Organizing Committee

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Shri A.P.Selvarajan
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Vice-Principal

Convener

Mrs.L.Priya
Head, Department of Computer Science

Co-ordinator

Mr.G.Ramkumar
Assistant Professor
Department of Computer Science

Contact

Mr.G.Ramkumar
✆ 95971 55979
Mrs.L.Priya
✆ 94887 16741

Registration Link & QR Code

https://forms.gle/YDMCA8hFjrc4rw6R7

SRI KALISWARI COLLEGE
(AUTONOMOUS)

Re-Accredited with 'A+' grade (4th Cycle) by NAAC with CGPA 3.41

SIVAKASI

Total Prize Pool Rs. 6000/-

in Collaboration with

DEPARTMENT OF COMPUTER SCIENCE

Code purple

CODE PURPLE ACADEMY SIVAKASI

A State Level Hackathon
BuildX@Kaliswari 2K26
(Campus to Corporate Challenge)

Date : 13.03.2026 (Friday)
Time : 9.30 a.m.
Venue: Conference Hall

Registration Last Date: 09.03.2026
Entry Fee: Rs.100/-

ABOUT THE COLLEGE

Sri Kaliswari College was established by Sri Kaliswari Trust, comprising a team of munificent philanthropists, in the Industrial Town of Sivakasi in 2000 with a vision and clear cut objective of imparting quality higher education to the students in rural areas. Our College offers 17 Under Graduates, 9 Post Graduates, 100+ certificate, 2 PG Diploma and 4 Diploma programmes are also offered for enhancing the employability of our students. Our college was Re-accredited with 'A+' grade (CGPA) 3.41 in 4th cycle by NAAC in 2024.

ABOUT THE DEPARTMENT

The Department of Computer Science was established in 2000, with a view to empower the students to confidently face the computer era. The Department offers B.Sc. CS, B.Sc.CS (Cloud Computing and Cyber Security), M.Sc. CS. The Department has well-equipped labs and a dedicated team of faculty members. To enhance the skills of the students, the Department organises Intercollegiate Meets and Hackathons. These help the students to get knowledge and better experience in their related areas.

ABOUT CODE PURPLE ACADEMY

Code Purple Academy is a Tamil Nadu–based IT training and skill development institute dedicated to preparing students for industry through practical, project-based learning. The academy offers career-oriented programs in AI Full Stack Development, UI/UX, Data Science, and other emerging technologies, supported by structured modules, real-time projects, and placement assistance. In addition to student training, the academy collaborates with colleges by providing value-added courses, workshops and certification programmes. It aims to bridge the gap between academia and industry by delivering measurable skill outcomes and career readiness.

Hackathon - Rules and Regulations

1. Each team shall consist of **2–4 members** (including **one Team Lead**).
2. A **maximum of 5 teams** per college is permitted.
3. Only **undergraduate students** are eligible to participate.
4. Total Prize Pool **Rs.6000/-**
5. Online team registration is compulsory. The registration fee may be paid either online or on the spot at the venue..
6. Registration **fee Rs.100** Per Student
7. **Last Date** for Registration : **09 March 2026.**
8. The **problem statement will be shared on March 9** via the Team Lead's registered email ID. Teams will have **four days (March 9–12)** to design and develop an implementable solution.
9. **Evaluation will be carried out exclusively by a panel of industry experts, ensuring real-world standards and professional insights.**
10. The competition will consist of **two evaluation rounds**.

Evaluation Round 1 – Solution Presentation

Teams must present their **working solution/demo** along with a **PowerPoint presentation** in the prescribed template.

PPT prescribed template

Slide -1   : Introduction
Slide -2   : Problem Statement
Slide -3   : Abstract
Slide -4 to 6   : Proposed Derived Solution
Slide -7 to 8   : Technical Details
Slide -9   : Real Time Use Case
Slide -10   : Conclusion

Evaluation Round 2 – Peer Polling

Each team will receive **two votes** to support other teams based on innovation and impact **(self-voting is not allowed).**

Final results will be based on **Round 1 scores** combined with **Round 2 polling.**