



Aatmoday
UNIVERSITY'S HOBBY CLUB COUNCIL



★ HACKSHODH

A 24-HOUR NATIONAL-LEVEL HACKATHON

CODE · INNOVATE · BUILD · COMPETE

ORGANISED BY

Student Council

Aatmoday Hobby Club Council

POWERED BY



CO-POWERED BY

Venue: CSJMU Kanpur
Main Event Venue: CSJMIF
Dates: 30-31st January 2026
Duration: 24 Hours (Overnight)



ABOUT THE UNIVERSITY

Chhatrapati Shahu Ji Maharaj University, Kanpur, is a premier institution of higher education in Uttar Pradesh, named after the great social reformer Rajarshi Shahu Ji Maharaj. The university is committed to academic excellence, innovation, inclusivity, and nation-building through education.



In 2023, the university achieved NAAC A++ accreditation and UGC Category-I status, reflecting its strong academic framework and progressive vision. CSJMU emphasizes technology-driven education, interdisciplinary research, and holistic student development.

The university provides ICT-enabled classrooms, campus-wide Wi-Fi, e-learning platforms, and a vibrant ecosystem of clubs, councils, and innovation initiatives. Through its academic programs, outreach activities, and student-centric policies, CSJMU continues to nurture responsible citizens and future leaders.



UNIVERSITY AT A GLANCE

- 264+ Acres Campus
- 300+ Faculty Members
- 200+ Academic Programs
- 800+ Affiliated Colleges
- 18,000+ Students



SOURCE OF INSPIRATION

**SMT. ANANDIBEN PATEL
HON'BLE CHANCELLOR
GOVERNOR OF UTTAR PRADESH**

MESSAGE

It is a matter of immense pride that Chhatrapati Shahu Ji Maharaj University, Kanpur, is organizing HackShodh 2026, a national-level hackathon that promotes innovation, collaboration, and practical problem-solving among students.

Such initiatives play a vital role in shaping young minds by encouraging creativity, technological thinking, and teamwork. HackShodh provides a meaningful platform for students to apply their knowledge to real-world challenges while developing leadership and analytical skills.

I commend the university and the organizing teams for their dedication and vision, and I extend my best wishes for the grand success of HackShodh 2026.



PATRON-IN-CHIEF

**PROF. DR. VINAY KUMAR PATHAK
HON'BLE VICE CHANCELLOR**

CHHATRAPATI SHAHU JI MAHARAJ UNIVERSITY, KANPUR

MESSAGE

HackShodh 2026 embodies the spirit of innovation-driven education and experiential learning. This 24-hour hackathon is a significant step toward bridging the gap between academic learning and practical application.

The event encourages students to collaborate across disciplines, think critically, and develop technology-based solutions to real-world problems. I congratulate the organizing teams for their efforts and warmly welcome participants from across the nation.

I am confident that HackShodh 2026 will inspire creativity, nurture talent, and contribute meaningfully to the academic and technological ecosystem.

PATRON

**Prof. Sudhir Kumar
Awasthi
Pro Vice Chancellor**

**Shri Rakesh Kumar
Mishra
Registrar**

CO-PATRONS

**Prof R.K. Dwivedi
Director, CDC**

**Mr. Ashok K. Tripathi
Finance Officer**

**PROF ANSHU YADAV
Dean, Student Welfare**

**DR. SHASHI KANT TRIPATHI
Chief Proctor**

**PROF SUDHANSHU PANDIYA
Dean, IRAC Cell**

ADVISORY BOARD

**DR. DIVYANSH SHUKLA
CEO, CSJMIF**

**DR VIKAS SAINI
Head, Int'l Student
Coordinator, IRAC Cell**

**DR. MAMTA TIWARI
Coordinator,
Aatmoday Hobby Club**

**SAGAR YADAV
Assistant Professor
ECE Dept, UIET**

**DR. NEERAJ SINGH
Assosiate DSW**

STUDENT COORDINATORS

JATIN GUPTA Event Lead Secretary Coding Club	ANUJA VERMA Event Lead Secretary Innovation Cell	ARPON SAHA Event Lead Secretary International Students
PRASHANT TIWARI Finance Coordinator Executive Member Student`s Council	SAMRIDHI SINGH Operations Management Executive Member Student`s Council	
AVNI YADAV President Student`s Council	DIVYANSH MISHRA General Secretary Aatmoday-Hobby Club Council	

ABOUT HACKSHODH 2026



- *HackShodh 2026 is a 24-hour national-level hackathon designed to promote innovation, collaboration, and hands-on learning among students. The event brings together school students and university students from across the country to work on real-world problem statements using modern technologies.*
- *Participants engage in ideation, development, testing, and refinement of solutions under time constraints, gaining practical exposure and peer learning. Structured mentorship sessions and expert interactions further enhance the learning experience.*
- *HackShodh emphasizes responsible innovation, teamwork, and technology-led problem-solving.*

Build. Innovate. Collaborate. Compete.
A national platform to learn, code, and create solutions that matter.

WEBSITE LINK - hackshodhcsjmu.site



OBJECTIVES

The objectives of HackShodh 2026 are:

- To promote hands-on, time-bound problem solving
- To encourage interdisciplinary collaboration
- To provide a platform for developing working prototypes
- To strengthen industry–academia interaction
- To cultivate innovation, leadership, and teamwork
- To expose participants to emerging technologies

EVENT DETAILS & VENUES

- Event Name: HackShodh 2026
- Type: National-Level Hackathon
- Dates: 30-31st January 2026
- Duration: 24 Hours (Overnight)
- Venue: CSJMU Campus, Kanpur
- Venue Allocation
- Virangana Lakshmibai Auditorium – Inaugural & Closing
- Innovation Cell – Hackathon Workspace & Food

PARTICIPATION & TRACKS

HackShodh 2026 features two competitive tracks:

School Students Track

1. PPT-based evaluation
2. Conducted on Day 1
3. Physical presence required

University Students Track

1. **Online PPT screening**
2. **Shortlisted teams invited on campus**
3. **24-hour on-site hackathon**



HACKATHON

REGISTRATION & TIMELINE

- 15 January: Registration Window Opens
- 16 January: Problem Statement Release
- 16–26 January: PPT Submission (University Track)
- 16–26 January: PPT Submission (School Track)

PROBLEM STATEMENT DOMAINS

- Artificial Intelligence & Data Intelligence
- Web & Platform Development
- Automation & Intelligent Workflows
- Cybersecurity & Privacy
- Sustainability & Social Impact
- University-defined real-world challenges

HACKATHON FLOW

The hackathon follows a structured flow:

- Reporting and briefing session
- Ideation and planning
- Development and testing
- Refinement and final submission
- Live presentation before judges

DAY-WISE SCHEDULE

Day 1 – Day 1

- Inaugural Ceremony
- Instructions & Mentorship
- Hackathon Begins at 2:00 PM

Day 2

- Hackathon Ends at 2:00 PM
- Final Evaluation
- Result Declaration



JUDGING & EVALUATION

Evaluation is conducted by a panel of academic and industry experts across three rounds. Teams are assessed on:

- Problem understanding
- Technical execution
- Innovation
- Feasibility and completeness

Final results are based on cumulative scoring.

PRIZE MONEY

University Track

- 1. st Prize: ₹25,000
- 2. nd Prize: ₹15,000
- 3. rd Prize: ₹10,000

School Track

- 1. st Prize: ₹5,000
- 2. nd Prize: ₹3,000
- 3. rd Prize: ₹2,000

DAY-WISE SCHEDULE

Day 1

- Inaugural Ceremony
- Instructions & Mentorship
- Hackathon Begins at 2:00 PM

Day 2

- Hackathon Ends at 2:00 PM
- Final Evaluation
- Result Declaration



FACILITIES & LOGISTICS

Participants will be provided:

- Two lunches and one dinner
- Three scheduled tea breaks
- Overnight participation support
- Discipline and security arrangements

SPECIAL ENGAGEMENT

A live band performance will be organized during the judges' deliberation period to maintain engagement and create a vibrant atmosphere.

EXPECTED OUTCOMES

- **Functional technology prototypes**
- **Enhanced technical and analytical skills**
- **Cross-institutional collaboration**
- **Exposure to emerging technologies**
- **Identification of scalable ideas**

VISION & MISSION

Vision

To foster innovation-driven education through experiential learning.

Mission

To provide a national platform for collaborative problem-solving and technology development.

CLOSING NOTE

HackShodh 2026 is envisioned as a platform that goes beyond competition, fostering creativity, collaboration, and responsible innovation. The hackathon aspires to inspire participants to think critically, work efficiently, and build solutions with long-term societal impact.

PROBLEM STATEMENT DOMAINS

Participants will be provided:

HackShodh 2026 is structured around carefully curated problem statement domains that reflect real-world challenges, emerging technologies, and societal needs. These domains are designed to encourage innovation, interdisciplinary thinking, and practical solution development.

Participants may choose a problem statement from the listed domains or work on university-defined challenges announced during the problem statement release phase.

1. Artificial Intelligence & Data Intelligence

This domain focuses on solutions driven by machine learning, deep learning, data analytics, and intelligent automation. Participants are encouraged to develop systems that can analyze data, predict outcomes, and assist decision-making processes.

2. Web & Platform Development

This domain emphasizes full-stack development, scalable web applications, digital platforms, and user-centric interfaces. Solutions may target education, governance, startups, or social platforms.

3. Automation & Intelligent Workflows

Participants may design systems that automate repetitive tasks, optimize workflows, or enhance productivity using scripting, APIs, IoT, or process automation tools.

4. Cybersecurity & Privacy

This domain focuses on secure system design, data protection, threat detection, and privacy-preserving technologies. Solutions may address vulnerabilities, authentication systems, or digital safety.





5. Sustainability & Social Impact

Problem statements under this domain aim to create technology-driven solutions for environmental sustainability, public welfare, healthcare access, education, and community development.

6. University-Defined Challenges

Specific real-world challenges identified by university departments, administrative units, or partner organizations may also be included to encourage practical institutional problem-solving.

ELIGIBILITY CRITERIA

Eligibility for Participation

HackShodh 2026 is open to students who meet the following eligibility criteria. These guidelines ensure fair participation and maintain the academic integrity of the event.

University Students Track

- Participants must be bona fide, full-time students enrolled in a recognized undergraduate, postgraduate, or diploma program.
- The academic program must have a minimum duration of one academic year.
- Students must be enrolled in a university or an affiliated institution recognized by appropriate regulatory bodies.
- Students from open universities are eligible, provided they meet the above conditions.

School Students Track

- Participants must be currently enrolled in a recognized school.
- Participation must be supported or certified by the respective institution, where required.

General Conditions

- A student is not permitted to represent more than one institution in the same academic year.
- Provisional admission to a course does not qualify a student for participation.
- Participants must carry valid institutional identity proof during the event.
- All registrations are subject to verification by the organizing committee.





HACKSHODH

IMPORTANT LINKS & RESOURCES

Important Links

Participants are advised to regularly visit the official digital platforms for updates, announcements, and submissions related to HackShodh 2026.

Registration Portal

Online registration and participant onboarding



Official Website

HackShodh 2026 event updates, schedules, and announcements

Rulebook

Evaluation criteria, and hackathon rules



Social Media Handles

Official announcements, highlights, and updates will be shared through authorized social media channels.



Participants are encouraged to rely only on official platforms for accurate information.

LOCATION & ACCESSIBILITY

Venue & Location Details

HackShodh 2026 will be conducted at the CSJMU Campus,
Chhatrapati Shahu Ji Maharaj University, Kanpur.

Key Locations

- Virangana Lakshmibai Auditorium
- Inaugural Ceremony, Result Declaration, and Closing Ceremony
- Innovation Cell, CSJMU
- Hackathon Workspace, Mentorship Sessions, and Food Area

How to Reach CSJMU, Kanpur

- Nearest Railway Station: Kanpur Central (CNB) – approx. 11 km
- Nearest Airport: Kanpur Airport (Chakeri) – approx. 23 km
- Nearest Bus Terminal: Jhakarkati Bus Stand – approx. 9 km
- The university campus is well-connected via local transport, taxis, and app-based cab services.





CONTACT & SUPPORT

Contact Information

For smooth coordination and participant assistance, the following contact points have been established for HackShodh 2026.

General Queries & Registration

Organizing Committee, HackShodh 2026
Chhatrapati Shahu Ji Maharaj University, Kanpur

Technical & Hackathon Queries

Event Coordination Team – University Track

School Track Coordination

School Participation & Evaluation Desk

Accommodation & Logistics

Accommodation & Campus Support Team

- The university campus is well-connected via local transport, taxis, and app-based cab services.

IMPORTANT GUIDELINES

General Guidelines

- Participants must strictly adhere to the code of conduct and university regulations.
- All submissions must be original and developed during the hackathon duration.
- Any form of plagiarism or rule violation may result in disqualification.
- Decisions of the organizing committee and judging panel shall be final and binding.
- Participants must follow timelines strictly for registration, submission, and reporting.

Contact & Communication

For any queries related to HackShodh 2026, registrations, participation details, or general assistance, feel free to reach out to the Student Council team. We are always happy to help and ensure a smooth experience for all participants.

✦ Contact Persons

Avni Yadav

+91 79851 24020

Divyansh Mishra

+91 79833 90593

Prashant Tiwari

+91 83188 74954

✉ Official Email

For formal communication, collaborations, or detailed inquiries, please write to us at:

Admin@hackshodhcsjmu.site

We encourage participants and stakeholders to connect with us for timely updates and support regarding the event.



HACKSHODH