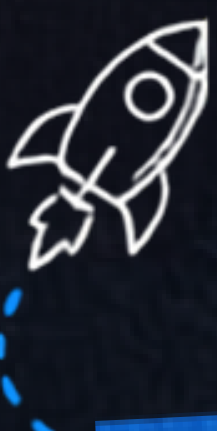




INNOVATION
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2026

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ABOUT IGNITE

This year, IGNITE isn't just a gateway event — it is the official Smart India Hackathon 2026 Internal Round for NIT Warangal, run by Innovation Garage. Over three days at IG Building, teams will move through six work sprints ("Laps") and three mentor checkpoints, taking their idea from a raw problem statement to a demonstrable prototype ready for national-level competition. Two checkpoints double as evaluation gates. Checkpoint 2 is an elimination round — only nominated teams continue to the Final Judging Round, where they will represent NIT Warangal at Smart India Hackathon 2026. This is not a trial run. Every lap, every checkpoint, and every refreshment break has been timed against the real structure of national SIH judging — so treat each stage with the seriousness it deserves.



ROUND DESCRIPTIONS

Lap 1 — Problem Analysis Teams analyze their selected problem statement, identify the core problem, target users, and key requirements, then draft an initial solution direction.

Lap 2 — Refinement & Feasibility Based on Checkpoint 1 feedback, teams refine their solution, run a feasibility check, and lock in their final approach.

Lap 3 — Architecture & Prototype Start Teams define system architecture, workflow, and tech stack, then begin prototype development.

Checkpoint 2 — Elimination Evaluation Judges assess problem understanding, innovation, feasibility, technical approach, and implementation progress. A working proof or prototype is expected wherever applicable. Only nominated teams proceed.

Lap 5 — MVP Build Nominated teams continue building a functional prototype/MVP based on Checkpoint 2 feedback, then integrate major features and stabilize the build.

Lap 6 — Final Polish Teams resolve remaining issues, complete final testing and documentation, and prepare their presentation/demo for judging.

Final Judging Round Final pitch plus live prototype/demo, evaluated on innovation, feasibility, impact, technical implementation, scalability, and presentation. Results determine NITW's official nominees to Smart India Hackathon 2026.



JUDGING CRITERIA

Projects are evaluated at both Checkpoint 2 and the Final Judging Round. Each criterion carries a specific weight so teams know what to prioritize.

- Technical Complexity & Innovation — 40% How challenging, original, or innovative is the solution?
- Prototype Completion & Functionality — 30% Does the prototype work? Is it stable and reliable?
- Pitch & Business Viability — 20% Is the problem and solution presented clearly? Does it have real-world potential?
- Design & User Experience — 10% Is the product intuitive, user-friendly, and well-designed?

(These weights are carried over from IGNITE36's internal rubric — cross-check against the official SIH 2026 evaluation rubric, since the national round sometimes updates its weighting)



JUDGING CRITERIA

DETAILED

Technical Complexity & Innovation (40%) Judges consider how technically challenging the solution is and how creatively the problem was approached — including technology choices, integration, and originality. Projects that push boundaries or demonstrate clever problem-solving score higher.

Prototype Completion & Functionality (30%) Assesses how complete and functional the prototype is by the Final Judging Round. It doesn't need to be fully polished — judges want to see a working solution that clearly demonstrates the idea. Reliability, stability, and evidence of meaningful progress matter here.

Pitch & Business Viability (20%) The pitch is the team's chance to present the idea effectively. Judges evaluate how well the problem, solution, and real-world impact are communicated, along with scalability, sustainability, and overall feasibility.

Design & User Experience (10%) Judges examine usability and clarity — is the interface intuitive and does the product feel approachable? Even small improvements in design can help a project stand out.



GUIDELINES

Lap 1 — Problem Analysis (7:15 PM – 11:30 PM) Start by understanding your problem statement deeply: who is affected, what's the core pain point, and what constraints exist. Sketch a rough solution direction and assign initial team roles. By the end of Lap 1, you should have:

- *A clear problem understanding*
- *A proposed solution direction* • *Initial team role assignments*

Lap 2 — Refinement & Feasibility (12:45 AM – 7:30 AM)

Take the feedback from Checkpoint 1 seriously — this is where most teams either sharpen their idea or drift. Run a feasibility pass: what's actually buildable in the time you have? Lock your final approach before moving into architecture. By the end of Lap 2, you should have:

- *A refined, feasibility-checked solution*
- *A locked-in approach and rough tech direction*
- *A clear list of what changed since Checkpoint 1 and why*



GUIDELINES

Lap 3 — Architecture & Prototype Start (8:30 AM – 2:00 PM)

Define your system architecture, workflow, and tech stack. Begin actual prototype development — this is the last stretch before elimination, so prioritize a demonstrable proof of concept over a fully-featured build. By the end of Lap 3, you should have:

- *A defined architecture and tech stack*
- *Prototype development underway*
- *A working proof-of-concept, even if partial Checkpoint 2*

Checkpoint 2 - Elimination Round (3:30 PM – 4:30 PM)

This is the gate. Come prepared to show problem understanding, innovation, feasibility, technical approach, and implementation progress — with a working proof/prototype wherever applicable. Only nominated teams continue to Lap 5 and the Final Judging Round.



GUIDELINES

Lap 5 — MVP Build (5:00 PM – 11:30 PM) Build out your functional prototype/MVP based on Checkpoint 2 feedback. Integrate your major features and start testing as you go — don't leave integration for the last hour. By the end of Lap 5, you should have:

- A functional, integrated prototype
- Major features tested
- A stable build ready for Checkpoint 3

Lap 6 — Final Polish (12:45 AM – 11:30 AM) Resolve remaining issues and finalize your build. Complete documentation and prepare your presentation/demo — mentors are available during Final Mentorship for last-minute guidance.

By the end of Lap 6, you should have:

- A functional prototype (final version)
- Complete documentation
- A ready pitch deck and rehearsed demo



GUIDELINES

Lap 5 — MVP Build (5:00 PM – 11:30 PM) Build out your functional prototype/MVP based on Checkpoint 2 feedback. Integrate your major features and start testing as you go — don't leave integration for the last hour. By the end of Lap 5, you should have:

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By the end of Lap 6, you should have:

- A functional prototype (final version)
- Complete documentation
- A ready pitch deck and rehearsed demo



GUIDELINES

Final Judging Round (12:00 PM – 4:00 PM)

Present your pitch and live demo. Judges evaluate innovation, feasibility, impact, technical implementation, scalability, and presentation — this score determines NITW's official nominees to SIH 2026. Be ready to demo live, not just show slides.

Come prepared with:

- A rehearsed pitch (confirm timing with organizers — align to SIH's official pitch duration)*
- A stable, demoable prototype*
- Answers ready for technical and feasibility questions from judges*



SUBMISSION FORMAT

Your pitch deck must be in accordance with the official SIH 2026 presentation format. (Confirm and re-link the current-year format document — the IGNITE36 link pointed to the SIH 2025 format, which will need updating.)

In a nutshell, make sure to include the following slides:

- *Title Page*
- *Idea Title*
- *Technical Approach*
- *Feasibility and Viability*
- *Impact and Benefits*
- *Research and References*

Apart from the pitch deck, you may optionally include a 2-minute video to supplement your pitch.

(Consider whether checkpoint-stage submissions — e.g., a short progress note at Checkpoint 1/2/3 — need their own lightweight format. Not specified in the source draft; flagging for a decision.)



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