



# DAYANANDA SAGAR COLLEGE OF ENGINEERING

An Autonomous Institute affiliated to Visvesvaraya Technological University (VTU), Belagavi, (Approved by AICTE and UGC, Accredited by NAAC with grade ISO 9001-2015 Certified Institution)

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## Department of Electrical & Electronics Engineering

(Accredited by NBA Tier 1: 2025-2028)

IEEE PES, PELS and IAS, VTS DSCE STUDENT BRANCH CHAPTERS

PRESENTS

# CREAT-A-THON 7.0

30 HOURS HARDWARE HACKATHON

17-18 March, 2026



### DOMAINS:

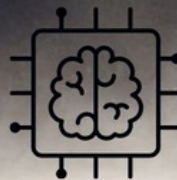
- Sustainable Circular Economy & Net-Zero Infrastructure
- Smart, Safe & Efficient Transportation
- Innovation in Consumer Electronics

### PRIZE POOL:

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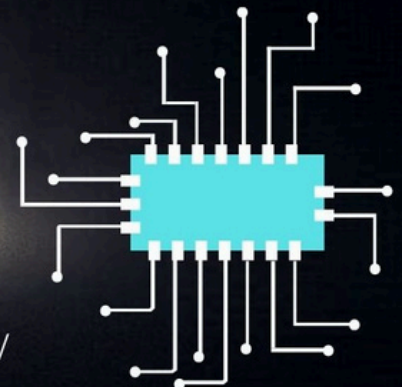


Scan to register



"THINK IT. BUILD IT. OWN IT."

Website : <https://creatathon-eee-dsce.in/>



### CONTACT DETAILS

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# About Creat-A-Thon 7.0

Creat-A-Thon 7.0 is the seventh edition of the prestigious national-level hardware hackathon, organized by the Department of Electrical and Electronics Engineering, Dayananda Sagar College of Engineering (DSCE).

The event is designed to ignite innovation by challenging young minds to develop practical, real-world hardware solutions within an intense 30-hour continuous hacking session.

Creat-A-Thon serves as a dynamic platform where participants transform ideas into working hardware prototypes, validate their concepts, and gain valuable exposure through interaction with industry experts and mentors. The hackathon encourages creativity, teamwork, and technical excellence under real-time constraints.

## Objectives of the Event

- To foster innovation, creativity, and problem-solving skills among engineering students.
- To encourage hands-on hardware development and implementation within strict time constraints.
- To provide expert mentorship, guidance, and evaluation from industry professionals.
- To offer a robust platform for testing, validating, and showcasing real-world engineering solutions.

# RULES & REGULATIONS

## 1. Eligibility and Registration

- The hackathon is **open to undergraduate (UG) students only**.
- Registration fee : IEEE member(per person)=300rs  
Non IEEE member(per person)=500rs
- Participants must complete registration within the stipulated deadline.
- **No changes in team composition** will be permitted after successful registration.
- Creating a **DigiKey MyList** is compulsory for all teams. Participants must read and follow all related instructions carefully.

## 2. Reporting Time

- All registered teams must report to the venue at the **designated reporting time** as informed by the organizers.
- Late arrivals may lead to **disqualification**.

## 3. Participation Requirements

- Participants must bring their **own laptops, chargers, hardware components, and necessary tools** required for their project.
- The organizing committee will **not be responsible for any loss or damage** to personal belongings.
- Basic power supply ,internet access and work space will be provided.

## 4. Identification

- Participants must carry a **valid college ID card**, which must be presented during registration and throughout the event.

## 5. Team Composition

- Each team must consist of **3 to 6 members**.
- Team members must belong to the **same institution**.

## 6. Organizer's Decision

- All decisions taken by the **organizing committee and judging panel** shall be **final and binding**.

## 7. Certification and Recognition

- All participants will receive a **Certificate of Participation/Appreciation**.
- **Winning teams** will receive **certificates, prizes, and special recognition**.

## 8. Meals and Rest

- **Meals and refreshments** will be provided to all registered participants during the hackathon.
- Sleeping is **not permitted**, however **short rest arrangements** may be provided as per event guidelines.

## 9. Venue Rules

- Participants are **not allowed to leave the venue** without prior permission from the organizing committee.
- Any violation of venue rules may result in disqualification.
- Maintain discipline and professionalism at all time.

## 10. Project Guidelines

- Each team must develop a functional hardware prototype demonstrating a clear real-world application.
- The solution must be built entirely during the hackathon duration.
- Teams are responsible for arranging all required hardware components.
- Submission of a **project abstract** is mandatory, and the abstract format is attached. Teams must strictly adhere to the provided format.

## 11. Reviews and Evaluation

- The hackathon will include **multiple review rounds** conducted by industry experts and faculty mentors.
- Projects will be evaluated based on **innovation, feasibility, implementation, and impact**.

## 12. Code of Conduct and Disqualification

- Any form of **misconduct, plagiarism, or violation of rules** will lead to immediate disqualification.
- The organizing committee reserves the right to take appropriate disciplinary action

# Themes / Tracks

**Teams must choose one of the given themes**

**Solution must involve a working hardware prototype**

## **Track 1: Sustainable Circular Economy & Net-Zero Infrastructure**

Focuses on developing sustainable, energy-efficient, and circular hardware solutions that reduce carbon emissions and optimize resource usage. Solutions should support renewable energy integration, smart buildings, waste management, and net-zero infrastructure with real-world applicability.

Key Areas:

Carbon reduction • Smart energy systems • Renewable & storage solutions • Waste & water management • Net-zero campuses

## **Track 2: Smart, Safe & Efficient Transportation**

Encourages hardware and cyber-physical solutions to enhance railway safety, efficiency, and intelligent monitoring. Emphasis is on automation, predictive maintenance, and energy-efficient railway operations suitable for real-world deployment.

Key Areas:

Railway safety • Smart signalling • Train monitoring • Predictive maintenance • Energy efficiency • Passenger safety

## **Track 3: Innovation in Consumer Electronics**

Focuses on building intelligent, connected, and user-centric consumer electronics. Participants are encouraged to design affordable, energy-efficient, and scalable hardware solutions using IoT, embedded systems, and edge AI.

Key Areas:

Smart home • Wearables • Health & assistive tech • IoT products • Embedded & edge AI • Sustainable electronics



# SPONSORS & JURY

## SPONSORS

- Creat-A-Thon 7.0 is supported by leading innovation, incubation, and technology-driven organizations.
- DERBI Foundation supports entrepreneurship through incubation, mentorship, and startup acceleration programs.
- Digi-Key Electronics enables innovation by providing electronic components, design tools, and end-to-end engineering support.
- Sagar Hospitals® contributes through its excellence in healthcare innovation and advanced medical technologies.
- Sponsor support includes mentorship, technical guidance, industry exposure, and recognition for participants.

## JURY PANEL

- The hackathon will be evaluated by a panel of experienced industry experts and professionals.
- Jury members possess strong backgrounds in hardware systems, innovation, sustainability, healthcare, and technology.
- Projects will be judged on innovation, feasibility, impact, and presentation.
- Decisions made by the jury will be final and binding.

# REWARDS

## Rewards and Cash Prizes

- Creat-A-Thon 7.0 offers a total prize pool of ₹90,000.
- Each theme carries a cash prize of ₹30,000, awarded to the top-performing teams.
- Winners will receive certificates, trophies, and special recognition.
- Prize distribution details will be announced during the valedictory session.

## Benefits of Participating

- Opportunity to showcase innovative ideas at a national-level hardware hackathon.
- Mentorship and guidance from industry experts and professionals.
- Hands-on experience in building real-world hardware prototypes.
- Networking opportunities with industry partners, startups, and sponsors.
- Digital participation certificates for all registered participants.
- Recognition and exposure for solutions with real-world impact and scalability.