Detailed Guidelines

Sarvalokaa Hackathon looks for young **Solve Ninjas** who can solve our biggest environmental and civic problems!

Do these apply to you?

> Have you ever been affected by problems such as waste, water scarcity, traffic or pollution in your neighbourhood?
> Have you ever felt a want/desire to do something about these issues around you?

If you check any or both of the above,you're at the start of becoming a **Solve Ninja**. Read on!

What you will learn and get from this participation?

1. Learn Rapid Prototyping
2. Learn Trigger Mapping
3. Learn to build smart/ IoT based solutions(if your idea is for a smart solution)
4. Learn hands-on and problem solving skills
5. Develop a working prototype of your idea and showcase it.
6. Two winners will get a seed money and 3 months mentorship to further develop the prototype into a complete solution

Important dates-

1. **Last date of online form submission- 29th January 2019.**
2. **Dates of Sarvalokaa Hackathon- 1st and 2nd February 2019.**

Submission Process:

- Each Team has to fill the online form by visiting the **www.sarvalokaa.org/sh** website
- Only one idea per team
- **You are advised to fill the form after you have done trigger mapping(that you learned from a Reap Benefit mentor) for your idea.**

Steps to be a Solve Ninja:

To qualify:

> The idea has to solve at least 1 environmental or civic problem.
> The problem must be local.

All your team members should be enrolled in the same school/college
All your team members should be from grade 3 - 8

Team Formation:

- Only 5 members per team are allowed.
- Out of all entries from one school, a maximum of two teams will be selected per school.
- 1 teacher mentor/parent will accompany the team to the final event.

What We Are Looking For

Your idea must have the following features –

Impact –The idea must tangibly solve a local environmental or civic problem by reducing waste, saving water or electricity.

Target audience –You must clearly define whom you are designing for and why they need your product or service

User friendliness –It should be designed around the needs of the target audience or user

Do-It-Yourself Nature –Your solutions must be as easy to build as possible.

Cost Effective –Your solutions must be able to give maximum impact from minimum cost.

Uniqueness - Your solution needs to be *different* or *better* than already existing solutions in the market.

Proof of Concept

How is the Sarvalokaa Hackathon different from a Science project? You will be able to *practically implement* your idea on ground post the event.

Example of how you can implement your solutions –

Product –
Ex: Water saving device – working prototype of how and how much water is saved, showing the actual working of the device.

Service/campaign –

Ex: Students' collective for water saving – proof of how a group of people are practically saving water in various ways.

You may also gather testimonials/reviews on your product or service from your test audience.

Steps to Solve the Problem:

Discover

What is the problem you want to solve? Select any of the 5 categories

- Waste- Ex: garbage dumps in neighbourhoods/sidewalks, unsegregated waste, etc.
- Water- Ex: leaky taps, tanks overflowing, etc.
- Energy- Ex: excess consumption in households, excess usage of appliances, etc.
- Sanitation- Ex: unsanitary conditions of public toilets
- Civic- Ex: pollution, potholes, etc.

Investigate

Find local data on the problem

- Collect data/information on the problem selected. Ex: number of waste dumps in neighbourhood, their size, and amount of water lost in leakages etc.

- Identify your target audience. The audience can be people who are creating the problem or affected by it.
  Decide what specific group of people you want to work with so that you can design your solution by keeping them in mind.

- The data you find should explain why the problem needs to be worked on.

Solve

This you will be doing during the Hackathon, post learning Rapid Prototyping and Trigger Mapping in detail.

Share

This also will be done during and post the event

Questions to Ask Yourself

A few questions you should ask yourself at every stage of ideation –

- About the problem

Have you experienced the problem yourself? Have you seen others facing the problem in your immediate surroundings?

- About the nature of the solutions

Is it a product or campaign ? Is it machine/technology dependent, people dependent or both?

Is this solution solving an environmental problem at any level?

Is it causing a movement or change of some kind? Or is it causing a behaviour change?

Does it add value over the existing solutions in the market? Is it different or better than them?

- About target audience

What group of people will the solution be most useful to? In what way?

Good Luck! Solve Small Dent Big!