



RISE HACKATHON 2026

From School Learning to Real-World Engineering

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



GRAND FINALE 28 November 2026

6–11
Grades

2–3
Students per team

5
Challenge tracks

20
Top teams per track, announced 17 Nov

No cap
On teams registering per track

28 Nov
Grand Finale 2026

Real industry problems

Challenge statements come from real industry contexts and organisations.

Three-stage journey

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

Industry mentoring

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

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.

01 Five problem statements, five challenge tracks

- | | | |
|-----------|--|--|
| 01 | Robotics, Embedded Systems & Automation | IoT smart packaging: make sure every item is in the box before it ships. |
| 02 | Applied STEM & Engineering Innovation | Generate or harvest energy from the world around you and put it to use. |
| 03 | UAVs, Aerospace & Autonomous Systems | Beyond Sight: estimate distances across an 80° × 30° field of view. |
| 04 | Industry 6.0 & Intelligent Industrial Systems | Find which electrical load is failing, using as few sensors as possible. |
| 05 | Open Innovation & Real-World Engineering | Any idea, any real problem. Whatever idea you have, you can apply. |



Recognition & Exciting Rewards

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

- Gifts
- Special recognition
- Certificates

Industry partners

ATUMX

LMES

AEROVAULT

PlantLens

and more to be announced

Mentors and experts from: e-con Systems · Caterpillar · L&T.

How it works

A structured, multi-stage journey from ideas to real prototypes, with industry mentoring and a one-day Grand Finale before the jury.



REGISTRATION TO FINALISTS

- 12-31 Oct** ● **Registration** Register your team and choose a challenge.
- 4 Nov** ● **Round 1 Shortlist** Selected abstract teams announced.
- 5-14 Nov** ● **Prototype Video** Share your prototype video link.
- 17 Nov** ● **Finalists** Top 20 teams announced per track.

CONFIRMATION · MENTORING

- After 17 Nov** ● **Confirm Participation** ₹500 per team, Team Leader pays once.
- 17-24 Nov** ● **Industry Mentoring** One 15-minute expert session and refinement.



Top 20 confirmation

Registration, the Round 1 abstract and the prototype video need no fee. Only Top 20 teams pay, once per team, made by the Team Leader after the 17 November announcement.

₹500

per team,
Top 20 teams
of each track
only

We value how you think, solve and build. THINK · SOLVE · BUILD. Mentoring is not scored.

Round 1 · Abstract + 6 slides **100**

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

Round 2 · Video, max 50 MB **100**

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

Grand Finale · Final evaluation **100**

Provisional — subject to final organiser confirmation

25	25	25	10	10	5
■ 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				

Built on RISE RISE — Robotics, IoT, Science & Exploration — is The Pupil's hands-on technology learning initiative.

1 Understand **2 Build** **3 Code** **4 Troubleshoot** **5 Modify** **6 Explain**



Official email — for everything

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Coordinators

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register

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