



2026

KALINGA UNIVERSITY HACKATHON

 **17th & 18th Feb 2026**

**24 HOURS
EVENT**

In Collaboration With

 **ACME ACADEMY**
India's Most Trusted MCA ENTRANCE ACADEMY



INFINITY CLUB



HENRY HARVIN®

 **IBM**

Innovation Centre for Education



TechnoViz
AUTOMATION

ALVITARIX
Services India Private limited

 **yasham**
Software

 **FORESIGHT EDGE**
From Data to Edge

About Kalinga University

Kalinga University, established in **2013**, stands out as one of the leading private universities strategically located in the Smart City of New Raipur, Chhattisgarh. The University has consistently ranked among the top **101-150** universities in India under the **NIRF Rankings 2024** for the third time in a row and has also received a **NAAC B+ accreditation**, continuously shining on the horizons of high-quality education.

The University is dedicated to nurturing the emotional well-being of its students through a caring and supportive environment.

8000 + Students	600 + International students from 27 + Countries	3 Cr. + Scholarships Distributed
130 + Programs	250 + Recruitment Partners	3360 + Research Publications
510 + Patents	160 + Sponsored Research Projects	130 + Consultancy Projects
200 + MoUs Signed	7 Centres of Excellence	90 + Laboratories

About the Department of Computer Science & Faculty of Information Technology

The **Department of Computer Science & Faculty of Information Technology** at **Kalinga University, Raipur**, is a hub of innovation and academic excellence, offering a wide range of undergraduate, postgraduate, and research programs. With a strong emphasis on practical learning, the department is equipped with advanced labs, high-speed internet, and industry-driven curricula. Students gain exposure to emerging technologies such as AI, cybersecurity, and data science, supported by workshops, hackathons, and internships. The department fosters a research-oriented environment and maintains strong industry linkages to ensure excellent career outcomes. It stands as a pillar of digital innovation within one of Central India's leading private universities.

KU Hackathon 2026

1. KU Hackathon is based on 4 Domains
 - **FinTech**
 - **Gaming & Gamification**
 - **Cybersecurity**
 - **Waste Management**
2. Select any one domain from the above.
3. Based on the selected domain, prepare an innovative/novel idea in the form of a PPT.
4. Upload the PPT with the registration fee of INR 200/- per Team (Maximum 2 Members) in the Google Form Link:
<https://forms.gle/UdDHcKNpcmMrRCjY9>
5. The last date for registration is **25th January 2026**.
6. Teams shortlisted for the final round will be announced on **05th February 2026**.
7. Teams short listed for the final round will have to pay Additional fee of **INR 2,000/-** per team prior to the event for food and accommodation at the campus. They shall have to give the presentations in offline mode on **17th and 18th February 2026**.

About the Event

The **KU Hackathon 2026** is a 24-hour national-level innovation sprint, organized by the **Department of Computer Science** and the **Faculty of Information Technology, Kalinga University, Raipur**. Scheduled for **17th–18th February 2026**, this hackathon is designed to foster creativity, critical thinking, and collaborative problem-solving among students and young professionals across India.

This year's hackathon is organized under the compelling theme:

“Code. Create. Contribute:

Solving Real-World Problems through Technology”,

with special focus four transformative themes in:

- **FinTech:** Designing secure, inclusive, and efficient digital financial solutions for the evolving global economy.
- **Gaming & Gamification:** Creating engaging, educational, or entertainment-based game applications that leverage interactivity and behavioral insights.
- **Cybersecurity:** Developing tools and protocols to protect systems, data, and digital identities in an increasingly connected world.
- **Waste Management:** Innovating smart solutions for monitoring, reducing, and recycling waste to promote environmental sustainability.

The event will bring together tech enthusiasts, developers, designers, and problem-solvers in interdisciplinary teams to ideate, prototype, and pitch their innovations within a 24-hour time frame. Expert mentors from academia and industry will guide participants throughout the process, and a distinguished panel of judges will evaluate solutions based on creativity, technical merit, feasibility, and social relevance.

KU Hackathon 2026 fosters a culture of collaborative learning, innovation, and entrepreneurship, providing a vibrant platform for students to demonstrate their technical abilities while tackling some of the most pressing issues of our time. It exemplifies Kalinga University's ongoing commitment to excellence in education, research, and societal contribution through technology.

Rules and Regulations

01

The team can have a maximum of 2 students, excluding the mentor.

02

The mentor can be a faculty member from the respective university/college.

03

Mentors can guide the participants during the hackathon.

04

Mentors will not be assigned by the organising University.

05

Food and Accommodation Charges of **INR 1,000/-** for the mentor.

Presentation

It should be available in the form of a PPT, which includes:

- Details of Team Leader and Members, including College/University Name, Branch & Semester, E-mail Address and Contact Number
- Name of Domain
- Problem Statement
- Objectives
- Abstract
- Innovative Solution for the Problem Statement
- Prototype
- Scope
- Conclusion

Note:

- The font should be **Times New Roman**
- The font Size should be **12**
- The Background of PPT must be in White Color

Important Points

- Teams shortlisted for the final round will have to pay a fee of INR 2,000/- per Team
- Prior to the event for food and accommodation at the campus. They shall have to give the presentations in offline mode on **17th and 18th February 2026**.
- Accommodation and food will be provided in the University Hostels.
- No travel allowance will be provided.

Deadlines

- Submission of PPT along with registration fee of **INR 200/-** per Team : **30th January 2026**.
- Announcement of shortlisted teams for final round: **05th February 2026**.

Steps for Registration

STEP 1: Participants have to make the payment on the given bank details:

Account Name: Kalinga University Faculty of Information Technology

Bank Name: Punjab National Bank

A/c No.: 17441001000003519

IFSC Code No.: PUNB0174410

STEP 2: Take a screenshot of the payment & send it to csit@kalingauniversity.ac.in

STEP 3: Fill out the registration form with all the necessary information.

Click To Register

<https://forms.gle/UdDHcKNpcmMrRCjY9>



PRIZES



INR 25,000



INR 15,000



INR 10,000



INR 7,500

4 Consolation Prizes: INR 5,000/- Each



Winners Of KU Hackathon 2025



1st Team BW Zero Waste Pioneers

(Hirak Ganguly, Lpsita Tanaya Phukan)
from Braneware University Kolkata.



2nd Team Spartans

(Amarjit Singh, Priyanshu Prasad)
from IIT Madras



3rd Team Kavach

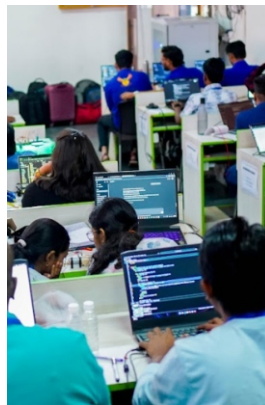
(Arhasi Soni, Jasleen Kaur matharoo)
from Amity University Raipur



How to Reach

Railways: Raipur Junction railway station is situated on the Howrah-Nagpur-Mumbai line of the Indian Railways (via Bhusawal, Nagpur, Gondia, Bilaspur, Rourkela, Kharagpur) and is connected with most major cities.

Airport: Swami Vivekananda Airport is the primary airport serving the state of Chhattisgarh and is located 15 km south of Raipur near Atal Nagar.



CONVENOR

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