# AI BUILDERS HACKATHON 2026

**POWERED BY PHITRON**

Metropolitan University Inter-University AI Builders Hackathon 2026

Organized by MU CSE Society | MU CSE Fest 2026

Metropolitan University Campus, Sylhet | 4–5 December 2026

## OFFICIAL HACKATHON RULEBOOK

Powered by Phitron | **24-Hour On-Campus AI Hackathon** | Top 50 finalist teams

## 1. Event Overview

AI Builders Hackathon 2026 is an inter-university software development competition focused on functional, original AI-enabled solutions. Teams will submit their own ideas for preliminary selection. However, the **On-Campus Grand Finale will feature a completely new and independent problem statement, unrelated to the preliminary submissions, which all finalist teams must solve during the official development period.** Teams will receive the final challenge on campus and participate in a **24-hour hackathon**, consisting of **22 hours of development and ongoing judging**, followed by **2 hours of final evaluation and score consolidation**.

| Item | Details |
|---|---|
| Grand Finale | 4–5 December 2026 |
| Venue | Metropolitan University, Sylhet |
| Finalist Capacity | Top 50 teams |
| Team Size | 3–4 students |
| Event Duration | 24 Hours |
| Development Window | 4 December, 10:00 AM – 5 December, 8:00 AM (22 Hours) |
| Shortlist | Top 15 announced by 10:30 AM on 5 December |
| Prize Pool | BDT 50,000 |
| On-Campus Registration Fee | BDT 3,099 per selected team |

## 2. Eligibility and Team Formation

- Participants must be currently enrolled undergraduate students at recognized universities in Bangladesh and present a valid student ID during check-in.
- A team has **3 or 4 members, including one Team Leader. Members may study at different universities**. A person may join only one team.
- Team membership changes after confirmation require organizer approval. Each participant brings their own laptop, charger and necessary accessories. (laptops, mobiles, chargers, **multi-plugs**, **usb hub for mac users** etc.) required for development.

## 3. REGISTRATION AND PRELIMINARY SELECTION

### 3.1 Online Registration

- **Preliminary registration is free.** Each team must have 3 or 4 members.
- The Team Leader must submit the registration form, select one challenge track, and provide all preliminary materials before the announced deadline.
- No completed project, working prototype, or functional demo is required.
- **Preliminary project ideas are used only for team screening and selection.** Teams will not develop their submitted preliminary ideas during the Grand Finale.

### 3.2 Challenge Tracks

Each team must select exactly one of the following 10 Challenge Tracks during online registration. Teams must submit an original AI-powered project idea that falls within their selected track.

**Teams are responsible for identifying a real-world problem within their chosen track and proposing their own AI-powered solution to address it.** The organizers will not assign specific problems or project ideas during the Preliminary Round. Teams cannot select a track outside the 10 listed categories.

| Challenge Track | Description |
|---|---|
| **1. HealthTech & Healthcare AI** | AI solutions for healthcare services, patient support, medical accessibility, and health management. |
| **2. EduTech & Learning Intelligence** | Personalized learning, academic assistance, and educational accessibility. |
| **3. SpaceTech & Satellite Intelligence** | AI-powered satellite data analysis, space exploration, Earth observation, and geospatial intelligence. |
| **4. FinTech & Financial Intelligence** | Digital finance, fraud detection, financial literacy, and financial inclusion. |
| **5. UrbanTech & Smart Infrastructure** | Smart cities, transportation, public infrastructure, and urban management. |
| **6. ClimateTech & Environmental Intelligence** | Climate resilience, environmental monitoring, sustainability, and resource management. |
| **7. CyberTech & Digital Trust** | Cybersecurity, threat detection, online safety, privacy, and digital trust. |
| **8. HumanitarianTech & Disaster Resilience** | Disaster preparedness, emergency response, humanitarian assistance, and community resilience. |
| **9. Agentic AI & Autonomous Systems** | AI agents, autonomous workflows, intelligent automation, and multi-agent systems. |
| **10. GameTech & Intelligent Gaming** | AI-powered gaming, intelligent NPCs, interactive simulations, and adaptive gameplay. |

**Note:** Preliminary project ideas will be used only for screening and selection. **The On-Campus Grand Finale will feature a completely new and independent problem statement, unrelated to the preliminary submissions.**

## 3.3 Preliminary Submission Requirements

All materials must be submitted through the official online registration form.

### A. Project Idea Proposal — Required

Submit one PDF document **(maximum 3 pages)** covering:

Problem identification and importance; proposed AI-powered solution; target users and expected impact; innovation and feasibility; and business model and sustainability.

**No prototype or completed application is required.**

### B. GitHub Profile — Required for Team Leader

The Team Leader must submit a GitHub profile URL. GitHub links for other members are optional. Profiles may be considered as supporting evidence of technical experience.

### C. Idea Presentation Video — Mandatory

Submit a video of **no more than 5 minutes** following this recommended breakdown:

| Segment | What to Explain |
|---|---|
| Problem | Identify the problem, affected users, and why it matters. |
| Solution | Explain the proposed AI-powered solution and its unique value. |
| Solution Workflow | Describe how the solution would work, its key features, and the user journey (concept explanation only). |
| AI Approach | Outline proposed AI tools, models, data, or integration approach. |
| Impact & Next Steps | Explain expected benefits, sustainability, and future direction. |

## Video Rules

- The presentation video must briefly introduce all team members and explain their respective roles or planned contributions. **The Team Leader or any designated member may present on behalf of the entire team; individual speaking participation is not mandatory.**
- No prototype, live demo, or professional editing is necessary; clear audio and explanations are sufficient.
- Upload the video to Google Drive or another accessible platform and submit the working link in the registration form. Videos exceeding 5 minutes or missing mandatory content may be rejected.

## 3.4 Preliminary Evaluation and Selection

Eligible submissions will be evaluated on problem relevance, innovation, feasibility, proposed AI approach, expected impact, presentation quality, and team preparedness. GitHub profiles are supporting evidence, not the sole basis for selection.

- **Top 50 teams will qualify for the on-campus Grand Finale; 10 additional teams will be placed on a ranked waiting list.**
- Results and next-step instructions will be announced through official MU CSE Society channels.

## 3.5 Confidentiality and Intellectual Property Rights

**Confidentiality of Preliminary Submissions**

- Submitted project proposals, ideas, and presentation videos will be treated as confidential and used solely for preliminary screening and evaluation.
- Access to these materials will be restricted to authorized organizers and judges involved in the evaluation process.
- Submissions will not be publicly disclosed, published, or shared with sponsors or external third parties without the respective team's prior consent.

**Intellectual Property Ownership**

- All intellectual property rights in original ideas, proposals, and projects submitted by participants will remain with their respective creators or rightful owners.
- MU CSE Society, Metropolitan University, and event sponsors will not claim ownership of participants' original work solely because it was submitted to or developed during the hackathon.
- Participants remain responsible for ensuring that their submissions do not infringe upon the intellectual property rights of others.

**Use of Preliminary Submissions**

- Preliminary submissions will be used only for evaluation and selection of the Top 50 finalist teams.
- The On-Campus Grand Finale will feature a completely new and independent problem statement, unrelated to the preliminary submissions.

## 3.6 Final Registration

- Selected teams must confirm participation by paying **BDT 3,099 per team** within the announced deadline.
- Final member details, T-shirt sizes, and attendance confirmation must be provided.
- Unconfirmed places may be assigned to eligible waiting-list teams. Payment and applicable refund conditions will be communicated before fee collection.

## 4. Important Dates

| Activity | Date / Time |
|---|---|
| **Online Registration & Idea Submission Deadline** | **20 November 2026** |
| Top 50 Teams + 10 Waiting-List Teams Announcement | 25 November 2026 |
| Final Registration & Payment Confirmation | 25–27 November 2026 |
| Waiting-List Team Confirmation (If Required) | 28 November 2026 |
| Venue Check-in | 4 December 2026, 8:30 AM |
| Hackathon Starts & Challenge Reveal | 4 December 2026, 10:00 AM |
| **Code Freeze** | **5 December 2026, 8:00 AM** |
| Final Evaluation & Score Consolidation | 5 December 2026, 8:00–10:00 AM |
| **Top 15 Teams Announcement** | **5 December 2026, 10:00–10:30 AM** |
| Final Presentations & Award Ceremony | 5 December 2026, following shortlisting |

Registration, shortlisting and payment deadlines will be announced through official MU CSE Society channels. All selected teams must complete payment and travel arrangements before the event.

## 5. On-Campus Competition Flow

### 5.1 Day 1 — 4 December 2026

| Time | Activity |
|---|---|
| 8:30–9:30 AM | Check-in, ID verification, kits, seating |
| 9:30–9:55 AM | Opening and rules briefing |
| 10:00 AM | New challenge released; coding begins |
| 4:00 PM | 6-hour judging checkpoint |
| 10:00 PM | 12-hour judging checkpoint |

### 5.2 Day 2 — 5 December 2026

| Time | Activity |
|---|---|
| **8:00 AM** | Code Freeze & Final Project Review Begins |
| **8:00–10:00 AM** | Final Evaluation, Verification & Score Consolidation |
| **10:00–10:30 AM** | Top 15 Teams Announcement |
| After 10:30 AM | Final Presentations, Final Scoring & Award Ceremony |

Meals, short breaks and rest are permitted within the development period. Breaks do not pause the 24-hour competition clock. Final presentations and awards take place after the coding window.

### 5.3 Final Problem Statement

- A **completely new problem statement, independent of all preliminary idea submissions**, will be revealed simultaneously to all finalist teams on **4 December 2026 at 10:00 AM**.
- All teams must develop their solutions based on the officially assigned challenge, **not their preliminary project ideas**.
- The problem statement will specify the challenge requirements, expected deliverables, and judging guidelines. Any official clarification will be communicated equally to all teams.

### 5.4 Mandatory Onsite Participation

- **All registered team members must be physically present** at the competition venue throughout the 24-hour hackathon.
- **Remote or online participation is strictly prohibited.**
- All teams must attend the scheduled judging checkpoints and follow the official competition rules.
- In exceptional circumstances where a team member is unable to attend, the team must inform the organizing committee in advance.
- Such requests will be reviewed **on a case-by-case basis**, and any exception will be subject to the organizing committee's approval.
- **Exceptions are not guaranteed.** The mandatory onsite participation requirement remains applicable unless an exception is explicitly approved by the organizing committee.

## 6. Development and AI Tool Rules (On-Campus Grand Finale)

The following rules apply exclusively to the **24-hour On-Campus Grand Finale**.

### 6.1 Development Guidelines

- Teams may use any programming language, framework, library, API, dataset, or development tool, unless restricted by the official problem statement.
- **All AI tools, including AI coding assistants, autonomous agents, LLMs, and AI APIs, are permitted without restriction.** Teams are fully responsible for their use and the solutions they develop.
- Teams must be able to explain their solution, its functionality, and technical approach to the judges.
- Applications may run locally; cloud deployment is not mandatory unless specified in the problem statement.

### 6.2 Prohibited Practices

- Submitting pre-built projects, plagiarized work, or solutions developed by external individuals is prohibited.

- No-code or low-code platforms cannot be the primary development method. Meaningful programming is required.
- Unauthorized external assistance, falsified development records, and interference with other teams are prohibited.

### 6.3 GitHub and Development Evidence

- Teams must create a dedicated GitHub repository at the beginning of the competition and maintain meaningful commits during development.
- Existing libraries, frameworks, and reusable components are permitted with proper attribution.
- Source code must remain accessible to judges when requested. Teams must protect passwords, API keys, and sensitive information.

### 6.4 Judging Checkpoints and Submission Requirements

- Judges will evaluate each team's progress at three scheduled checkpoints during the on-campus development period.
- Teams must demonstrate their development progress and explain their implementation during checkpoints.
- **Any required deliverables, submission method, and submission deadline will be specified in the official problem statement.**
- All development must stop at the official **code freeze: 5 December 2026, 8:00 AM**.

## 7. Continuous Judging and Top 15 Selection

During the 24-hour On-Campus Grand Finale, judges will evaluate all teams at **three scheduled checkpoints**. Each team will be assessed based on development progress, technical implementation, and the official judging criteria.

### 7.1 Mandatory Judging Checkpoints

| Checkpoint | Date & Time | Evaluation Focus |
|---|---|---|
| **Checkpoint 1 (Hour 6)** | 4 Dec, 4:00 PM | Problem understanding, planning, and initial development |
| **Checkpoint 2 (Hour 12)** | 4 Dec, 10:00 PM | Core functionality and technical progress |
| **Final Review / Code Freeze (Hour 22)** | 5 Dec, 8:00 AM | Feature completion, integration, testing and final project status |

### 7.2 Checkpoint Evaluation

- Judges will review **every team at each checkpoint** and record scores using a standard evaluation sheet.
- Teams must demonstrate their current progress and explain their implementation.
- Multiple judging panels may be assigned to ensure fair and consistent evaluation of all 50 teams.
- Checkpoint scores and observations will be used for the Top 15 selection.

### 7.3 Top 15 Selection

- **Code Freeze:** 5 December 2026, 8:00 AM. All development must stop.
- **8:00–10:00 AM:** Judges will complete final evaluations, consolidate checkpoint scores, and review the final project status.
- **10:00–10:30 AM:** The Top 15 teams will be announced.
- Only the Top 15 teams will advance to the Final Presentation Round.
- Any required deliverables or submission instructions will follow the official problem statement.

## 8. Evaluation Rubric and Final Presentation

The evaluation will consist of two stages: **Development Evaluation (85 Marks)** and **Final Presentation (15 Marks)**.

| Evaluation Criteria | Marks |
|---|---|
| Relevance to Assigned Problem | 5 |
| Functionality / Feature Completion | 20 |
| Feature Implementation Quality | 15 |
| User Experience (UI/UX) | 15 |
| AI Integration & Practical Application | 15 |
| Teamwork and Time Management | 10 |
| Innovation / Bonus Features | 5 |
| **Development Evaluation Subtotal** | **85** |
| Final Presentation & Demonstration | 15 |
| **Total** | **100** |

The **Top 15 teams** will be shortlisted based on their **Development Evaluation (85 Marks)**, assessed through the scheduled judging checkpoints and final project evaluation.

### 8.1 Top 15 Final Presentation

- Each shortlisted team will receive **3 minutes for presentation and live demonstration**, followed by **2 minutes for judges' Q&A**.
- Teams must demonstrate their project as it existed at the **8:00 AM code freeze**. Further development is prohibited.
- Judges may inspect features, request technical explanations, and question team members about their contributions.

### 8.2 Final Ranking and Winner Selection

- The **Top 4 winning teams** will be selected from the Top 15 finalists based on their combined **Development Evaluation (85 Marks)** and **Final Presentation (15 Marks)**, for a total of **100 Marks**.
- The four winning positions will be **Champion, 1st Runner-Up, 2nd Runner-Up, and 4th Place (Honorable Mention)**.
- **The judging panel's final decision will be binding.**

## 9. Awards

| Position | Cash Award |
|---|---|
| Champion | BDT 20,000 |
| 1st Runner-Up | BDT 15,000 |
| 2nd Runner-Up | BDT 8,000 |
| 4th Place / Honorable Mention | BDT 7,000 |
| TOTAL | BDT 50,000 |

**Participation certificates will be provided to eligible on-campus participants. Trophies or medals, if applicable, will be announced by the organizing committee.**

## 10. Participant Facilities and Overnight Safety

### 10.1 Event Facilities

- Designated workspace, electricity, Wi-Fi connectivity, and technical support.
- **Exclusive AI Builders Swag Pack** featuring exciting gifts and event merchandise for all participants.
- Participation certificates for eligible participants.
- Drinking water, washrooms, prayer facilities, first-aid assistance, and onsite security.
- Separate resting and sanitation facilities for male and female participants.

### 10.2 Food and Refreshments

Meals and refreshments will be provided as follows:

- **Day 1 (4 December):** Breakfast, snacks, lunch, evening snacks, dinner, and midnight refreshments.
- **Day 2 (5 December):** Breakfast, snacks, and lunch.

Meal schedules will be communicated during the event.

### 10.3 Equipment and Venue Rules

- Participants must bring their own **laptops, chargers, multi-plugs (extension boards), and all necessary adapters and accessories**, including **USB-C to Ethernet adapters or compatible connectors**, if required by their devices.
- The organizers will provide **one power socket per table**, along with **Wi-Fi connectivity**.
- Participants are strongly encouraged to bring a **personal mobile hotspot as backup** in case of connectivity issues.
- All participants must follow venue safety instructions and assigned seating arrangements.
- Participants are responsible for their personal belongings.
- Any technical, medical, or security issue must be reported to the organizing committee immediately.

### 11. Code of Conduct

- All participants must maintain respectful and professional behavior toward fellow participants, judges, mentors, volunteers, and university staff.
- **Harassment, discrimination, threats, cheating, plagiarism, and disruptive behavior are strictly prohibited.**
- Unauthorized access to other teams' work, disclosure of confidential challenge information, or interference with competition infrastructure is prohibited.
- Participants must follow all venue safety regulations and cooperate with official verification procedures.
- Any violation of competition rules may result in **immediate disqualification** or further disciplinary action by the organizing committee.

## 12. Frequently Asked Questions (FAQ)

### Q1. How does the hackathon work?

The hackathon consists of two rounds: a free Online Preliminary Round and an On-Campus Grand Finale. The Top 50 teams will qualify for the Grand Finale at Metropolitan University, Sylhet.

The event includes **22 hours of development and checkpoint judging**, followed by **2 hours of final evaluation**.

## Q2. Who can participate, and can students from different universities form a team?

Currently enrolled undergraduate students from recognized universities in Bangladesh are eligible. Each team must have **3–4 members**, including one Team Leader. **Cross-university teams are allowed.**

## Q3. Is registration free, and what must teams submit for the preliminary round?

Online preliminary registration is **free**. Teams must select one of the 10 Challenge Tracks and submit:

- A **Project Idea Proposal (PDF, maximum 3 pages)**.
- The Team Leader's **GitHub Profile Link** (mandatory; other members' links optional).
- A mandatory **Idea Presentation Video (maximum 5 minutes)**.

A working prototype or completed application is not required. Selected teams must pay **BDT 3,099 per team** to confirm Grand Finale participation.

## Q4. When will the final challenge be revealed?

The final problem statement will be revealed to all finalist teams on **4 December 2026 at 10:00 AM**. The challenge will not be disclosed beforehand.

## Q5. Can we use AI tools, agents, APIs, and our preferred technology stack?

Yes. **All AI coding assistants, autonomous agents, LLMs, and AI APIs are permitted.** Teams may use their preferred programming languages, frameworks, and libraries, subject to the official problem statement.

Teams remain responsible for their solutions. Pre-built competition projects, plagiarism, and using no-code or low-code platforms as the primary development method are prohibited.

## Q6. Is cloud deployment mandatory?

No. **Local demonstrations are accepted** unless the official problem statement requires cloud deployment.

## Q7. How will the Top 15 teams be selected?

Judges will evaluate teams at scheduled checkpoints during development. **Code freeze will take place on 5 December at 8:00 AM**, followed by final evaluation from **8:00–10:00 AM**. The **Top 15 teams will be announced between 10:00 AM and 10:30 AM**.

## Q8. What facilities and equipment are required?

Participants must bring their own **laptops, chargers, multi-plugs, and necessary adapters**. Organizers will provide workspace, one power socket per table, Wi-Fi and LAN connectivity, meals, refreshments, an exclusive AI Builders Swag Pack, and designated resting facilities.

A personal mobile hotspot is recommended as an internet backup.

### Q9. What happens if a selected team misses the payment deadline?

Its slot may be offered to an eligible team from the waiting list.

### Q10. Will teams build their submitted preliminary ideas during the Grand Finale?

No. Preliminary ideas are used only for team selection. The Grand Finale will feature a **completely new and unrelated problem statement**, revealed to all finalist teams on **4 December 2026 at 10:00 AM**. Teams must develop their solutions based on this new challenge.

## 13. Organizer Authority and Official Announcements

- The organizing committee reserves the right to verify eligibility, inspect projects, investigate rule violations, and take necessary action to maintain competition fairness and participant safety.
- Any changes to competition arrangements or official instructions will be communicated to all affected teams.
- Official deadlines, payment instructions, problem clarifications, venue information, and results will be announced through **MU CSE Society's official communication channels**.
- **The decisions of the judging panel and organizing committee will be final.**

### 14. Participant Checklist Before Arrival

- Complete final registration and payment within the announced deadline.
- **Bring a valid University Student ID Card.**
- **Bring a laptop, charger, multi-plug (extension board), and all necessary adapters and accessories, including a USB-C hub, Ethernet (LAN) adapter, or other compatible connectors, if required by your device.**
- Keep a personal mobile hotspot as an internet backup.
- Review official venue instructions, competition rules, judging schedules, and announcements before arrival.



MU CSE Society
Metropolitan University
Bateshwar, Sylhet-3104, Bangladesh
csesociety@metrouni.edu.bd