

ABOUT CRAFTATHON

CRAFTATHON is a 36-hour hackathon organized at **Gandhinagar University**, designed to bring together students from various colleges to build technology-driven solutions for real-world problems. The event focuses on domains such as EdTech, GreenTech/ AgriTech, HealthTech, SafetyTech, and DefenseTech, Fintech, Cybertech, Altech guiding participants from idea generation to prototype development through mentorship and evaluation.

Event Overview

The Hackathon will be conducted over **36 hours**, aiming to engage participants in solving innovative problem statements across multiple domains (as mentioned above). The Event will consist Offline rounds. The main theme of the event is **Minecraft**.

DATES & SCHEDULE

- **Team must pay a participation fee of ₹400 per team.**

OFFLINE

- 36 hours of mandatory on-campus participation
- Start: 3rd April 2026, 8:00 AM
- End: 4th April 2026, 8:00 PM

Register Here : <https://craftathon.gu-tech.org/>

VENUE

Gandhinagar University, University Campus, Khatraj Kalol Rd, Village - Moti Bhoyan, Taluka - Kalol, District - Gandhinagar, Gujarat 382721

WHO CAN PARTICIPATE

- **All diploma/undergraduate / postgraduate students** who are interested, enthusiastic, and passionate about technology and innovation.
- Students from any college, department, or academic year are welcome to participate.
- **Team Size: 1–4 members per team.**

Domain & Problem Statement Details

- Teams must select **any one problem statement** from the given list.
- Onsite, teams will be provided **8 on-site domains**, each containing **2 problem statements** (total **16 problem statements**).
- **Teams must choose one problem statement from the on-site list during the offline round.**

Rules and Regulations

- All participants **must carry their original College ID Card and a valid Government-issued Photo ID proof** (Aadhaar, PAN, Driving License, or Passport) for verification at the venue.
- Each team must consist of a **minimum of 1** and a **maximum of 4** members.
- All team members must complete registration on **Unstop** before **25 March 2026**.
- By registering, teams agree to **mandatory offline participation**.
- Teams must select **one problem statement** from the provided eight domains.
- Submit **Presentation Deck (PPT/PDF)**.
- Submissions must clearly include:
 - Chosen problem statement
 - Proposed solution summary
 - Technology stack to be used
- Only **original content** is allowed — plagiarism or idea duplication leads to immediate disqualification.
- Submitted files must be properly named: **TeamName_Domain.pdf/ppt**.
- Each team is allowed **only one submission**.
- A participant **cannot be part of multiple teams**.
- **Misleading or offensive team names are strictly prohibited**.
- Uploading malicious files, scripts, or harmful links will result in a permanent ban from future events.
- All official communication will take place via **Unstop / Email / WhatsApp Community**.
- Any misconduct, fake information, or rule violation will result in disqualification.
- Judges may suggest idea validation or clarification if needed.
- Teams must maintain **professional and respectful conduct** at all times.
- All decisions made by the judging panel are **final and binding**.
- **Participants are responsible for their own gadgets and belongings. The university will not be liable for any loss or damage.**

WHAT THE ORGANIZERS PROVIDE

- High-speed Wi-Fi and electricity ports
- 24-hour canteen access
- Mentorship and expert guidance
- Accommodation
- Fixed Food

WHAT IS NOT INCLUDED

- Travel Expenses

DELIVERABLES

- Prototype or Proof-of-Concept
- Technical documentation
- Pitch deck / final
- Presentation Innovation summary

PRIZES & BENEFITS

- **Prize Pool Worth Up to 50k**
- **Certificates** for every participant
- **Exciting goodies** for mini-game winners
- Opportunity to build valuable **networking connections** with mentors, peers, and industry Expert.

FREQUENTLY ASKED QUESTIONS

1. Is it mandatory to stay for the full 36 hours?

Yes. Participants must remain on campus for the entire duration.

2. Will accommodation or sleeping arrangements be provided?

Yes. Workspace is available 24/7, and Sleeping Mattresses will be provided

3. Are travel tickets covered?

No, participants must arrange their own travel.

4. What food will be provided?

Yes, fixed food will be provided, and the canteen will remain open throughout the entire event.

5. What should we bring?

Laptop, chargers, personal items, water bottle, toiletries, and ID card. **An ID card is compulsory.**

6. Will Wi-Fi and power be available?

Yes, high-speed Wi-Fi and continuous electricity are provided.

7. Can we leave the campus?

No. Participants must stay within the campus for safety and fairness.

8. What is the team size?

Teams must have 1-4 members.

9. Do we need to bring our own problem statement?

No. Problem statements will be given.

10. Will mentors be available?

Yes, experts from various domains will be available.

11. Is prior ML or lab experience necessary?

No, interdisciplinary participation is encouraged.

12. Can solo participants join?

Yes, Teams must consist of 1-4 members.

13. How will judging be done?

Based on Innovation & Originality, Feasibility & Scalability, Impact & Relevance, Presentation, Pitch & Teamwork, Clarity of PS & Code.

14. Will all participants receive certificates?

Yes.

15. Is there a dress code?

Wear comfortable clothing suitable for long hours.

16. Are overnight rest areas provided?

Yes.

17. Can we bring external hardware or sensors?

Yes, if compliant with safety rules.

18. Do we need to prepare anything before arriving

Bring idea notes and any required equipment, like laptops, etc.

20. Will someone help clarify doubts before the event?

Yes, a coordinator will contact selected participants.

CONTACT

Email: hackathon.info@gandhinagaruni.ac.in

Contact:

- Hackathon Head: Brijesh Thummar: 7567292382
- Co-Head: Shobhit Tripathi: 9499510284
- Co-Head: Rushit Damania: 9909967688

Register Here : <https://craftathon.gu-tech.org/>

Participants are requested to join the WhatsApp community by scanning the QR code below.

