exciting expansion. Previously exclusive to undergraduates of Sri Jayewardenepura University, this year's competition will broaden its horizons to include participants from various universities and educational institutes across Sri Lanka, thereby fostering a richer and more inclusive environment. The event will feature a series of workshops conducted by industry professionals, providing invaluable insights and hands-on experience. Each round will be carefully evaluated by a distinguished panel of judges, ensuring the highest standards of assessment. The top three winners will be awarded both cash prizes and certificates, while all participants will receive an e-certificate as a token of appreciation.

EVENT TIMELINE



GENERAL RULES & REGULATIONS

All participants must consistently meet the following requirements as applicable

Registration

Team must complete the online registration form by 15th of July.

Note-: Any applications received after the closing date of registrations will not be accepted under any circumstances.

Eligibility

The contestants should be Undergraduates of a State/ Private University or any Higher Educational Institution.

Identification

Proof of identification should be as University Passbook / University Identity Card

Team Formation Guidelines

Each team must comprise 3 members.

Teams must consist of undergraduates from the same university. All team members must be registered before the competition begins. (Refer to the timeline)

Your team should have a creative name.

Each team should appoint a leader to communicate with the organizing committee.

Original team members cannot be replaced or dropped during the competition. If a team member must leave, please inform the organizers promptly.

OVERVIEW OF DHACK 2024

DHack invites participants to develop innovative applications based on a business idea related to one of the following sectors:

Educational Sector

Example :

- Current Problem: There is no proper platform for performing instant quizzes, enabling users to both create and participate in quiz activities.
- Proposed Solution: Develop an interactive quiz application that allows users to create, share, and participate in quizzes in real-time.

Tourism Sector

Example :

- Current Problem: Tourists often struggle to access real-time information about local attractions, events, and services.
- Proposed Solution: Develop a mobile application that provides real-time updates on local attractions, events, and services.

Health Sector

Example :

- Current Problem: Patients face difficulties in managing their health records and accessing timely medical consultations, especially in remote areas.
- Proposed Solution: Develop a mobile health application that allows patients to manage their health records, book appointments, and access telemedicine services.

ROUND 01

Proposal Submission

- Proposal should be based on the business idea and UX artifacts identified through a UX Research.
- The Business Idea section of the proposal should include topics like Business Idea, Marketing strategies, Budgeting and Monetizing.
- Performance of a UX Research is expected and the UX Artifacts identified during the research process should be included in the UX Research section of the proposal.

Duration
1 week

ROUND 02

Wireframes, Style Guide & Mockup

- **Wireframes** : A basic low fidelity design which illustrates the layout and structure of key screens.
- **Style Guide** : A comprehensive style guide that includes elements like Color palette and Typography choices.
- **Mockup** : A design of non-interactive screens for user flows.

Duration

1 week

ROUND 03

Presentation, Prototype and Q&A

- **Presentation** : A concise presentation in the grand final outlining the business idea, covering the given essential subtopics.
- **Interactive Prototype** : An upgraded visual design through a recorded demonstration of the interactive prototype.
- **Q&A Session** : A questionnaire carried out by the panel of judges in the grand final.

Duration

1 week

GENERAL RULES OF THE COMPETITION

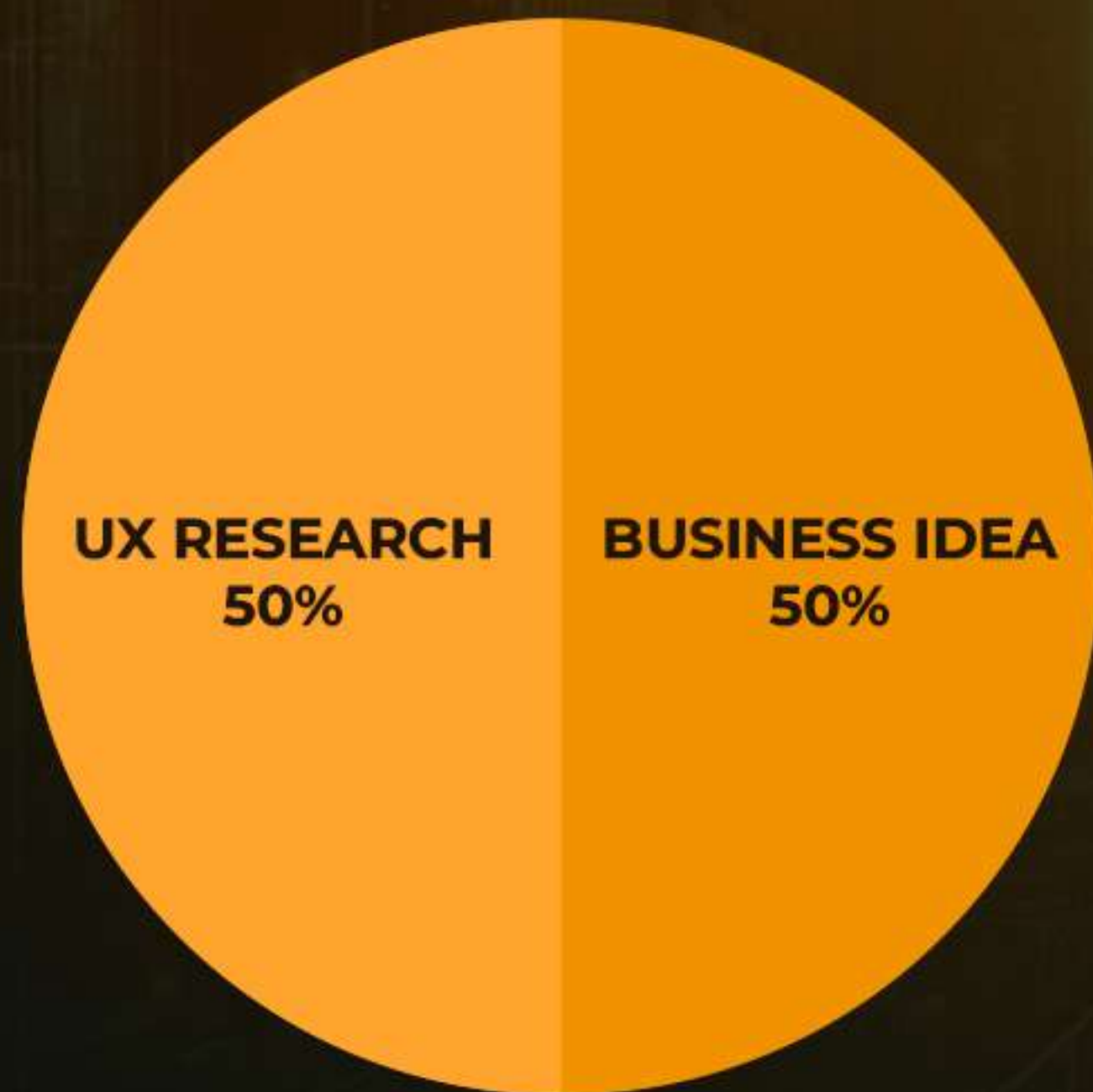
Ethical guidelines

- The business idea your team develops must be ethically and morally sound, promoting positive social impact and avoiding any harmful or controversial activities.
- Participants must disclose any third-party tools or resources used in their projects.
- Ensure all team members contribute fairly to the project and acknowledge each person's contributions.
- Maintain a respectful and professional demeanor towards judges, mentors, fellow participants, and organizers.

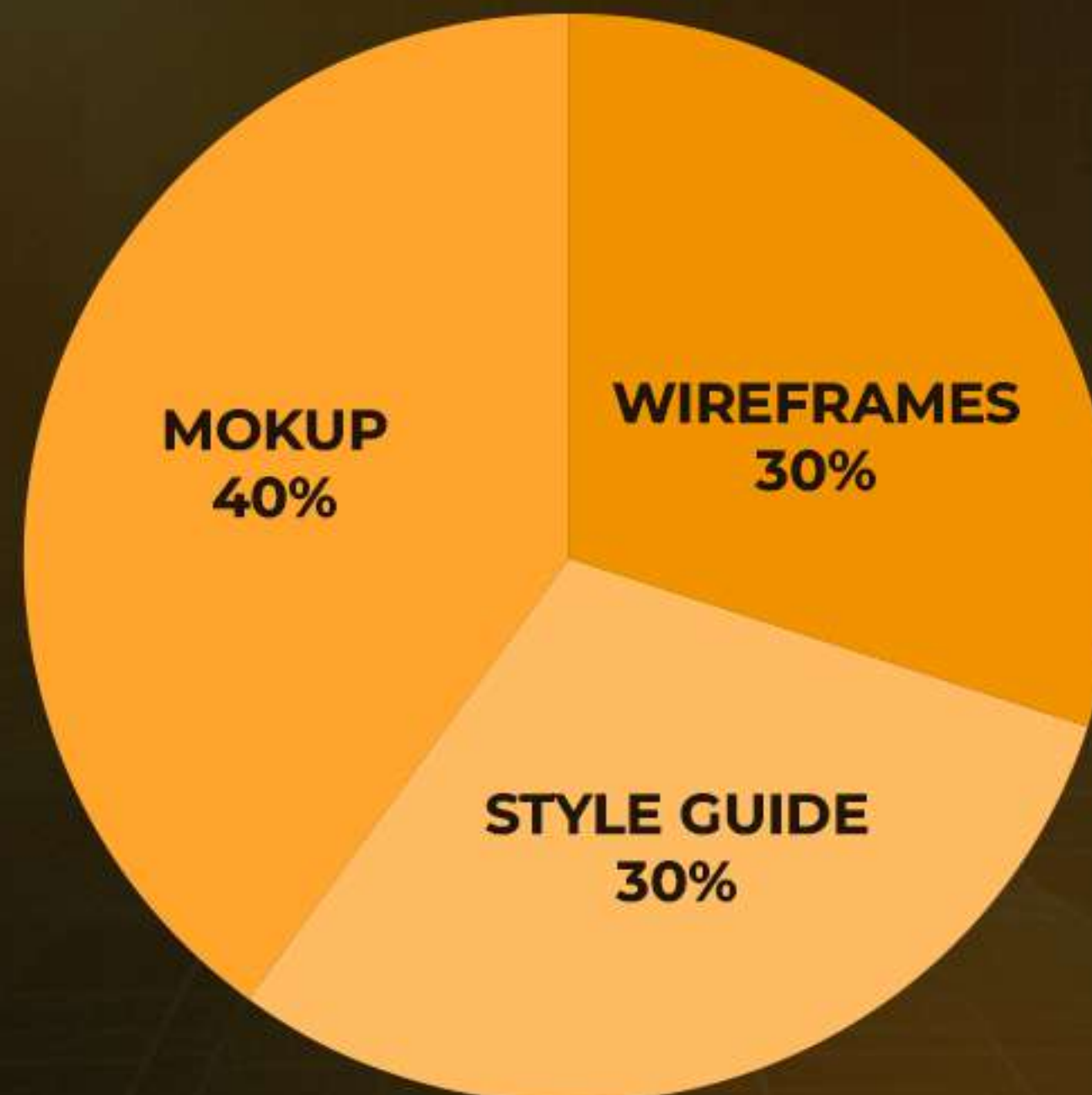
Disqualification

- All students must submit the created project by the specified deadline. Failure to do so will result in the team's disqualification.
- Once a project is submitted, no changes or resubmissions are allowed. The submitted version will be the final version evaluated by the judges.
- All projects must be original work created by the team. Any form of plagiarism or using uncredited third-party work will result in immediate disqualification.
- All teams must follow the competition rules and guidelines. Any attempt to circumvent the rules or engage in unfair practices will result in disqualification

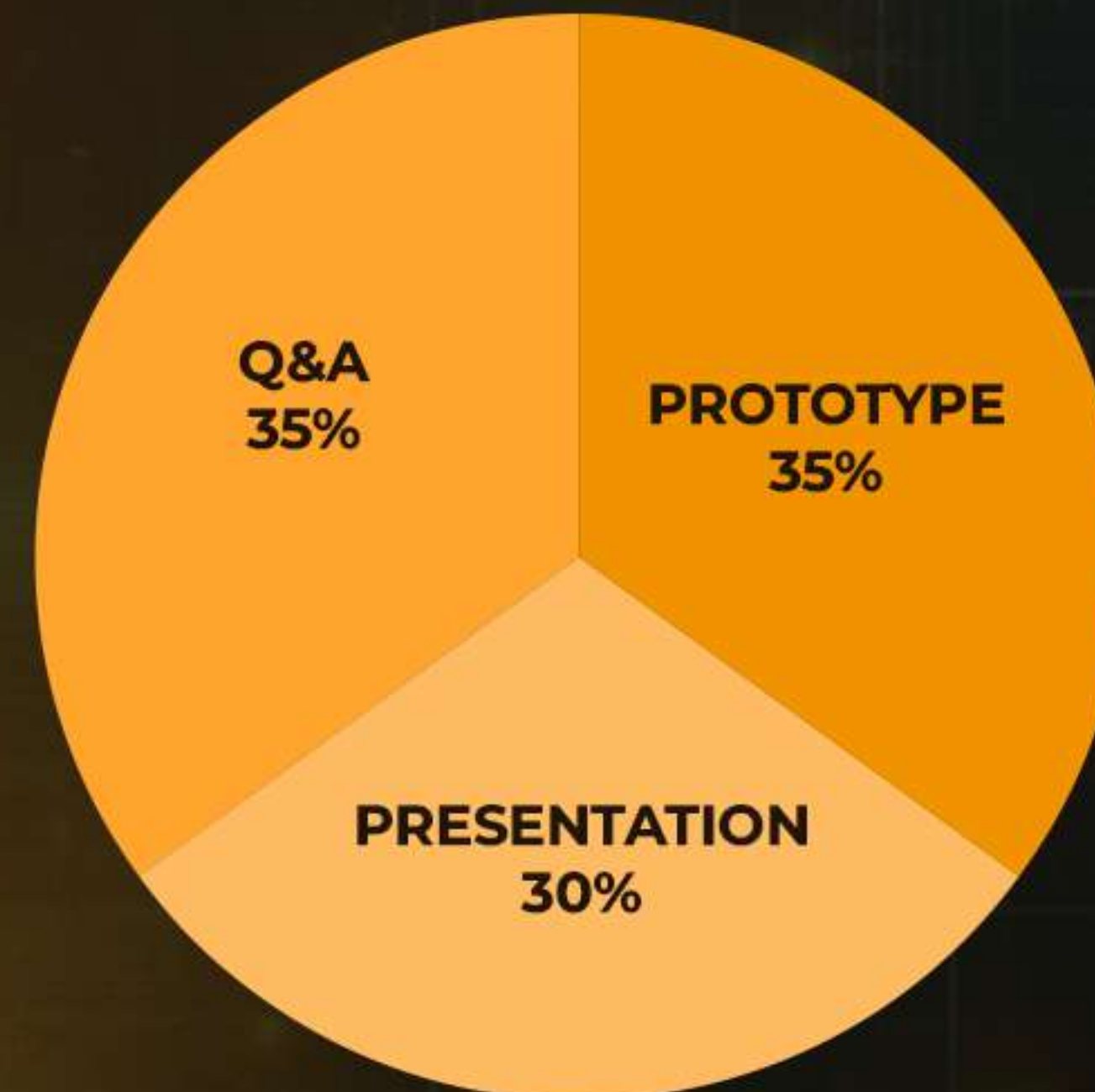
EVALUATION CRITERIA



ROUND 01



ROUND 02



ROUND 03

FREQUENTLY ASKED QUESTIONS

1. Are there any specific tools or software required for the competition ?

No, but recommendations may be provided during the workshops.

2. What happens if a team member cannot continue due to unforeseen circumstances ?

The remaining team members must continue or otherwise notify the organizing committee promptly.

3. Can we seek external help or mentorship during the competition ?

You can seek mentorship during the organized workshops, but the project work should be primarily done by the team members.

4. What happens if there's a technical issue during submission ?

Contact the technical support team or the organizing committee immediately for assistance.

5. Can we get an extension on the submission deadline if we face unforeseen issues ?

Only in exceptional circumstances, and at the discretion of the organizing committee, might an extension be considered.

6. What if we need to make adjustments to our project scope ?

Minor adjustments are allowed, but any significant changes should be communicated to and approved by the organizing committee.

7. Is it compulsory to join the workshops series ?

No, but it is highly recommended for valuable insights and guidance.

8. What if we cannot attend the grand final physically ?

Inform the organizing committee immediately. Arrangements may be made for virtual participation, depending on the circumstances

INQUIRIES

If you have any specific questions that remain unresolved after reviewing this document, do not hesitate to get in touch with us. We are here to assist you further.

General Inquiries

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