



MALNAD COLLEGE OF ENGINEERING, HASSAN
ME - RIISE FOUNDATION

(A SECTION 8 COMPANY)

Elevating Ideas, Incubating Success.



TECHNOLOGY BUSINESS INCUBATOR - MALNAD COLLEGE OF ENGINEERING

k-tech

TBI-MCE



**STARTUP
KARNATAKA**



PRAGYATHA ' 26

State Level Entrepreneurial Fest

RULE BOOK

OCT 30th , 31st and NOV 1st

GENERAL RULES

1. All participants must arrive at the venue at least 30 minutes before the event begins.
2. Registration and check-in are mandatory for every participant. Participants must follow the event-specific team size and registration instructions.
3. Participants must carry a valid college ID card and display it on campus when requested.
4. The organizers reserve the right to disqualify any participant or team for misconduct, unfair practices, or violation of event rules.
5. The decision of the jury and the organizers will be final. No disputes regarding evaluation or disqualification will be entertained.
6. Participants must handle college and ME-RIISE Foundation property responsibly. Teams may be held accountable for damage caused by misuse or negligence.
7. The organizers are not responsible for the loss, theft, or damage of personal belongings.
8. Participants must maintain discipline and respect fellow participants, mentors, judges, volunteers, and staff.
9. Any form of harassment, vulgarity, disruptive behaviour, or damage to property may lead to immediate disqualification.
10. Participants must follow the schedule, safety instructions, and venue restrictions communicated by the organizers.
11. Certificates and prizes will be awarded according to the event's eligibility and participation requirements.
12. For assistance, accessibility needs, or event-related questions, participants should contact the ME-RIISE Foundation event coordinators as specified in the last page.

ACCOMMODATION (IF APPLICABLE)

1. Accommodation is available only to participants who have registered for it in advance and received confirmation.
2. Participants must maintain cleanliness and discipline in the accommodation premises.
3. Smoking, alcohol, and prohibited substances are not permitted in hostel or campus areas.
4. Participants must follow the accommodation committee's entry, exit, and curfew instructions.
5. Male and female participants will be housed in separate areas and must follow the access rules communicated by the organizers.
6. The organizers are not responsible for the loss or theft of personal belongings. Keep valuables secure.
7. For emergencies, contact the accommodation in-charge or event coordinator immediately.

ADSPIZE

AdSpize is a creative marketing and advertising challenge where participants explore branding, communication, and strategy through a real-world brief. Teams are expected to understand the target audience, develop a clear campaign idea, and present creative promotional content.

Rules and Regulations

- Teams must register according to the team size specified by the organizers.
- The event brief, target audience, deliverables, and submission format will be explained at the beginning of the event.
- All campaign content must be created by the participating team during the event unless the organizers specify otherwise.
- Use of copyrighted material, plagiarized content, or misleading claims is not permitted. Teams must have permission to use any third-party assets.
- Teams must submit their work within the announced deadline and present it if required.
- Participants must follow the instructions provided by the event coordinators.

Evaluation Criteria

- Creativity and originality
- Clarity of message and audience relevance
- Campaign strategy and branding
- Execution and presentation

Event Details

- Date: 30 October 2026
- Time: 12:00 PM
- Venue: Basketball Court

UEXPLORE

UI/UX HACKATHON

UExplore is a 24-hour UI/UX hackathon focused on designing user-centred digital experiences that solve real-world problems. Participants will work through a design challenge and develop a digital interface or interactive prototype.

Rules and Regulations

- Each team must consist of two members; only one member needs to complete registration if instructed by the organizers.
- Participants should bring their own laptops and chargers. Ensure required design tools are accessible before the event.
- The problem statement or design brief will be provided by the organizers.
- The complete solution must be developed during the hackathon. Previously completed designs or copied templates presented as original work are not allowed.
- Teams must remain available for check-ins, reviews, and the final presentation.
- Participants must follow the 24-hour schedule and campus safety instructions. Any overnight movement restrictions communicated by organizers must be followed.

Materials / What to Bring

- Laptop and charger
- College ID card
- Notebook and pen, if required

Event Details

- Date: 30th and 31st October 2026
- Reporting Time: 1:00 PM (30th October)
- Duration: 24 hours
- Venue: CS Lab 1

HARDWARE-X

HARDWARE HACKATHON

Hardware-X is a hands-on hardware hackathon in which teams build and demonstrate a working prototype addressing a real-world problem. Projects should connect to one of the announced themes and show practical application of hardware, electronics, and embedded systems.

Rules and Regulations

- Teams must register in the format and size (max 4 participants) announced by the organizers.
- Choose a problem and solution that fits one of the themes: Agriculture, Healthcare, Smart Systems, Renewable Energy, Robotics, or Waste Management.
- Teams must bring the components and tools needed for their proposed prototype. The final allowed-items list will be confirmed by the organizers.
- All wiring and hardware assembly must be carried out safely. Mains-voltage projects, hazardous materials, open flames, and unsafe mechanisms are prohibited unless explicitly approved.
- Teams must build and test their solution within the hackathon period and be ready to demonstrate it to the jury.
- Pre-built projects, models, or ready-made solutions will not be accepted. Participants must present all materials and components to the organizers for verification before starting the product development. The product must be built from scratch during the event.
- The jury may ask questions about the design, circuit, code, feasibility, and real-world use of the prototype.

Materials / What to Bring

- Microcontroller boards such as Arduino or ESP32, if relevant to your project
- Sensors and modules required for your solution (for example, ultrasonic, IR, temperature/humidity, soil-moisture, gas, or light sensors)
- Breadboard, jumper wires, resistors, LEDs, switches, and basic electronic components
- Motor driver, DC/servo motors, relay modules, or actuators, if required
- Suitable low-voltage power source, USB cable, and batteries with holders, if needed
- Laptop ,Charger and extension board
- Basic hand tools and personal protective equipment, if needed and permitted

Event Details

- Date: 31st October and 1st November
- Reporting Time: 9:00 AM (31st October)
- Duration: 24 hours
- Venue: Library

CODEFORGE '26

SOFTWARE HACKATHON

CodeForge is a 24-hour software hackathon. Teams will receive a problem statement from the organizers and must develop a software-based solution within the allotted 24 hours, followed by a demonstration and presentation.

Rules and Regulations

- Teams must register according to the team size (max 4 participants) announced by the organizers.
- The problem statement will be released by the organizers at the start of the hackathon.
- The core solution must be developed during the 24-hour hackathon. Teams must disclose any pre-existing code, libraries, APIs, or third-party services used.
- Participants should bring their own laptops, chargers, and any required peripherals.
- Teams must ensure that their development environment and essential tools are ready. Internet access and software availability are subject to venue facilities.
- Teams must remain available for checkpoints, mentor interactions, and final evaluation.
- Participants must follow campus safety instructions and any overnight movement restrictions announced by organizers.
- Teams must submit their working solution, source code/repository, and presentation materials in the format and by the deadline specified.

Materials / What to Bring

- Laptop ,charger and extension board
- College ID card
- Required development tools and accounts

Event Details

- Date: 30th and 31st October 2026
- Reporting Time: 1:00 PM (30th October)
- Duration: 24 hours
- Venue: Library

ENTRORPHOSIS

Entrophosis is an entrepreneurial challenge designed to build creativity, problem-solving, prototyping, pitching, and marketing skills. Participants progress through four stages: Yojana (Ideation), Nirmana (Prototyping), Pregkha (Pitching), and Vighnapana (Advertisement).

Rules and Regulations

- The event will be conducted over the schedule announced by the organizers.
- Participants must complete registration individually, teams will be formed or assigned according to the event format announced at the venue.
- Teams must develop an idea, create a prototype or model, pitch the concept, and prepare an advertisement as instructed.
- Participants must complete the required deliverables within the allotted time at each stage.
- Teams must be prepared to explain the problem, target users, value proposition, prototype, and promotional approach.
- Plagiarism, misrepresentation, and disruptive behaviour may lead to disqualification.

Event Details

- Date: 30th and 31st October 2026
- Reporting Time: 9:00 AM (30th October)
- Venue: EEE Seminar Hall

BRIDGE-X

BRIDGE BUILDING COMPETITION

BRIDGE-X is a structural design challenge in which teams build a bridge using materials supplied by the organizers. The objective is to design and construct a bridge that can withstand the greatest load while meeting the event's construction and safety requirements.

Rules and Regulations

- Teams must register in the format and size (max 2 participants) announced by the organizers.
- All bridge-building materials will be provided by the organizers.
- Teams must build their bridge only during the allotted event time and using the materials permitted.
- The bridge must follow the dimensions, span, support, and construction constraints announced before the challenge begins.
- Teams may not reinforce or modify the testing apparatus. Bridges must be submitted for inspection before load testing.
- Load will be applied using the procedure announced by the organizers. Participants must stand clear during testing.
- Any bridge that violates the stated specifications may be disqualified or penalized.
- The jury's load measurements and final decision will be binding.

Evaluation Criteria

- Maximum load-bearing capacity
- Structural stability and efficiency of design
- Quality of construction and compliance with constraints
- The overall length of the bridge model shall be a minimum of 30 cm.

Event Details

- Date: 31st October 2026
- Reporting Time: 10:00AM
- Venue: ME-RIISE Foundation

CATAPULT

Catapult challenges teams to design and build a launcher using the materials provided by the organizers. Teams will have 1.5 hours to construct and test their design. The winner will be determined primarily by the distance travelled by the launched object, with design quality also taken into consideration.

Rules and Regulations

- Teams must register in the format and size (max 2 participants) announced by the organizers.
- All construction materials will be provided by the organizers. Participants must use only the materials and tools permitted for the event.
- Teams will have 1 hour 30 minutes to design, build, and prepare their catapult.
- Teams must not begin construction before the official start time.
- Each team must follow the launch procedure and safety instructions given by the coordinators.
- Participants must not aim the catapult at people or launch objects outside the designated test area.
- The number of attempts and the measurement method will be announced before testing.
- The jury's decision on measurements, safety, and final ranking will be final.

Evaluation Criteria

- Distance travelled by the launched object
- Design quality, stability, and build craftsmanship
- Consistency and safe operation

Event Details

- Date: 31st October 2026
- Reporting Time: 10:00AM
- Venue: ME-RIISE Foundation

INVEST SMART

STOCK MARKET WORKSHOP

Invest Smart is an introductory workshop on the basics of the stock market. Participants will be introduced to foundational concepts such as shares, stock exchanges, market indices, risk and return, and responsible investing.

Rules and Regulations

- Participants must arrive on time and complete check-in before the session begins.
- Bring a notebook and pen to record key concepts and questions.
- Participants are encouraged to ask questions and take part in any activities or demonstrations.
- The workshop is for educational purposes and does not constitute personalized investment advice or a recommendation to buy or sell any security.
- Participants must not share another person's personal financial information during discussions.

Materials / What to Bring

- Notebook and pen
- College ID card

Event Details

- Date: 30th and 31st October 2026
- Reporting Time: 10:00 AM (30th October)
- Venue: Alumni Hall

CONTACT INFORMATION

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Registration : www.certifyy.in



PRAGYATHA ' 26

Note: The final schedule, venue, and any event-specific instructions will be communicated by the organizers.