



Jointly hosted by The Pupil Saveetha Eco School and The Pupil International School, with Saveetha Engineering College as Academic Partner, through the RISE Programme.



ACADEMIC PARTNER

PARTICIPANT HANDBOOK & GUIDELINES

RISE Hackathon 2026

Robotics, IoT, Science & Exploration

Learn by building. Understand by doing.

GRAND FINALE

**28 November
2026**

ELIGIBILITY

Grades 6–11

TEAMS

2–3 students

CHALLENGE THEMES

5

OFFICIAL EMAIL

risehackathon.support@thepupil.in

EDITION

Version 1.0 · October 2026

HANDBOOK

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Version 1.0 · October 2026. Issued by the RISE Hackathon organising team. Titles in the contents are clickable; the bookmarks panel of your PDF reader also lists every section. Official decisions and records are communicated by email from risehackathon.support@thepupil.in.

SECTION 01

Welcome & at a glance

Jointly hosted by The Pupil Saveetha Eco School and The Pupil International School, with Saveetha Engineering College as Academic Partner, through the RISE Programme.

IN SHORT Teams of 2–3 students in Grades 6–11 solve an open problem, build a working prototype and defend it before a jury. Registration: 12 October 2026 to 31 October 2026.

Teams of 2–3 students in Grades 6–11 get an open, industry-linked problem. They decide what to build, show it working, improve it, and defend their choices before an expert jury.

5 Challenge Themes	2–3 Students per team	6–11 Grades eligible	Top 20 Finalists per Challenge Theme	28 Nov Grand Finale
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Event facts

Eligibility	Students of Grades 6–11
Team size	2–3 students — one Team Leader and one or two teammates
Challenge Themes	5 problem statements, one per Challenge Theme; each team works on one
Capacity	No limit on teams registering per Challenge Theme. The Top 20 teams of each Challenge Theme are chosen as finalists.
Abstract	Round 1 abstract of up to 500 words. The abstract due date will be shared by the organisers.
Presentation	A presentation of 6 slides maximum, built on the official RISE template. Share it as a Google Drive or Google Slides link set to “Anyone with the link”.
Video	A video showing your prototype working. Share it as a Google Drive, YouTube or Vimeo link set to “Anyone with the link” (or Unlisted on YouTube).
Final shortlist	Top 20 teams under each Challenge Theme, announced on 17 November 2026
Rounds	Round 1 — Abstract · Round 2 — Prototype Video · Grand Finale
Fee	Only finalist teams pay, once per team, after the Top 20 announcement. See the Cost section.

Mentoring	Industry mentoring and final prototype development, 17–24 November 2026: one 15 - minute industry - expert session per finalist team
Grand Finale	28 November 2026 — venue to be announced
Official contact	risehackathon.support@thepupil.in

Official communication. All formal communication — registration, submissions, eligibility, shortlists, finalist and mentoring schedules, and event instructions — is by email from **risehackathon.support@thepupil.in**. Dates and details stand as published unless the organisers announce a change.

SECTION 02

Key dates at a glance

IN SHORT Registration closes 31 October 2026. The Top 20 teams are named on 17 November 2026. The Grand Finale is on 28 November 2026.

WHEN	WHAT HAPPENS
12 October 2026	Registration opens. Register your team online.
31 October 2026	Registration closes.
4 November 2026	Round 1 shortlist announced by email.
5 November 2026 – 14 November 2026	Round 2: share your prototype video link.
17 November 2026	Top 20 teams of each Challenge Theme announced.
After 17 November 2026	Top 20 teams: one ₹500 payment per team, made once by the Team Leader. The payment deadline is shared by the organisers.
17–24 November 2026	Industry mentoring: one 15 - minute expert session per finalist team.
28 November 2026	Grand Finale, 8:30 AM to 3:00 PM. Venue to be announced.

The abstract due date will be shared by the organisers. Dates stand unless the organisers announce a change by email from risehackathon.support@thepupil.in.

SECTION 03

About The Pupil

Two schools, one learning community — hosting a hackathon that carries RISE from guided building into open, real-world problems.

IN SHORT Two schools host RISE Hackathon 2026, with Saveetha Engineering College as Academic Partner.



The Pupil Saveetha Eco School

CBSE · SENIOR SECONDARY

- CBSE affiliated
- Principal: Mrs. Dolly Mohan, M.Sc., M.A., B.Ed.
- Managed by Saveetha Medical & Educational Trust, Chennai



The Pupil International School

IB CONTINUUM · PYP · MYP · DP

- IB Continuum School (PYP, MYP, DP)
- Journey began in 2017
- Part of the Saveetha Group of Institutions

Institutional leadership

Dr. N. M. Veeraiyan

Founder & Chancellor,
Saveetha Group of
Institutions

Dr. Saveetha Rajesh

Director

Dr. Rajesh Sengodan

Director

Mrs. Dolly Mohan

Principal, The Pupil Saveetha
Eco School (CBSE)



The Pupil campus: courtyard and academic block.

SECTION 04

About RISE

Robotics, IoT, Science & Exploration — Learn by building. Understand by doing.

IN SHORT RISE is the learning approach behind the hackathon: students learn how a system works, then design their own solution.



RISE is The Pupil's hands-on technology learning initiative, created to move students beyond simply assembling STEM kits. Students are encouraged to understand, build, code, troubleshoot, modify and explain the systems they work with.

Through robotics, IoT, automation, AI, sensing and machine vision, RISE introduces students to engineering thinking through working systems and real-world applications.

How RISE students learn



Understand	Build	Code	Troubleshoot	Modify	Explain
What is the system supposed to do, and why?	Turn concepts into a physical working setup.	Create the behaviour and logic.	Observe failure instead of hiding it.	Change hardware, logic, thresholds or mechanisms.	Show understanding, not just a finished build.

The point is that students understand and own the system, rather than only watch a demonstration.

What RISE deals with

Robotics Motion, control, mechanisms and autonomous behaviour.	IoT Sensing, data, connected devices and environmental interaction.	Automation Systems that monitor, decide and act.
AI Intelligent interaction and decision-support concepts.	Machine Vision Using cameras and visual information as a system input.	Real-World Engineering Connecting prototypes to industry, homes, agriculture, logistics and everyday problems.

From guided building to open problems. RISE develops the habits of understanding, building, testing and troubleshooting working systems. RISE Hackathon takes the next step: students receive an open problem and must decide what to build, how to prove it works, how to improve it and how to defend their decisions.

learning a system → designing a solution



Illustration: sensors, a robotic arm and a line-following robot on a workbench.

SECTION 05

Why this hackathon & what makes it different

Students are solving real-world problems — not completing a quiz, a coding worksheet or a pre-defined kit activity.

IN SHORT Industry-linked problems, three stages and mentoring before the Grand Finale. No single submission decides the result.

01 Industry-sourced problems

Challenge statements come from real industry contexts and organisations.

02 Three-stage evaluation

Abstract → Prototype Video → Grand Finale. No single submission decides everything.

03 Expert mentoring

Selected teams get industry mentoring and technical guidance to refine, test and prepare prototypes for the Grand Finale.

04 Working session + expert jury

At the Grand Finale teams finalise and adapt their prototype, then demonstrate it and present their solution before the respective jury.

The three-stage journey

No single submission decides the outcome. Round 1 selects teams for Round 2, Round 2 selects the Top 20 teams of each Challenge Theme, and the Grand Finale determines the awards. Mentoring is not scored.

SECTION 06**Who can participate & team rules**

IN SHORT Students in Grades 6–11, in teams of 2–3. Each team picks one Challenge Theme. A student can join only one active team.

REQUIREMENT	RULE
Grades	Open to students of Grades 6–11. Every member must meet this requirement.
Team size	2–3 students: the Team Leader plus 1 or 2 teammates. A fourth member is not allowed. A student may belong to only one active team.
Challenge Theme	Each team chooses one of the five Challenge Themes and works on that one only. The final shortlist selects the Top 20 teams under each Challenge Theme.
Registration	One member signs in as Team Leader and registers the whole team online, entering the details of the 1 or 2 teammates. Teammates can sign up with the email the Team Leader entered to follow the team's progress; only the Team Leader can edit or submit.

How a team works

1 Choose a Challenge Theme Pick the problem that excites your team. A team works on one Challenge Theme only.	2 Understand the problem Study the context: who is affected, what the constraints are, what already exists.	3 Propose a solution Round 1: submit an abstract of up to 500 words explaining your idea and how you will build it, plus a Google Drive or Google Slides link to a 6-slide presentation on the official RISE template.	4 Build and show it works Round 2: share a Google Drive, YouTube or Vimeo link to a video showing your prototype working. The Top 20 teams of each Challenge Theme refine it with industry mentoring.	5 Adapt and defend Grand Finale: finalise your prototype in the working session, then demonstrate it and present your solution before the jury.
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SECTION 07

The five problem statements

There are five problem statements — one per Challenge Theme. Each is a real problem drawn from industry and engineering practice. Teams choose one Challenge Theme and respond with a working solution.

IN SHORT 5 problem statements, one per Challenge Theme. Each team chooses one and works on that one only.

01 Robotics, Embedded Systems & Automation

Design and build a working robotic or embedded system that solves a real industrial or everyday task: it must sense its environment, make a decision and act on it reliably.

FOCUS AREAS

Sensors & actuators · Microcontrollers & control logic · Mechanisms & motion · Automation of a repeatable task

EXPECTED DELIVERABLE

A working prototype that you can demonstrate, test and modify live.

02 Applied STEM & Engineering Innovation

Take a principle from science or mathematics and engineer it into a practical solution to a real problem — and show, with measurements, that it works.

FOCUS AREAS

Physics & mechanics · Energy & materials · Measurement & data · Design and testing

EXPECTED DELIVERABLE

A tested solution backed by evidence: measurements, comparisons and a clear explanation.

03 UAVs, Aerospace & Autonomous Systems

Build or model an aerial, aerospace or autonomous system that completes a meaningful mission: stable, controllable, and safe.

FOCUS AREAS

Flight principles & stability · Navigation & sensing · Autonomy & control · Safety & reliability

EXPECTED DELIVERABLE

A working or well-simulated system, with a clear account of how it is controlled and kept safe.

04 Industry 6.0 & Intelligent Industrial Systems

Make a production or process setting smarter: monitor it, detect problems early and respond — using sensing, data, vision or AI.

FOCUS AREAS

Condition monitoring · Machine vision & AI · Data & decision-making · Connected, automated processes

EXPECTED DELIVERABLE

A prototype that watches a process, detects an issue and reacts, shown on a realistic scenario.

05 Open Innovation & Real-World Engineering

Choose a genuine problem from your school, home or community and engineer a solution — the open Challenge Theme rewards a well-chosen problem and a strong response to it.

FOCUS AREAS

Problem finding & framing · Any suitable technology · Users & impact · Feasibility

EXPECTED DELIVERABLE

A prototype and a clear case for why the problem matters and why your solution works.

Detailed briefs are issued by email from risehackathon.support@thepupil.in.

SECTION 08

Timeline

Seven stages, from registration opening on 12 October 2026 to the Grand Finale on 28 November 2026. Dates stand unless the organisers announce a change by email.

IN SHORT Seven stages, from 12 October 2026 to the Grand Finale on 28 November 2026. Dates stand unless the organisers announce a change by email.

12–31 Oct



Registration

Register your team and choose a challenge.

Grades 6–11. Teams of 2–3 members, with one Team Leader. Choose one of the 5 Challenge Themes. Round 1: an abstract of up to 500 words plus a Google Drive or Google Slides link to a 6-slide presentation on the official RISE template. Deadline to be confirmed by the organisers.

4 Nov



Round 1 Shortlist

Selected abstract teams announced.

Abstracts are reviewed by the evaluation panel. The shortlist is announced on 4 Nov by email.

5–14 Nov



Prototype Video

Share your prototype video link.

Submissions open 5 Nov. Last date 14 Nov. Share a Google Drive, YouTube or Vimeo link to a video showing the prototype working, set to "Anyone with the link" (or Unlisted on YouTube).

17 Nov



Finalists

Top 20 teams announced per Challenge Theme.

The Top 20 teams of each Challenge Theme are announced on 17 Nov. Teams are notified by email.

After 17 Nov



Confirm Participation PAYMENT STEP

₹500 per team, Team Leader pays once.

One ₹500 payment per team, made once by the Team Leader. Payment details are shared with finalists by email. The payment deadline will be shared with finalists.

17–24 Nov



Industry Mentoring

One 15-minute expert session and refinement.

One 15-minute industry-expert session per finalist team. More help on request via risehackathon.support@thepupil.in. Refine your prototype until 24 Nov.

28 Nov



GRAND FINALE

Present and demonstrate to the jury.

Finalist teams demonstrate and present before the jury. The day runs from 8:30 AM to 3:00 PM. Venue to be announced.

Grand Finale schedule — 28 November 2026

TIME	PROGRAMME
8:30 – 9:00 AM	Inauguration Ceremony Opening of the RISE Hackathon 2026 Grand Finale.
9:00 AM – 12:00 PM	Hackathon Working Session Teams work on their final idea/prototype and complete the required modifications and final preparation.
12:00 – 1:00 PM	Lunch Break Lunch break.
1:00 – 2:00 PM	Final Evaluation Teams demonstrate prototypes and present solutions before the respective jury.
2:00 – 3:00 PM	Valedictory Ceremony Address by dignitaries, announcement of results, presentation of awards, certificates and closing remarks.

Venue to be announced by the organisers.

SECTION 09

Round 1 guide — Abstract

Round 1 is a qualifying round. Submit a concise abstract (up to 500 words) and a 6-slide presentation. Together they select teams for Round 2.

IN SHORT Register by 31 October 2026. Submit an abstract of up to 500 words and a 6-slide presentation. The shortlist is announced on 4 November 2026.

REGISTRATION OPENS 12 October 2026	REGISTRATION CLOSES 31 October 2026	SHORTLIST ANNOUNCED 4 November 2026	ABSTRACT LENGTH Maximum 500 words
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What to submit

1 Team name	2 Challenge Theme
3 Project / solution title	4 Problem understanding
5 Proposed solution	6 Why the problem matters
7 Real-world / industry relevance	8 Key idea / innovation
9 Proposed technical approach	10 Expected prototype / demonstration
11 Expected impact	12 Team role split

13 Supporting diagram (optional)**14 Declaration of original work**

Round 1 presentation: 6 slides maximum. Build it on the official RISE template. Share it as a Google Drive or Google Slides link set to "Anyone with the link". The template (PPTX) is on the Guidelines page of the website.

Type the abstract (maximum 500 words) on your team dashboard and paste the presentation link there. The abstract due date will be shared by the organisers. Appendix B is a planning sheet with a prompt for every field.

Do

- Keep the abstract concise and specific.
- Name the real problem and who it affects.
- Say what you will build, and what you will be able to show working.
- Explain how the work is divided across the team.
- Keep a copy of everything you submit.

Do not

- Turn Round 1 into a 20-page proposal.
- Submit a copied or common solution without your own idea.
- Present claims with no way to demonstrate them.
- Wait for the last day — late submissions are not guaranteed to be evaluated.

How Round 1 is scored

CRITERION AND WHAT JUDGES ASK	MARKS
Problem Understanding & Relevance Does the team clearly understand the actual problem and why it matters?	20
Real-World / Industrial Relevance Does the solution connect meaningfully to the intended real-world context?	20
Innovation & Originality Is there a meaningful idea, approach, integration or interpretation beyond a copied or common solution?	20
Feasibility & Technical Approach Can the team realistically build and demonstrate the proposed solution within the available time and resources?	20
Expected Impact If successful, does the solution create useful, measurable value?	10
Abstract Clarity Is the idea communicated clearly, logically and concisely?	10
Total	100

SECTION 10

Round 2 guide – Solution / Prototype Video

Shortlisted teams share a link to a video of the prototype working. Use Google Drive, YouTube (Unlisted) or Vimeo, set to “Anyone with the link”. Videos are not uploaded to this website. Round 2 selects the Top 20 teams of each Challenge Theme.

IN SHORT Share a link to a video of your prototype working, from 5 November 2026 to 14 November 2026. Show what works, not only slides.

VIDEO SUBMISSION OPENS 5 November 2026	LAST DATE FOR VIDEO 14 November 2026	TOP 20 ANNOUNCED 17 November 2026	MENTORING 17–24 November 2026
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What to submit

- | | |
|---|--|
| <p>1 Prototype video
A video of the prototype itself, working.</p> | <p>2 Short technical summary
How the system is put together and how it behaves.</p> |
| <p>3 What has been built
The parts that physically or digitally exist today.</p> | <p>4 What currently works
Shown, not described.</p> |
| <p>5 What has been tested
The tests you ran and what they showed.</p> | <p>6 Main challenge faced
What went wrong and how you responded.</p> |
| <p>7 What changed since Round 1
Decisions you revised and why.</p> | <p>8 Next step before the Grand Finale
What you would do next if selected.</p> |

Making a useful prototype video

- Show the real prototype working, not only slides or claims.
- Say plainly what is built, what works and what has been tested.
- Include a failure and what you learned from it.
- Let team members explain their own parts of the system.

Engineering over production. Judges reward working evidence and clear understanding, not cinematic production. A plain, well-explained video is better than a polished one that hides how the system behaves.

How Round 2 is scored

CRITERION AND WHAT JUDGES ASK	MARKS
Working Prototype / Evidence Is there tangible evidence of implementation rather than only slides or claims?	25
Total	100

CRITERION AND WHAT JUDGES ASK	MARKS
Technical Execution & Depth How well has the team converted the concept into a technically coherent system?	20
Solution Effectiveness Does the prototype meaningfully address the selected Challenge Theme?	20
Innovation Does the implementation retain a distinctive idea or thoughtful integration?	15
Feasibility, Reliability & Practicality Can the prototype reasonably progress to a robust Grand Finale solution?	10
Team Understanding & Demonstration Clarity Does the team appear to understand and explain its own system?	10
Total	100

SECTION 11

Mentoring

Mentors guide; students remain responsible for the solution. Mentoring is not scored. Industry mentoring and final prototype development run 17–24 November 2026 for the Top 20 teams of each Challenge Theme. Each finalist team gets one 15-minute session with an industry expert; more help can be requested from the RISE team by email.

IN SHORT Each Top 20 team gets one 15-minute industry-expert session, 17–24 November 2026. Mentoring is not scored.

What mentoring can cover

- Problem definition
- Technical architecture
- Prototype weaknesses
- Validation
- Reliability
- Presentation strategy
- Jury-question preparation

Mentors guide. Mentors do not:

- Build the solution
- Write code for the team
- Write the presentation
- Reveal jury scores
- Guarantee awards

Mentoring is not scored. This prevents any advantage from a mentor's style or from the amount of interaction a team has. Students remain responsible for the solution.

SECTION 12

Final preparation & Grand Finale

Industry mentoring and final prototype development run 17–24 November 2026. It is not another selection round. The RISE Hackathon 2026 Grand Finale is on 28 November 2026.

IN SHORT Final preparation runs 17–24 November 2026. The Grand Finale on 28 November 2026 runs from 8:30 AM to 3:00 PM.

Final preparation

- Finish the prototype
- Improve robustness
- Test repeatedly
- Prepare a backup or demonstration plan
- Refine the explanation
- Prepare the presentation
- Rehearse questions and answers
- Arrive ready for the Grand Finale

Grand Finale logistics

Date	28 November 2026
Venue	To be announced
What to bring	To be published for Top 20 teams
Updates	By email from risehackathon.support@thepupil.in

The timed programme for 28 November 2026 (8:30 AM to 3:00 PM) is in the Timeline section.

How the Grand Finale is scored

Provisional — subject to final organiser confirmation.

CRITERION AND WHAT JUDGES ASK	MARKS
Critical Thinking & Engineering Reasoning	25
Problem-Solving & Live Adaptation	25
Implementation & Working Demonstration	25
Practicality & Real-World Relevance	10
Innovation & Thoughtful Design	10
Explanation & Team Contribution	5
Total	100

SECTION 13

Evaluation overview

We value how you think, solve and build.

IN SHORT Three rubrics, each out of 100: Round 1, Round 2 and the Grand Finale. Judges look for how you think, solve and build.

THINK

Diagnose, reason, decide.

SOLVE

Respond to a new constraint.

BUILD

Make the solution work.

Every team is judged on the same three published rubrics, each out of 100: Round 1 selects teams for the prototype video stage, the prototype video selects the Top 20 teams of each Challenge Theme, and the Grand Finale determines the awards. Each Challenge Theme is judged by its own mentors. Mentoring is not scored.

Round 1 — Abstract

Qualifying round: judges the abstract (up to 500 words) and the 6-slide presentation, and selects the Round 1 shortlisted teams.

Problem Understanding & Relevance	20
Real-World / Industrial Relevance	20
Innovation & Originality	20
Feasibility & Technical Approach	20
Expected Impact	10
Abstract Clarity	10
Total	100

Round 2 — Solution / Prototype Video

Judges the prototype video (shared as a Google Drive, YouTube or Vimeo link) and selects the Top 20 teams under each Challenge Theme.

Working Prototype / Evidence	25
Technical Execution & Depth	20
Solution Effectiveness	20
Innovation	15
Feasibility, Reliability & Practicality	10
Team Understanding & Demonstration Clarity	10
Total	100

Grand Finale

Provisional — subject to final organiser confirmation

The Grand Finale final evaluation before the respective jury; determines the final awards.

Critical Thinking & Engineering Reasoning	25
Problem-Solving & Live Adaptation	25
Implementation & Working Demonstration	25
Practicality & Real-World Relevance	10
Innovation & Thoughtful Design	10
Explanation & Team Contribution	5
Total	100

Who goes forward, and how

STAGE	WINDOW	OUTCOME
Round 1 — Abstract + 6-slide presentation	Registration closes 31 October 2026	Qualifies teams for Round 2; shortlist announced 4 November 2026.
Round 2 — Prototype Video (shared link)	5–14 November	Selects the Top 20 teams under each Challenge Theme; announced 17 November 2026.
Grand Finale	28 November 2026	Grand Finale scores determine the awards. The Grand Finale rubric is provisional.

What judges look for

- A clear understanding of the real problem
- A solution that actually works, shown with evidence
- Sound engineering and reliable execution
- Originality in the idea or approach
- The ability to explain every decision — and to adapt on the day

Fair-play principles

- Mentoring is not scored.
- Payment never affects scores.
- Every team is judged against the same published rubric for each stage.
- The decisions of the organisers and jury are final.

SECTION 14

Cost & Top 20 confirmation

Teams selected for the Grand Finale confirm participation with one ₹500 payment per team, made once by the Team Leader after the 17 November announcement.

IN SHORT Only Top 20 finalist teams pay: ₹500 per team, once, after 17 November 2026.

Who pays

- Only teams selected in the Top 20 of their Challenge Theme.
- One fixed payment per team, made once by the Team Leader.
- Two-member and three-member teams pay the same amount.

Amount

₹500 per team

Payable after 17 November 2026. The payment deadline will be shared by the organisers.

How confirmation works

- 1 The Top 20 are announced on 17 November 2026.** The final shortlist selects the Top 20 teams under each Challenge Theme. The fee applies only to these teams.
- 2 After 17 November 2026, each Top 20 team pays ₹500 per team** to confirm participation in the next stage.
- 3 Mentoring runs 17–24 November 2026.** Further details are sent by email from risehackathon.support@thepupil.in.

Not a scored round. Payment is an administrative confirmation, not a scored round. Payment deadline will be shared with finalists. Payment never affects scores.

Refunds and tax. Refund and tax details will be published only once officially approved. Every team acknowledges the cost rule when it registers (see the registration checklist in Appendix A).

SECTION 15

Recognition & Exciting Rewards

Exciting gifts and special recognition await outstanding teams. More details about the awards will be announced by the organisers.

IN SHORT Put your ideas to the test, demonstrate your engineering and earn recognition for what your team has built.

Gifts

Special recognition

Certificates

Award details to be announced by the organisers.

SECTION 16

Rules & code of conduct

By registering, every member agrees to the rules below. They are the same rules published on the website.

IN SHORT Original work, respect and safety apply to every member. Mentoring is not scored, and payment never affects scores.

1 Eligibility

- 1.1 Open to students of Grades 6–11.
- 1.2 Teams of 2 or 3 students, registered together by the Team Leader; a 4th member is not allowed.
- 1.3 A student may belong to only one active team.
- 1.4 The final shortlist selects the Top 20 teams under each Challenge Theme.
- 1.5 No limit on the number of teams that register for each Challenge Theme.

3 Rounds & submissions

- 3.1 Round 1 abstract: maximum 500 words.
- 3.2 Registration opens on 12 Oct and the last date for registration is 31 Oct. Round 1: submit an abstract of up to 500 words and share a Google Drive or Google Slides link to a 6-slide presentation on the official RISE template, for your selected challenge.
- 3.3 Round 1 shortlisted teams are announced on 4 Nov. Round 2 video submission opens on 5 Nov and the last date is 14 Nov.
- 3.4 Round 2: share a Google Drive, YouTube or Vimeo link to a video showing the prototype working, set to “Anyone with the link” (or Unlisted on YouTube). Videos are not uploaded to this site.
- 3.5 The final shortlist, Top 20 teams under each Challenge Theme, is announced on 17 Nov. Industry mentoring and final prototype development run 17–24 Nov.
- 3.6 Grand Finale (28 Nov): selected teams finalise and adapt their prototype in the working session, then demonstrate it and present their solution before the respective jury. Venue to be announced.
- 3.7 Late submissions are not guaranteed to be evaluated. Keep a copy of everything you submit.

2 Team formation & registration

- 2.1 One member signs in as Team Leader and registers the whole team on the Register page, entering every member’s details. Teammates can sign up with the email the Team Leader entered to follow the team’s progress; only the Team Leader can edit or submit.
- 2.2 Choose one of the five Challenge Themes.
- 2.3 There is no limit on the number of teams that can register for a Challenge Theme.

4 Originality, conduct & safety

- 4.1 Work must be the team’s own. Cite any open-source parts, libraries or tutorials you use.
- 4.2 Mentors guide; they do not build, code or write presentations for teams.
- 4.3 Treat teammates, mentors, jury and organisers with respect. Unsafe or disruptive behaviour can lead to disqualification.
- 4.4 Follow lab and electrical safety instructions at all times.

5 Evaluation

- 5.1 Each round has its own 100-mark rubric (see Judging above).
- 5.2 Round 1 qualifies teams for Round 2; Round 2 selects the Top 20 teams of each Challenge Theme; Grand Finale scores determine the awards.
- 5.3 Mentoring is not scored. Payment never affects scores.
- 5.4 The decisions of the organisers and jury are final.

7 Communication & privacy

- 7.1 All official communication happens through risehackathon.support@thepupil.in.
- 7.2 Coordinator phone/WhatsApp numbers are for quick help only; decisions and records are by email.
- 7.3 Participant details are used only to run the event. Public pages never show student personal data.
- 7.4 Individual industry experts are not named publicly; participating organisations are shown instead.

6 Cost

- 6.1 Initial registration and prototype video submission need no fee.
- 6.2 Teams selected for the Grand Finale confirm participation with one ₹500 payment per team, made once by the Team Leader after the 17 November announcement.
- 6.3 Refund and tax details will be published only once officially approved.

SECTION 17

Frequently asked questions

IN SHORT Quick answers for students, parents and teachers. For anything not covered, write to risehackathon.support@thepupil.in.

Registration & Teams

When do registrations open?

Registrations open on 12 October 2026.

When do registrations close?

Registrations close on 31 October 2026.

Who is eligible?

Students in Grades 6–11.

How many students can be in a team?

2 or 3 students per team: the Team Leader plus 1 or 2 teammates. The Team Leader registers the whole team.

Can my teammates sign in?

Yes. Teammates sign up with the email the Team Leader entered and can follow the team's progress. Only the Team Leader can edit or submit.

Is there a limit on how many teams can register?

No. Any number of teams can register for each Challenge Theme. The Top 20 teams of each Challenge Theme are selected as finalists on 17 November 2026.

How many Challenge Themes are there?

There are 5 official Challenge Themes. Each team chooses one.

Can teams be formed across schools?

This will be confirmed by the organisers. Please write to risehackathon.support@thepupil.in.

Round 1 & Abstract

What is the Round 1 abstract limit?

The Round 1 abstract can be up to 500 words.

What else is needed for Round 1?

A presentation of 6 slides maximum, built on the official RISE template (download it on the Guidelines page). Share it as a Google Drive or Google Slides link set to "Anyone with the link".

How do I share my Google Drive link?

1. Upload your file to your Google Drive (or open your deck in Google Slides). 2. Click Share, then under "General access" choose "Anyone with the link", with the role set to Viewer. 3. Click "Copy link". 4. Paste the link on your team dashboard and check it opens in a private browser window before you submit.

When is the Round 1 shortlist?

Round 1 shortlisted teams are announced on 4 November 2026.

When is the Round 1 abstract due?

This will be confirmed by the organisers. Please write to risehackathon.support@thepupil.in.

Prototype Video & Shortlist

When do prototype video submissions open?

Prototype video submissions open on 5 November 2026.

What is the last date for the prototype video?

The last date for the prototype video is 14 November 2026.

How do we submit the Round 2 video?

Share a Google Drive, YouTube or Vimeo link to a video showing the prototype working, set to "Anyone with the link" (or Unlisted on YouTube). Videos are not uploaded to this site.

When are finalists announced?

Finalists are announced on 17 November 2026.

How many teams are shortlisted?

The Top 20 teams under each Challenge Theme are announced on 17 November 2026.

Finalists & ₹500

When is the ₹500 fee required?

Only after the final shortlist is published on 17 November 2026.

Is the ₹500 fee per student?

No. It is one fixed ₹500 payment per selected team.

Who pays the ₹500 fee?

The Team Leader pays once for the whole team.

What is the payment deadline?

This will be confirmed by the organisers. Please write to risehackathon.support@thepupil.in.

Mentoring & Grand Finale

When does mentoring happen?

Industry mentoring runs from 17 to 24 November 2026.

How long is the industry session?

Each finalist team gets one 15-minute session with an industry expert.

How do mentoring sessions work?

Finalist teams book one 15-minute session with their Challenge Theme's mentor between 17 and 24 November from the team dashboard.

Can we get more technical guidance?

Request RISE team assistance by writing to risehackathon.support@thepupil.in.

When is the Grand Finale?

The Grand Finale is on 28 November 2026.

What are the Grand Finale timings?

The day runs from 8:30 AM to 3:00 PM. The full timed schedule is under Know More.

What are the awards?

Exciting gifts and special recognition await outstanding teams. Award details will be announced by the organisers.

What does the jury value most?

Critical thinking, on-the-spot problem-solving and a working implementation. The detailed rubric is provisional until the organisers approve it.

Contact & Support

How can we reach the organisers?

Write to risehackathon.support@thepupil.in. Hackathon coordinators and the administrative contact are listed on the Contact page.

SECTION 18

Industry partners, mentors & experts

Our industry partners are aware of and support RISE Hackathon 2026 — and more are to be announced. Individual experts are not named publicly.

IN SHORT Industry partners, and the organisations whose experts mentor and judge. Individual experts are not named publicly.

Academic Partner



Faculty and students from Saveetha Engineering College, our Academic Partner, are working with The Pupil to bring engineering-level thinking down to school-student level through RISE Hackathon 2026.

Industry partners

ATUMX	 LMES	AEROVAULT
PlantLens	<i>and more to be announced</i>	

Mentors and experts from

Professionals from these organisations join as mentors and experts. They are not partners or sponsors of the event, and individual people are not named publicly.

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What mentors and experts do

- Mentor the Top 20 teams during the mentoring period.
- Judge their own Challenge Theme: each Challenge Theme is judged by its own mentors.

Privacy

The handbook and website show organisations only. Individual experts are not named publicly; their details are managed privately by the organisers.

SECTION 19

Contact & support

IN SHORT Write to risehackathon.support@thepupil.in. Decisions and records are sent by email.

OFFICIAL EMAIL

risehackathon.support@thepupil.in

The one official channel for registration, submissions, eligibility, shortlist communication, payments, mentoring schedules and event instructions.

Coordinators

The RISE Hackathon Coordination Team handles the technical structure of the hackathon, registration, submissions, problem statements, mentoring, prototype development, event flow and Grand Finale coordination. For technical doubts, contact Dhruv first. Phone and WhatsApp are for quick help only.

ROLE	NAME	CONTACT
Faculty Coordinator	Dr. R. Karpaga Priya M.E., Ph.D., Assistant Professor (SG), EEE, Saveetha Engineering College.	Via the official email
Faculty Coordinator	Mr. S. Joyal Isac M.E., (Ph.D.), Assistant Professor (SG), EEE, Saveetha Engineering College.	Via the official email
RISE Hackathon Coordination Team	Dhruv Technical doubts and hackathon support.	+91 90259 44370
RISE Hackathon Coordination Team	Arjun Registration, submissions, problem statements, mentoring and Grand Finale coordination.	+91 93619 49889
RISE Hackathon Coordination Team	Santosh Registration, submissions, problem statements, mentoring and Grand Finale coordination.	+91 72001 49348



Register

Scan to open the registration page

rise-v4-classic.vercel.app/register

Administrative queries

For school administration, permissions, official communication, logistics, location, documentation and other administrative matters, contact The Pupil Saveetha Eco School. Call +91 78258 71104 or +91 98415 27773.

ROLE	NAME	CONTACT
RISE Hackathon Coordination Team	Visvanth Registration, submissions, problem statements, mentoring and Grand Finale coordination.	+91 98409 28549

APPENDIX A

Registration checklist

IN SHORT Check eligibility and the cost rule before you register online.

- ☐ Every member is in Grades 6–11.
- ☐ The team has 2–3 students.
- ☐ No member belongs to another active team.
- ☐ The team has chosen one of the five Challenge Themes.
- ☐ The school and parents are aware of the registration.
- ☐ The team has read the cost rule: only Top 20 finalist teams pay ₹500 per team, once, after 17 November 2026.
- ☐ The Team Leader has saved the official email address, risehackathon.support@thepupil.in.

Have these details ready to register online

Registration is online, on the Register page of the website. The Team Leader signs in and enters every member's details.

- ☐ Team name
- ☐ Challenge Theme (1–5)
- ☐ Team Leader — name, grade, email, mobile
- ☐ Member 2 — name, grade, email
- ☐ Member 3 (optional) — name, grade, email
- ☐ School name
- ☐ City
- ☐ I confirm that every member is in Grades 6–11 and that our school/parent is aware of this registration.

APPENDIX B

Abstract template

Use this sheet to organise your thinking before you write. Keep every answer concise. Submit as instructed by the organisers.

IN SHORT Plan each answer here before you type it on your team dashboard.

1. Team name

As registered.

2. Challenge Theme

One of the five Challenge Themes.

3. Project / solution title

A short, descriptive title.

4. Problem understanding

Who is affected, what the constraints are, what already exists.

5. Proposed solution

Your idea, explained in plain language.

6. Why the problem matters

The cost of leaving the problem unsolved.

7. Real-world / industry relevance

Where in industry, homes, agriculture, logistics or the community this applies.

8. Key idea / innovation

What is different about your approach.

9. Proposed technical approach

Sensing, logic, mechanism, data or AI — and how the parts fit together.

10. Expected prototype / demonstration

What you will build and what you will be able to show working.

11. Expected impact

The useful, measurable value if it works.

12. Team role split

Who is responsible for which part.

13. Supporting diagram (optional)

A sketch or block diagram, if it helps.

14. Declaration of original work

The work is the team's own; open-source parts, libraries and tutorials are cited.

APPENDIX C

Prototype-video checklist

IN SHORT Ten checks before you share your prototype video link.

- ☐ The video is shared as a Google Drive, YouTube (Unlisted) or Vimeo link set to "Anyone with the link", and the link opens in a private browser window.
- ☐ The video shows the actual prototype, working.
- ☐ It says what has been built and what currently works.
- ☐ It shows what has been tested, and what the tests showed.
- ☐ It names the main challenge faced and how the team responded.
- ☐ It explains what changed since Round 1.
- ☐ It states the next step before the Grand Finale if the team is selected.
- ☐ Several team members explain parts of the system.
- ☐ A short technical summary accompanies the video.
- ☐ The work is the team's own and any open-source parts or tutorials are cited.

APPENDIX D

Grand Finale readiness checklist

IN SHORT Readiness checks for Top 20 teams before the Grand Finale.

Prototype

- ☐ The prototype runs reliably, repeatedly.
- ☐ Power, wiring and mountings are secure.
- ☐ A backup or demonstration plan is ready.
- ☐ Spare parts and tools are packed.

Final Evaluation

- ☐ The demonstration is concise and clear.
- ☐ The team has rehearsed demonstrating the prototype and presenting before the jury.
- ☐ Questions and answers have been rehearsed.

Working session

- ☐ The team has a plan for the working session on the day.
- ☐ Every member can explain how the system works.
- ☐ Trade-offs and decisions are written down.
- ☐ Roles for the day are agreed.

Logistics

- ☐ Team Leader payment confirmation is complete, if the team is in the Top 20.
- ☐ The "what to bring" list from the organisers has been read.
- ☐ The venue and arrival details received by email have been checked.

☐ Safety rules for electrical and lab work are understood.

☐ Every member knows the plan for the day.

Notes
