



HaXtreme 4.0

DELEGATE BOOKLET

Table of Content

EVENT INTRODUCTION	PART 1
What is HaXtreme 4.0? / About IEEE	04
EVENT DETAILS	PART 2
Objectives of HaXtreme 3.0	06
Previous HaXtreme Events	07
What's New This Year?	08
What is the Pre-Hackathon?	09
PARTICIPATION INFORMATION	PART 3
Benefits of Participation	11
Competition Guidelines	12
Timeline	13
Competition Overview	15
Prizes	16
CONTACT INFORMATION	PART 4
Contact Us	18



Event Introduction



What is Haxtreme4.0

Haxtreme 4.0, the premier programming competition by the IEEE Computer Society at the University of Ruhuna, is an exhilarating event that challenges teams to solve real-world problems, showcasing their coding skills and problem-solving abilities. This year, we are exhilarated to welcome participants from other universities, creating a diverse and dynamic environment for collaboration and competition. This expansion offers passionate programmers a unique platform to demonstrate their talents on a larger stage, fostering innovation, mutual learning, and growth.

About IEEE

IEEE, the Institute of Electrical and Electronics Engineers, is a leading authority in engineering, computing, and technology renowned for its influential publications, conferences, and standards. IEEE plays a pivotal role in shaping the future of technology by fostering cutting-edge research and bringing together experts from diverse disciplines, facilitating collaboration and innovation on a global scale. Its efforts advance technology by developing industry standards that ensure quality and interoperability and by hosting premier conferences that serve as platforms for the dissemination of groundbreaking research and ideas.



Event Details



Objectives of HaXtreme 4.0

01

HaXtreme 4.0 aims to challenge participants with diverse programming problems, fostering creative and innovative solutions.

02

Creating an environment for participants to collaborate, share knowledge, and work together to tackle complex challenges effectively.

03

HaXtreme 4.0 will equip participants with the skills and confidence to excel in competitive programming events, like IEEE Xtreme.



Previous HaXtreme Events

21 GROUPS
75+ PARTICIPANTS

HaXtreme 1.0

The IEEE Student Branch at the University of Ruhuna organized Haxtreme 1.0 to encourage creativity and problem-solving skills in bright minds. This event exemplified the IEEE student branch in terms of collaboration, mutual learning, and valuable practical experience.

71 GROUPS
280+ PARTICIPANTS

HaXtreme 2.0

Building on the success of HaXtreme 1.0, HaXtreme 2.0 united even more talented undergraduates from Ruhuna University. Teams of brilliant minds tackled complex problems in a short time, resulting in innovative solutions. This event also underscored the cooperative and forward-thinking spirit of the IEEE student section.

120 GROUPS
360+ PARTICIPANTS

HaXtreme 3.0

After the successful HaXtreme 1.0 and 2.0, HaXtreme 3.0 gathered an even larger number of talented undergraduates from Ruhuna University. The event challenged teams of bright students to solve difficult problems quickly, leading to innovative outcomes. This hackathon demonstrated the IEEE student section's collaborative and progressive approach.



What's New This Year?



This year, HaXtreme evolved into an open competition, welcoming participants from any university. This expansion aims to create a more diverse and competitive environment, allowing more students to showcase their skills and collaborate on innovative solutions.



What is the Pre-Hackathon?

The pre-hackathon is an integral part of HaXtreme 4.0 and is held before the final competition.

Exclusively for students of the University of Ruhuna, the preliminary event allows teams to compete locally.

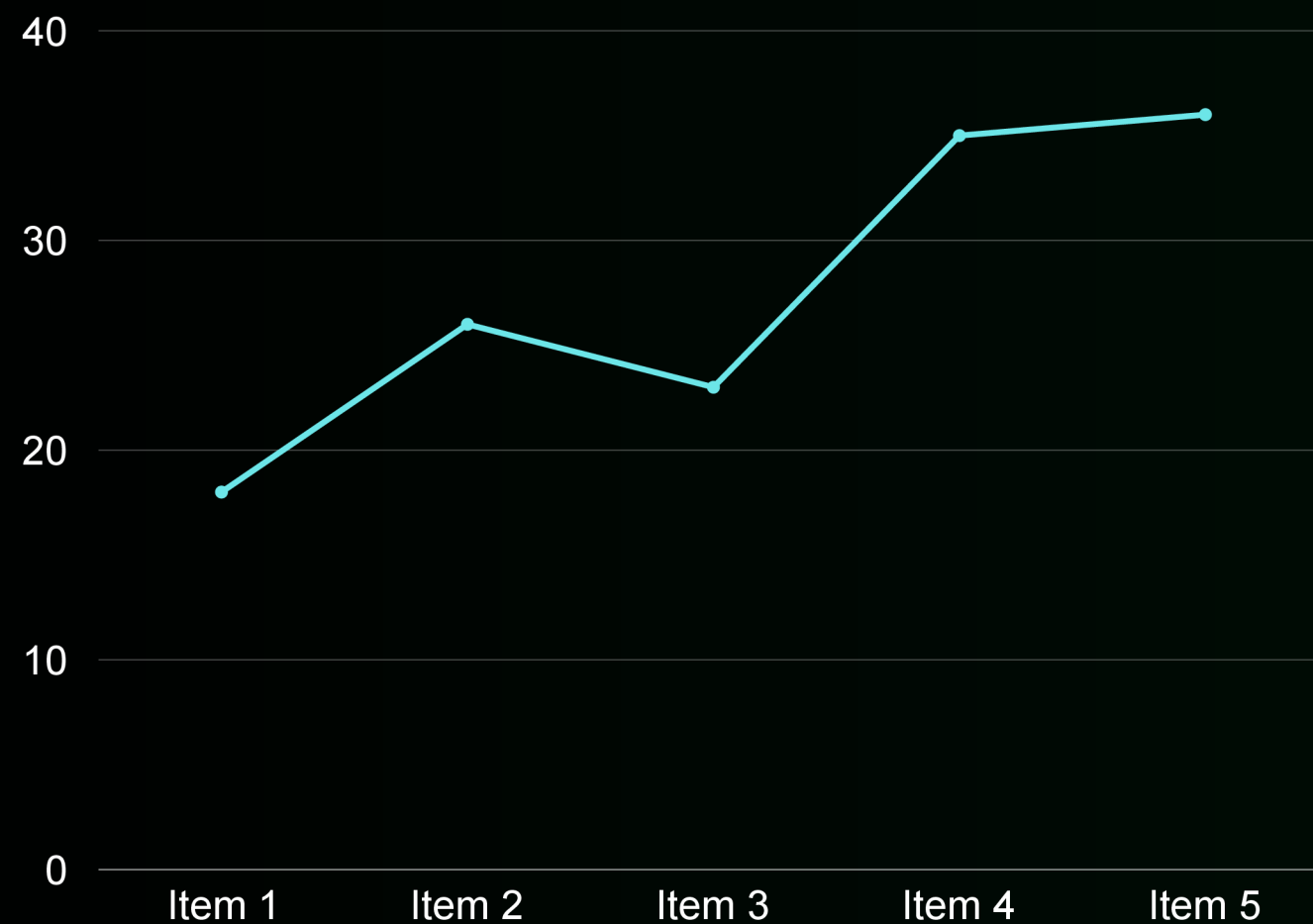
Only top-ranked teams from the pre-hackathon will qualify to participate in the final HaXtreme competition.



Participation Information



Benefits of Participation



- HaXtreme 4.0 aims to challenge participants with diverse programming problems, fostering creative and innovative solutions.
- Create an environment for participants to collaborate, share knowledge, and work together to tackle complex challenges effectively.
- HaXtreme 4.0 will equip participants with the skills and confidence to excel in competitive programming events like IEEE Xtreme.



Competition Guidelines

Guidelines

- All team members must be from the same university, and the university should have an IEEE student branch.
- Winners will be determined based on the overall score as determined by the score given in the Scoring Criteria section on this page. As noted in that section, time is considered a factor in ranking teams in the event of a tie.

Elimination Round

- Since the elimination round is online, there are no limitations for participating teams.
- Maximum number of participants for one team: 3
- Minimum number of participants for one team: 2

Final Competition

- The final competition will feature the top 30 teams selected from the elimination round (maximum participants – 90.)



Timeline



Registration Link

<https://www.haxtreme.live/register>



The competition is fierce, and the excitement is high.

Secure your spot now and join us for an
unforgettable coding experience.

Competition Overview



Date

06th of December



Venue

Faculty of Engineering,
University of Ruhuna,
Hapugala, Galle.



[Get direction](#)



Time

From 9.00 AM to
1.00 PM



Duration

4 Hours

Pre Hackathon

Date & Time: 11th of October from
9.00 AM to 9.00 PM

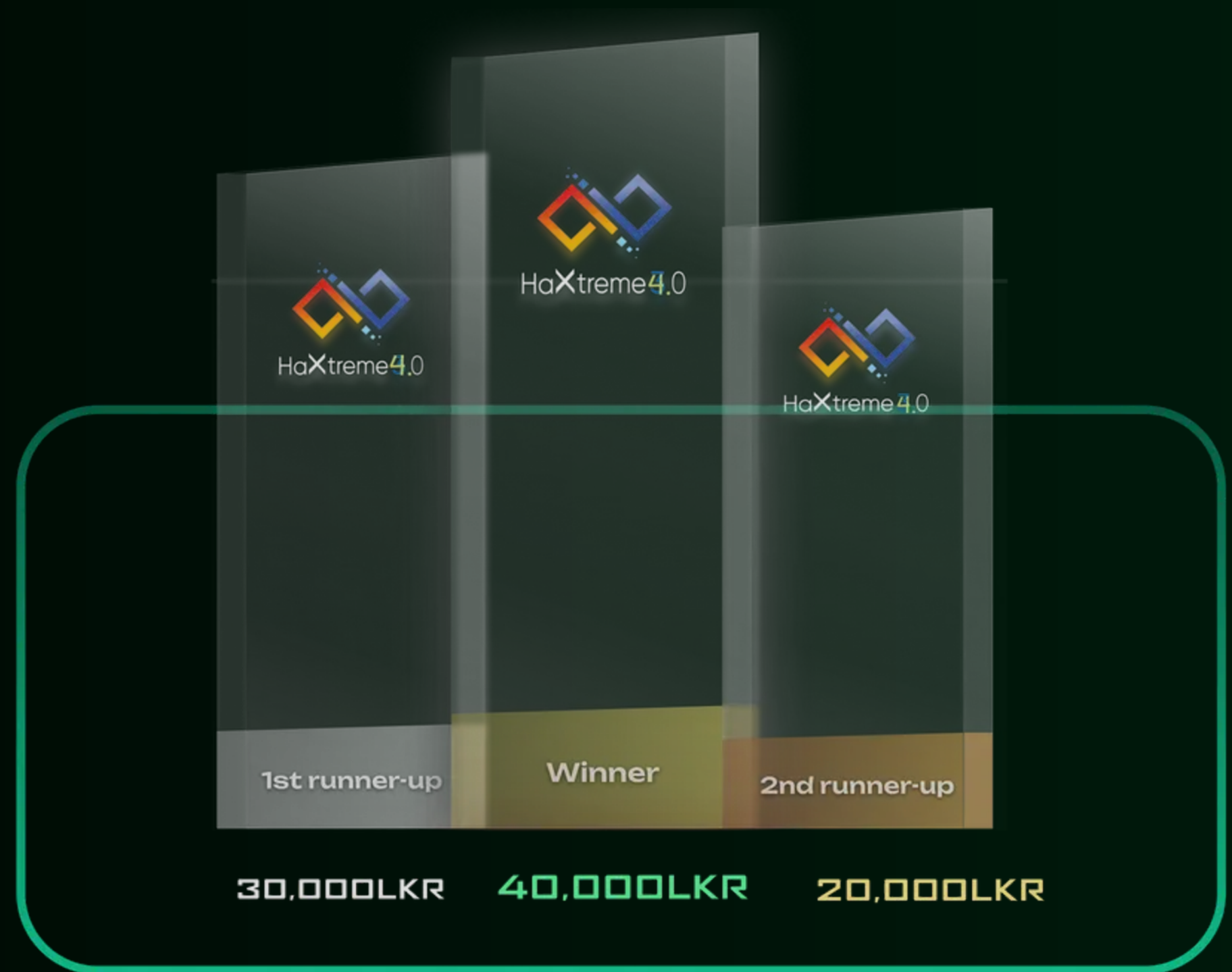
Venue: Online

Competition Duration: 12 hours



Prizes

Winners + First 10
teams will receive
valuable gifts & awards



Contact Information





Dinuth Rathnayaka

Chair | HaXtreme 4.0

dinuthrathnayaka7@gmail.com

0761287599



Hansadee Rathnayaka

Vice Chair | HaXtreme 4.0

hansadirathnayaka@gmail.com

0741081008

