



VIT[®]
Vellore Institute of Technology
(Deemed to be University under section 3 of UGC Act, 1956)

SELECT
(School of Electrical Engineering)



MAKEATHON

OFFICIAL OUTREACH BROCHURE

2026

26th to 27th March, 2026

Vellore Institute of Technology, Vellore, Tamil Nadu - 632014



ABOUT VIT

Vellore Institute of Technology (VIT) is one of India's leading private universities, consistently ranked among the top institutions nationwide. VIT holds an A++ NAAC accreditation and ranks among the top universities in India under NIRF rankings across Engineering, Research, and University categories.

With over 40,000 students and strong industry , international collaborations, VIT offers an ideal ecosystem for innovation-driven events like Makeathon.



**Ranked 7-8
BY SUBJECT IN INDIA AND
151- 200 IN THE WORLD BY SUBJECT**

ABOUT SELECT

Makeathon 26 is organised by the School of Electrical and Engineering (SELECT), Vellore Institute of Technology, Vellore.

SELECT focuses on building future-ready engineers with strong foundations in electrical, electronics, embedded systems, automation, and power engineering. The department houses advanced laboratories including Centres of Excellence in power systems, control systems, and industrial automation.

ABOUT MAKEATHON

The SELECT Makeathon is a flagship annual innovation program featuring a 36-hour intensive challenge where students, designers, and technology enthusiasts develop real-world solutions to problem statements from industry partners and innovators.

The event includes structured challenge briefings, team-based ideation, problem analysis, and end-to-end prototype development across hardware and software domains. Teams refine their solutions through iterative feedback and technical guidance from subject-matter experts associated with each challenge.

Projects are evaluated by a distinguished panel of judges, with exceptional solutions recognized for innovation, technical feasibility, and impact. The SELECT Makeathon serves as a dynamic platform for experiential learning and interdisciplinary collaboration, engaging over 50 teams annually and fostering a strong culture of engineering innovation.

- **60+ Teams**
- **350+ Participants**
- **30+ Industrial Judges**
- **20+ Colleges**
- **National-Level Participation**
- **Students, Researchers and Professionals**



MAKEATHON TRACKS



MOTION MATRIX
Rethinking Movement,
Rebuilding Mobility



IRON DOME
Defense and Strategic
Security Systems



PLANET EARTH
Agriculture & Sustainability



SHIELD PROTOCOL
Disaster Management,
Response and Resilience



OPEN INNOVATION



- The detailed problem statements can be accessed through the link provided. [Click here](#)

WHY MAKEATHON

- **Structured Challenge Briefings:** Participants receive well-defined challenge statements directly from industry.
- **Team-Based Ideation & Problem Analysis:** Cross-disciplinary teams brainstorm, evaluate, and refine their concepts.
- **End-to-End Prototype Development:** From hardware builds to full-stack software solutions, teams develop functional prototypes within the 36-hour sprint.
- **Expert Mentorship & Technical Guidance:** Industry professionals and subject-matter experts provide continuous feedback to improve feasibility, innovation, and scalability.
- **Distinguished Jury Evaluation:** Projects are assessed by a renowned panel of 30+ industrial judges on the basis of innovation, technical depth, feasibility, and impact.
- **High-Impact Showcase:** Exceptional solutions are recognized and highlighted for future development opportunities.

RULES AND REGULATIONS

To ensure a smooth and enjoyable hackathon experience, please review the following contest rules:

ELIGIBILITY REQUIREMENTS

We strive for an inclusive and compliant event open to:

- Teams of **3 to 5 members**
- Undergraduate Students
- Research Scholars
- Working Professionals

REQUIREMENTS ON THE DAY OF HACKATHON

All types of projects relevant to the given problem statements are welcome! For your participation please ensure:

- All team members must check in at the entry on the event day.
- Only original projects developed during the hackathon duration are accepted.
- Your submission (at the end of hackathon day) should include: clear documentation, a working demo, project description, images, schematics, and code.
- Submit your project before the announced deadline.
- High value components / tools / parts are not allowed to be carried by the participants.

RULES AND REGULATIONS

PERMITTED EQUIPMENT & RECOMMENDED ESSENTIALS

- Participants may bring the following items if required: Soldering iron, multimeter, cutter, MicroSD card, power cables, USB cables, and jumper wires.
- Additionally, it is strongly recommended that you carry your laptop, phone, or tablet for programming and controlling the microcontroller.

CODE OF CONDUCT & RESPONSIBILITY

- All participants are expected to handle equipment, tools, and venue property with utmost care and responsibility. Any intentional or negligent damage to hardware, infrastructure, or facilities will be the responsibility of the individual or team involved and may lead to penalties or disqualification.
- Any form of bullying or harassment will result in immediate removal from the venue.
- The use of drugs, alcohol, or smoking within the venue premises is strictly prohibited. If any member of a team is found violating this rule, the entire team will be disqualified and required to vacate the venue immediately.
- Mentors are available for guidance and support throughout the event.

ACCOMMODATION & HOSPITALITY

FOOD & REFRESHMENTS

- Nutritious meals and refreshments will be provided to all participants (internal and external) throughout the entire 36-hour duration of the hackathon.

ACCOMMODATION FOR EXTERNAL PARTICIPANTS

For teams traveling from outside Vellore, on-campus accommodation is available upon request. Rates include mess facility and applicable taxes:

Accommodation Type	Cost (per person/day)
Dormitory	₹880
Non-AC Room	₹1,200
AC Room	₹1,520

OFFICIAL TRAVEL PARTNER: EASEMYTRIP

To ensure a smooth journey to Makeathon 2026, we have partnered with EaseMyTrip to offer exclusive travel benefits:

- **Travel Vouchers:** Coupons worth up to ₹3,000 per individual.
- **Eligibility:** These vouchers are guaranteed for all external participants and members of the Top 10 teams.

PRIZES & AWARDS

- The total prize pool for the competition is **₹1,50,000 plus**.
- Top projects win prizes as mentioned, while all teams who participate will receive **digital certificates** .
- Winners are chosen based on **judging criteria** provided before the event.
- **Prizes** are awarded to the **team** as a whole.
- The competition encourages **innovation, collaboration,** and **inclusivity** within the tech community.

RIGHTS & OWNERSHIP

- Participants retain full **ownership** of their projects.
- By participating in the event, participants grant the organizers a **non-exclusive, worldwide, royalty-free license** to use submissions for promotional and educational purposes.
- Organizers reserve the right to enforce the contest rules. By registering and submitting, you agree to all **terms and policies** stated here, ensuring a fair and transparent process.



MAKEATHON 2026

REACH OUT TO US AT

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OUR SOCIALS

