

Tertiary Category - Codefest Datathon 2019

1. Topic

Develop machine learning models for data-driven challenges

2. Description

A datathon is a data-focused hackathon —given a dataset and a limited amount of time, participants are challenged to use their creativity and data science skills to build, test, and explore solutions.

Student-teams from universities will be competing with each other to prove their expertise in the field of data science by showcasing their talents on data-driven insights and solutions to a real-world problem.

The event will be held at SLIIT Malabe Campus parallel to the CODEFEST 2019. The teams are given a big dataset related to a real-world issue and they should come up with a good predictive model to solve the given challenge within 10 hrs.

3. Eligibility

- Those who have already registered in a degree program, diploma or any program in a state university or higher education institute in Sri Lanka.
- Those who are registered for an external degree program in any Sri Lankan University.

4. Important Dates

Registration closed: **30th September 2019**

Preliminary Selection: **4th October 2019**

Final Selection: **11th October 2019**

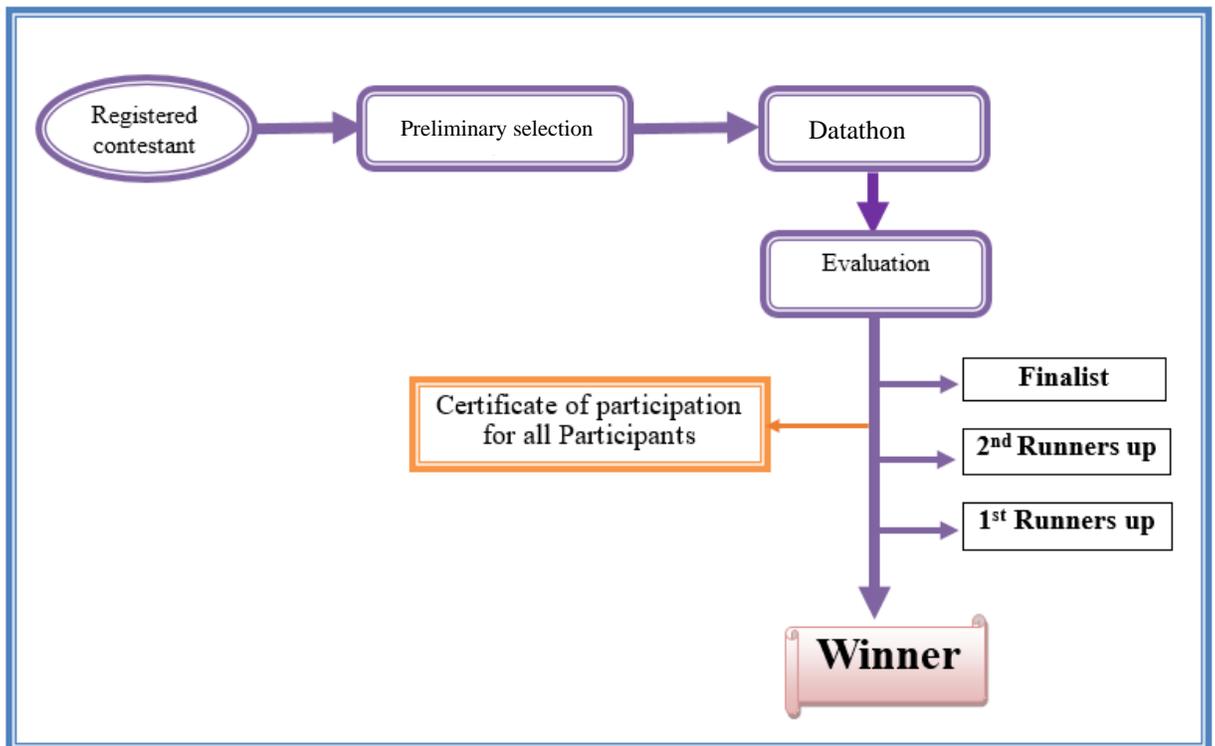
5. Technologies

Participants are encouraged to use Python / R in Windows platform, but they can come up with any other modelling languages after obtaining prior approval from the organizing committee.

6. Selection Process

Preliminary selection will be based on the outcome of off-campus challenged. Teams will be given a small raw dataset. They should be able to clean the dataset, analyze it and build a basic predictive model. Teams will be ordered base on the methodology followed and outcome of the challenge and top 10 teams will be inviting for the final round.

At the final round, each team should develop a working model within 10 hours for a given challenge. The performance of the model would be assessed by an independent panel of judges-



7. Prizes

- Winner: Rs: 40,000/=
- 1st Runner up: Rs: 25,000/=
- 2nd Runner up: Rs: 10,000/=

8. Rules and Regulations

- Each team will consist of maximum 4 members.
- Students are strongly advised not to use pirated software.
- The panel of judges' decision is the final decision.
- The winners authorize SLIIT to use their names, photographs, and statements regarding the prizes for advertising or other purposes, without any compensation.