



XIAMEN UNIVERSITY MALAYSIA  
廈門大學 馬來西亞分校

## X Hack



**Date: November 2026**

**Venue: B1-114**

**ORGANIZED BY**



**XMUM Coding Club**

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## 1.0. Introduction

The XMUM Coding Club is proud to propose the organization of “XHack”, a university-level innovation event that brings together students to collaboratively solve real-world challenges through technology and creativity. In today’s rapidly evolving technological landscape, innovation and adaptability have become essential skills for future professionals. This event aims to provide both experienced programmers and beginner students with an opportunity to engage in a fast-paced environment where ideas can quickly be transformed into practical solutions.

Moreover, X Hack encourages participants to think creatively, experiment rapidly, and work closely in teams to develop functional prototypes within a limited period. Rather than focusing on lengthy planning and excessive refinement, the event emphasizes rapid brainstorming, quick decision-making, and iterative development. Participants will be encouraged to openly share ideas, sketch concepts, test different approaches, and continuously improve their solutions through active collaboration. Through intensive teamwork and problem-solving activities, participants will gain valuable experience in communication, creativity, adaptability, and project execution under time constraints.

Through this initiative, the organizing committee hopes to strengthen the culture of innovation and collaboration within Xiamen University Malaysia while inspiring students to become proactive, creative, and solution-oriented individuals capable of contributing positively to society and future technological advancement.

## 2.0. Objective of the Event

1. **Inspire Creative Innovation:**  
To encourage participants to develop creative and technology-based solutions for real-world and social challenges.
2. **Develop Technical Competencies:**  
To help students apply their academic knowledge in a real-world environment through our hackathon, while also giving beginners the opportunity to discover their potential and develop practical skills through hands-on experience
3. **Encourage Team Synergy:**  
To create a collaborative environment where students from diverse academic and cultural backgrounds can exchange ideas and work effectively as a team.
4. **Strengthen Problem-Solving Abilities:**  
To enhance students’ critical thinking, adaptability, and creativity through rapid brainstorming, prototyping, and iterative development.
5. **Build Leadership and Communication Skills:**

To improve leadership, communication, teamwork, and project management abilities through intensive group-based activities.

6. **Expand Professional Connections:**

To provide networking opportunities between students, mentors, sponsors, and industry professionals for future collaborations and career growth.

**3.0. Event Details**

Date	November
Time	12:00 – 20:00
Venue	B1#114
Fee	RM 40 per team
Target Participants	40 (10 finalist team)

**3.1. Details for Venue Booking**

Equipment/Venue	Quantity	Note
B1-114	-	Room for DDAY
B1-101 (Dining/Resting)	-	For participant
B1-114 Microphone	2	For emcee
Multimedia Access Card	1	
Microphone	2	For participant
Extra table & chairs	10	
Round Extension	2	
Projector	1	
Banquet table	3	Depends on food quantity and size
Red table cloth	5	Depends on amount of table
Signage Frame (Horizontal)	11	
Signage Frame (Vertical)	1	
Signage Stand	12	
Walkie talkie	10	Among event users
Lighting	1	
Wireless pointer	1	

### 3.2. Logistic and Technical Requirements

Note	Equipment	RM/ pcs	Quan tity	Total RM	Vendors
Offline promotion (A3)	Lanyard for participant	7.90	50	395.00	Printcious Gifts
	ID card for participant	1.30	50	65.00	Printcious Gifts
	Snack wrapper (plastic bag)	5.00	50	250.00	
	Snacks	3.00	50	150.00	
	Poster	16.00	2	32.00	
	Banner	40.00	2	80.00	GH Print
	Bunting stand	30.00	2	60.00	GH Print
	Cash board (winning price)	60.00	3	180.00	GH Print
Final day hackathon	Cash price (1st place)	2000. 00	1	1500.0 0	
	Cash price (2nd place)	1000. 00	1	700.00	
	Cash price (3rd place)	500.0 0	1	300.00	
	Committee T-shirt	15.00	52	780.00	<b>Printcious Gifts</b> Unisex Microfibre T-Shirt (QD-04)
	Food for VIP guest and participants	7.00	53	371.00	<b>Warung Pak Long</b> (Nasi Ayam Cincang)
	Decorations for offline promotions			200.00	
	Certificate for winner	2.00	3	6.00	
	Trash plastic bags	0.04	50	2.00	
Miscellaneous Expenses			200.00		
		3687. 24	Total	6271	

## 4.0. About the Event

### Event Theme — AI for SDGs

X Hack 2026 is themed "AI for SDGs", challenging participants to harness the power of artificial intelligence and machine learning to address real-world problems aligned with the United Nations Sustainable Development Goals (SDGs). Participants are free to apply any AI or machine learning technology of their choice — from traditional machine learning models to modern generative AI — in building their solutions.

The specific SDG problem statement that teams will compete on will be revealed on Day 1 of the hackathon. As an exclusive benefit of the Platinum sponsorship tier, the Platinum sponsor is granted the opportunity to define the problem statement, ensuring that the solutions developed are directly relevant to real industry and societal challenges.

The official website and domain for the event will be sponsored by XMUM Coding Club to support registration, announcements, and participant management throughout the event period.

#### 1. **Problem Statement Reveal Session:**

Participants will attend the official opening session where the competition problem statements will be revealed. Sponsor representatives, including Platinum and Gold Sponsors, will also be invited to deliver short speeches and interact with participants.

#### 2. **Hackathon Development Period:**

Teams will work intensively from Day 1 to Day 10 to brainstorm, prototype, and develop their solutions through rapid iteration and collaboration.

#### 3. **Project Submission and Judging:**

Submitted projects will be evaluated by judges based on creativity, technical implementation, practicality, teamwork, and presentation quality.

#### 4. **Final Pitching Session:**

Finalist teams will present their projects and solutions to the judging panel and audience during the final event day.

#### 5. **Awards and Networking Session:**

The event will conclude with the announcement of winners, networking opportunities with sponsors and guests, and a food session for VIP guests and participants.

## 4.1. Competition Rules & Eligibility

### 4.1.1. Eligibility

X Hack is open to all currently enrolled undergraduate and postgraduate students from any Malaysian public or private university. Each participant must present a valid student ID upon registration. Participants who cannot verify their student status will be disqualified. Participants must register as a team. Solo entries are not accepted. A participant may only register under one team.

### 4.1.2. Team Composition

Requirement	Detail
Team Size	1 to 4 members per team
Mixed University Teams	Allowed — team members may come from different universities
Team Leader	Each team must designate one team leader who will be the primary point of contact
Changes After Registration	Team member changes are not permitted after the registration deadline

### 4.1.3. Competition Structure

XHack is conducted in two phases:

#### Phase 1 — Online Preliminary Round

- Registered teams will receive the official problem statement on Problem Reveal Day (D1).
- Teams have 10 days to develop their solution and submit before the deadline (D10, 9:00 PM).
- Submissions must include: a working prototype or demo, a written project description, and a video pitch (maximum 3 minutes).
- All submissions will be reviewed by an independent judging panel.
- The top 10 finalist teams will be selected as finalists and notified by D15.

#### Phase 2 — D-Day Final Pitching (21 November 2026)

- All 10 finalist teams are required to attend the D-Day event in person at B1-114, Xiamen University Malaysia.

- Each team will be given 25 minutes to present their solution to the judging panel (presentation + Q&A).
- The final round will be evaluated by a panel of three (3) judges.
- Teams must bring their own laptops and equipment for the live demonstration.
- Winners will be announced at the Closing Ceremony on the same day.

#### 4.1.4. General Rules

- All solutions must be original work created during the hackathon period (D1–D10). Pre-existing projects are not permitted.
- The use of open-source libraries, APIs, and publicly available datasets is allowed, provided they are properly attributed.
- Teams must not plagiarise or misrepresent the work of others. Any team found doing so will be immediately disqualified.
- Solutions that violate any laws, promote hate speech, or are deemed inappropriate by the organising committee will be disqualified.
- The decision of the judging panel is final and not subject to appeal.
- The organising committee reserves the right to modify the rules at any time. Any changes will be communicated through the official event website and Discord server.

#### 4.1.5. Intellectual Property

- All intellectual property rights to submitted projects remain with the respective teams.
- By participating, teams grant XHack and XMUM Coding Club the right to feature their project in event documentation, social media, and promotional materials.

#### 4.1.6 Judging Criteria & Scoring Rubric

All submitted projects will be evaluated by an independent judging panel based on the following five criteria. Each criterion carries equal weighting, with a maximum score of 20 points, for a total of 100 points.

Criteria	Description	Max Score
Innovation & Creativity	Originality of the idea and the approach taken to address the SDG problem.	20
Technical Implementation	Quality of the AI solution, including code structure, model	20

	performance, and overall functionality.	
SDG Relevance & Impact	How clearly and meaningfully the solution addresses the chosen Sustainable Development Goal and its potential real-world impact.	20
Practicality & Feasibility	Whether the solution is realistic, scalable, and executable beyond the scope of the hackathon.	20
Presentation Quality	Clarity of communication, quality of slides, and effectiveness of the pitch delivery.	20
Total		100

Note: The detailed scoring rubric and evaluation guidelines will be finalised by the Competition Management team prior to the judging period.

### **Preliminary Round Structure**

The preliminary round of XHack is conducted entirely online over a 10-day development period, beginning on Problem Reveal Day (D1) and concluding at the submission deadline on D10. During this period, registered teams will work independently to develop their AI-based solutions addressing the designated SDG problem statement.

### **Workshops**

Up to two (2) technical workshops will be conducted during the development period, organised in collaboration with our sponsors. These workshops are designed to support participants in building practical skills relevant to the hackathon challenge. Workshop topics and schedules will be confirmed upon finalisation of sponsorship.

### **Submission Requirements**

All teams must submit the following by the deadline on D10 at 9:00 PM. Incomplete submissions will not be considered for advancement to the final round.

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#	Item	Requirement	Notes
1	GitHub Repository	Mandatory	Must be publicly accessible and include a README with setup instructions
2	Pitching Video	Mandatory	Maximum 3 minutes. Must cover the problem, solution, AI approach, and SDG alignment. Upload to YouTube or Google Drive and submit the link.
3	Presentation Slides	Mandatory	Must include problem statement, proposed solution, AI methodology, SDG relevance, and future
4	Project Submission Form	Mandatory	Structured questionnaire covering: which SDG is addressed, AI technique used, target users, key challenges faced, and live demo link
5	Live Demo Link	Mandatory	A deployed application, hosted notebook, or accessible demo environment must be submitted

### Advancement to D-Day

All submissions will be reviewed by an independent judging panel following the close of the preliminary round. The top 10 finalist teams will be selected based on their preliminary submissions and notified on D15. Shortlisted teams are required to attend the D-Day final pitching session in person at Xiamen University Malaysia.

## 5.0. Itinerary of the Event

**Date: Novemeber 2026**

**Time: 12:00 – 20:00 (8 Hours)**

### 5.1 20-Day Hackathon Schedule (D1–D20)

Week	Day	Date	Event / Milestone
Week 1	D1	Monday, 2 Nov	Problem Statement Reveal registration closes
Week 1	D3	Wednesday, 4 Nov	Workshop 1 — API Key Setup
Week 1	D5	Friday, 6 Nov	Workshop 2
Week 2	D10	Wednesday, 11 Nov	Submission Deadline (9:00 PM)
Week 2	D11	Thursday, 12 Nov	Judging Period
Week 2	D12	Friday, 13 Nov	Judging Period
Week 2	D13–D14	Sat–Sun	Rest (no scheduled activity)
Week 3	D15	Monday, 16 Nov	Finalist Announcement (Top 10 teams)
Week 3	D18	Thursday, 19 Nov	Rehearsal / Technical Check

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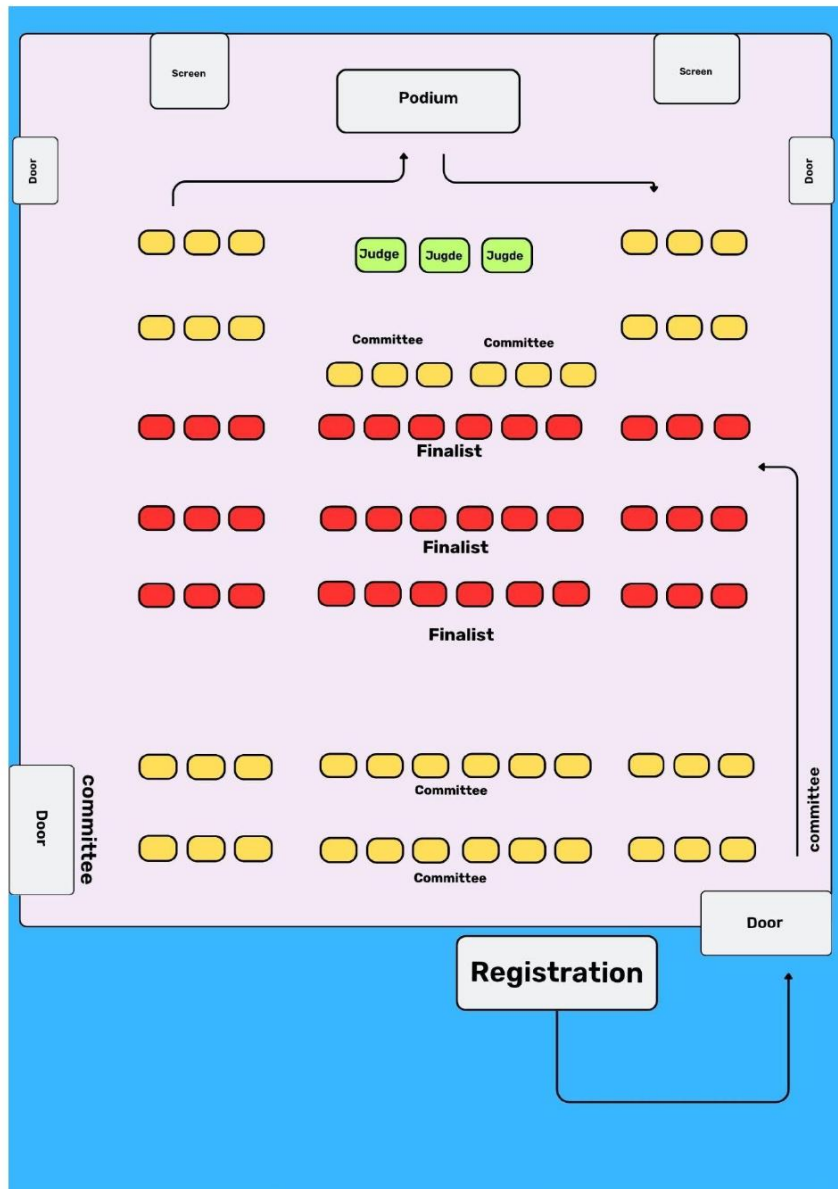
Week 3	D19	Friday, 20 Nov	Rehearsal Day 2 / Final Prep
Week 3	D20	Saturday, 21 Nov	D-Day Final Presentation

**5.2 Detailed Itinerary of D20 (Final Day)**

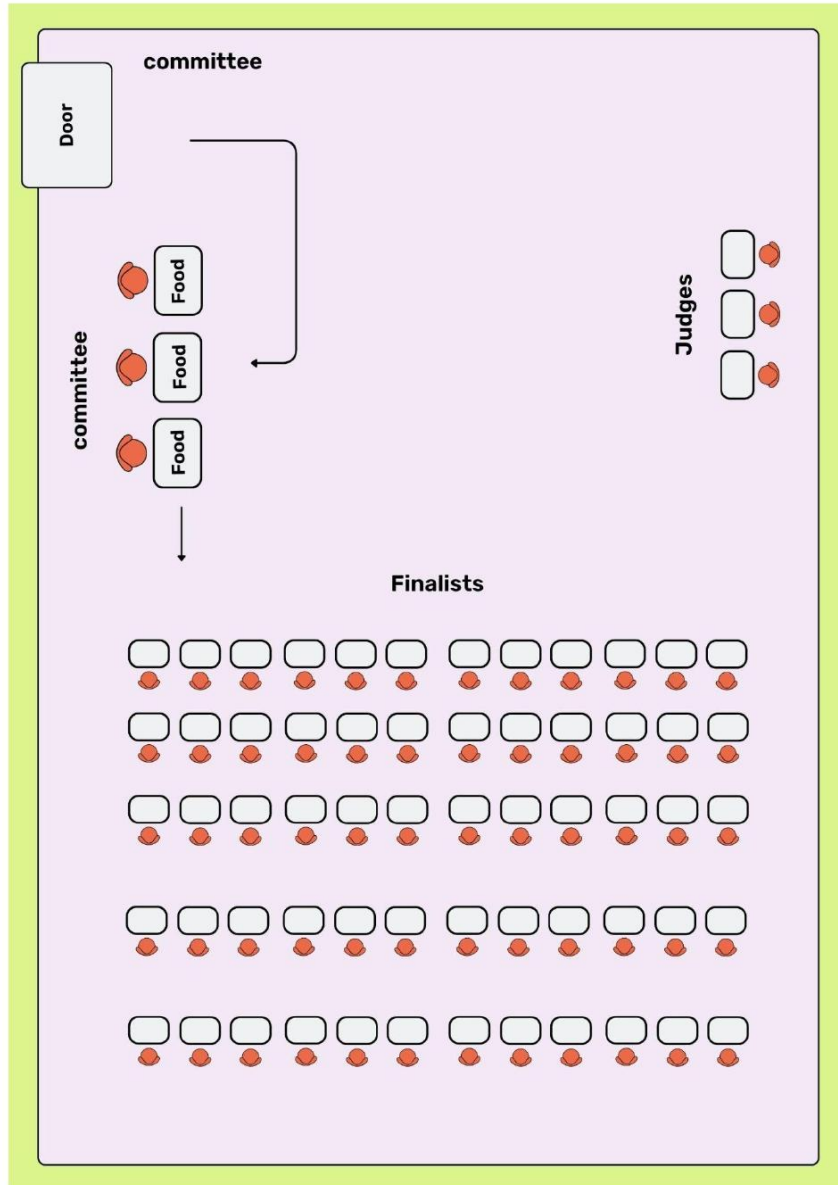
Time	Activity	Venue	Remarks
12:00 – 13:00	Registration	B1#114	
13:00 – 13:15	Opening Ceremony	B1#114	
13:15 – 13:25	Sponsor Speech	B1#114	
13:25 – 13:30	Judges Introduction	B1#114	
13:30 – 13:40	Pre-Event Briefing	B1#114	
13:40 – 13:55	Pitching: Team 1	B1#114	
13:55 – 14:20	Pitching: Team 2	B1#114	
14:20 – 14:45	Pitching: Team 3	B1#114	
14:45 – 15:10	Pitching: Team 4	B1#114	
15:10 – 15:35	Pitching: Team 5	B1#114	
15:35 – 15:50	Break	B1#114 and B1	
15:50 – 16:15	Pitching: Team 6	B1#114	
16:15 – 16:40	Pitching: Team 7	B1#114	
16:40 – 17:05	Pitching: Team 8	B1#114	
17:05 – 17:30	Pitching: Team 9	B1#114	
17:30 – 17:55	Pitching: Team 10	B1#114	
17:55 – 18:00	Closing Remarks	B1#114	By OC
18:00 – 19:00	Networking Session (Dinner)	B1#101	Along with Judges Discussion
19:00 – 19:40	Closing Ceremony & Winners Announcement	B1#114	
19:40 – 20:00	End of Event	B1#114	

5.3 Floor Plan

B1-114



B1-101



## 6.0. Financial Estimation

### 6.1. Offline Promotion Expenses

No.	Description	Quantity	Unit Price (RM)	Total Cost (RM)
1	Lanyard	50	7.90	395.00
2	ID Card	50	1.30	65.00
3	Snack Wrapper	50	5.00	250.00
4	Snacks	50	3.00	150.00
5	Posters	2	16.00	32.00
6	Banners	2	40.00	80.00
7	Bunting Stands	2	30.00	60.00
8	Cash Boards	3	60.00	180.00
	Subtotal (Offline Promotion)			1,212.00

### 6.2. Final Day Hackathon Expenses

No.	Description	Quantity	Unit Price (RM)	Total Cost (RM)
1	First Prize	1	2,000.00	1,500.00
2	Second Prize	1	1,000.00	700.00
3	Third Prize	1	500.00	300.00
4	Committee T-Shirts	52	15.00	780.00
5	Food & Beverages	53	7.00	371.00
6	Decorations	1	200.00	200.00
7	Winner Certificates	3	2.00	6.00
8	Trash Plastic Bags	1	2.00	2.00
	Subtotal (Final Day Hackathon)			3,859.00

### 6.3. Miscellaneous Expenses

No.	Description	Quantity	Unit Price (RM)	Total Cost (RM)
1	Miscellaneous Expenses	1	200.00	200.00
2	Domain Name	1	10.00	10.00
	Subtotal (Miscellaneous)			210.00

### 6.4. Financial Summary

Category	Amount (RM)
Offline Promotion Expenses	1,212.00

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Final Day Hackathon Expenses	3,859.00
Miscellaneous Expenses	210.00
Grand Total	5,371.00

### 7.0. Project Timeline

Month	Week	Task	Description	Department	Meeting
APRIL	Week 3	Decide hackathon core committee		OC	
	Week 4	Finalise core committee		OC	OC, Secretary, Treasurer, General Affairs
		Assign roles to each committee		OC	
		Create rough budget estimation		OC	
			Treasurer		
	General Affairs				
MAY	Week 1, 2, 3	Draft proposal	Later need to finalize and submit the formal event proposal to the ECA office for official approval and venue booking.	Secretary	OC, Secretary, Treasurer, Sponsorship
		Create sponsors list	Identify and outreach to potential corporate and academic sponsors to secure funding and prize pools.	Sponsorship	
		List equipment (hackathon offline promotion and d-day)		General Affairs	
		Create sponsorship deck		Sponsorship	
		Design template to open second		Design	

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		batch committee				
		Finalise rough budget estimation		Treasurer		
	<b>Week 4</b>	Manage tiktok, youtube, any social media to promote (to find media partners)		Promotions		
		Design moodboard		Design		
		Finalise proposal		Secretary		
<b>JUNE</b>	<b>Week 1,2</b>	Promote about opening second batch committee		Promotions	OC	
		Decide pricing for winner		OC		
	<b>Week 3, 4</b>	Start purchasing equipment		General Affairs		
		"Call for sponsor" design		Design		
		Design poster, banner for promotion		Design		
		Design lanyard for participants		Design		
		Recruit second batch committee	Conduct a secondary recruitment drive for volunteers if necessary to manage the participants and buying domain	OC	Secretary	
		Interview second batch committee		OC		

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<b>JULY</b>	<b>Week 1, 2</b>	Start reaching out to sponsors		Sponsorship	OC
	<b>Week 3, 4</b>	Start creating video guides, opening ceremony		PGVG	
		Create website	Launch the event website featuring registration portals, hackathon themes, and FAQ sections	Technical Team	
		Make discord community	Establish the official Discord server for community engagement and mentor-participant communication		
		Draft whole event flow		OC	
		Finalise second batch committee		Secretary	
	Second batch committee board photoshoot		PGVG		
<b>AUGUST</b>	<b>Week 1, 2</b>	Promotions on social media platforms	Kickstart a multi-channel publicity drive (primarily via Instagram) to build momentum	Promotions	OC
	<b>Week 3, 4</b>	Create judging criteria and scoring		Competition Management	
<b>SEPTEMBER</b>	<b>Week 1</b>	Create and open registration form		Secretary	OC

	Week 2, 3	Promotions on social media platforms	<ul style="list-style-type: none"> <li>- Reach out to other campuses</li> <li>- Can begin online promotion after exams</li> <li>- For online promotion, we can make casual short form content and spread it to Instagram, Tiktok, Chinese Social Media. LinkedIn is also another possible option.</li> <li>- Need to make engaging and fun reels</li> <li>- Ask lecturers for help, possibly able to pitch during their lectures</li> <li>- Downsides of having an offline booth:                             <ul style="list-style-type: none"> <li>- Takes effort/manpower to manage and money to setup</li> </ul> </li> <li>- Not guaranteed to reach target audience</li> </ul>	Promotions	
		Follow up with sponsorship		Sponsorship	
		Finalise video guides, opening ceremony		PGVG	
	Week 4	Promotions in A3	Run an interactive promotional booth during the Club Recruitment Drive to maximize face-to-face registration	Promotions	

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<b>OCTOBER</b>	<b>Week 1, 2</b>	Monitor registration numbers		Secretary	OC
		Program launch	Officially open the online preliminary rounds and technical workshops	Technical Team	
		Finalise sponsorship		Sponsorship	
		Promotions on social media platforms		Promotions	
		Request visitors pass for participants		General Affairs	
		Book hackathon offline venue B1-114			
Book rest room for participants					
<b>NOVEMBER</b>	<b>Week 1</b>	Finalise detailed event rundown		OC	OC
	<b>Week 2</b>	Conduct committee briefing	Conduct a full-scale walkthrough of the final event, including stage management and audiovisual checks	OC	
	<b>Week 3</b>	Confirm attendance on participants		Secretary	
	<b>Week 4</b>	Ensuring every task is completed		OC	

## 8.0. Committee List

New Department	Responsibilities	Key Deliverables
<p><b>Competition Management — Management Wing (5 pax)</b></p>	<ul style="list-style-type: none"> <li>• Develop judging criteria and scoring rubrics for preliminary and final rounds</li> <li>• Coordinate with judges and ensure evaluation framework aligns with event goals</li> <li>• Oversee the fairness and consistency of the competition structure</li> <li>• Liaise with Technical Team during online preliminary rounds</li> </ul>	<ul style="list-style-type: none"> <li>• Judging rubrics (completed by late August)</li> <li>• Scoring system for preliminary &amp; final rounds</li> <li>• Finalist selection framework</li> </ul>
<p><b>Competition Management — Document &amp; Workshop Wing (5 pax)</b></p>	<ul style="list-style-type: none"> <li>• Plan and oversee content for all technical workshops (4 sessions: Week 1 &amp; Week 2)</li> <li>• Prepare workshop materials, slides, and documentation for participants</li> <li>• Ensure workshop content supports beginners in building practical skills</li> <li>• Produce and maintain all event documentation (guidelines, FAQs, handbooks)</li> </ul>	<ul style="list-style-type: none"> <li>• Workshop content frameworks (2 sessions)</li> <li>• Participant handbook info pack</li> <li>• Event documentation &amp; FAQ</li> </ul>
<p><b>Technical Team (6 pax)</b></p>	<ul style="list-style-type: none"> <li>• Build and launch the official event website (target: July) with</li> </ul>	<ul style="list-style-type: none"> <li>• Live event website (by July)</li> </ul>

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	registration portal, themes, and FAQ <ul style="list-style-type: none"> <li>• Set up and manage the official Discord server for participant &amp; mentor communication</li> <li>• Manage online preliminary round platform and technical infrastructure</li> <li>• Support participants with API key setup during Workshop 1 (D3)</li> <li>• Oversee technical rehearsals (D18–D19) and D-Day live environment</li> </ul>	<ul style="list-style-type: none"> <li>• Discord server (active before Program Launch)</li> <li>• Online preliminary round submission system</li> <li>• D-Day technical environment</li> </ul>
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Position	Name	Student ID
OC	Jessica Anthony	DSC2409069
VOC	Bentelu Jyofanno Chanley	SWE2409112
	Vivi Hanna Handison	CYS2509088
	Cuarsa Christian	IBU2509111
Secretary	Omirzak Aiym	SWE2409092
	Malta Bartolomeo Arcka	SWE2409131
Sponsorship	Maria Novina Putri Bellina	ECM2502226
	Hadinata Christian	DMT2509023
	Nathaniel Gilbert Ariel	CME2409080
	TO BE RECRUITED (3 people)	
General Affairs	Aw Jun Hong	MAT2409045
	Chow Hong Yan	AIT2409067
	Yahya Amri	DSC2404505
	Stella Yulia Kesumo	ADT2409147
	TO BE RECRUITED (2 people)	

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Technical Team	TO BE RECRUITED (6 people)	
Competition Management (Management Department)	TO BE RECRUITED (5 people)	
Competition Management (Document and Workshop Department)	TO BE RECRUITED (5 people)	
Design	Leong Tong Heen	SWE2409128
	Tjoa Joshua Michael Nathaniel	CYS2409093
	Janice Keisha	DMT2509024
	Laurensia	ADT2409150
	TO BE RECRUITED (2 people)	
Promotions	TO BE ASSIGNED/RECRUITED (4 people)	
PGVG	Cui Zeyu	DSC2409006
	Gameel Abduljalil	SWE2409103
	TO BE RECRUITED (3 people)	

## 9.0 Sponsorship Package

	<b>Platinum (RM3,000 and above) *Monetary only</b>	<b>Gold Tier Monetary: RM2,000.00 - RM2,999.99 In-kind: RM3,000 and above</b>	<b>Silver Tier Monetary: RM1,000.00 - RM1,999.99 In-kind: RM1,500.00 - RM2,999.99</b>	<b>Bronze Tier Monetary: RM300.00 - RM999.99 In-kind: RM500.00 - 1,499.99</b>
Opportunity to decide the problem statement/topic of hackathon *Limited to the first slot of the Diamond tier *Any subsequent Diamond Tier sponsors will receive an additional benefit within the power and approval of the XMUM Coding Club Committee	✓			
Access to all participants' GitHub submissions	✓			
Access to all participants' resume	✓			
Access to post-event statistical information and reports	✓			
Participation in Hackathon's promotional booth *Sponsors may attend in person to participate *If unavailable, the sponsor's promotional materials (e.g.,	✓			

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bunting banners) may be displayed on their behalf				
One (1) judge slot for the final physical round *VIP room provided for final round judges *Limited to three (3) judges slot	✓	✓		
One (1) judge slot for the final physical round *VIP room provided for final round judges *Limited to three (3) judges slot	✓	✓		
One (1) XMUM bannerette provided to sponsors	✓	✓		
One (1) day promotional booth on campus *No selling or transactional activities allowed	✓	✓		
One (1) sharing session/workshop organized *Must be an educational speaking session	✓	✓		
A short promotional video about company *Recorded by the PGVG team of XMUM Coding Club	✓	✓		

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Mentor slots to assist students throughout the hackathon *Optional *3 slots for Platinum Tier *2 slots for Gold Tier *1 slot for Silver Tier	✓	✓	✓	
Company information featured in the Coding Club's WhatsApp group and Instagram description throughout the hackathon period	✓	✓	✓	
Promotional message shared in the Coding Club's Discord server and Hackathon Discord Server	✓	✓	✓	
Promotional video displayed during hackathon's *Promotional video will be displayed during the break time of the Hackathon	✓	✓	✓	
Bunting banner displayed at the venue *Provided by company	✓	✓	✓	
Company logo featured on event banner *Company logo must be provided before xx/xx/xx	✓	✓	✓	✓

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Company's promotional photos and videos included in sponsor appreciation posts	✓	✓	✓	✓
Live verbal acknowledgement during the opening and closing ceremonies	✓	✓	✓	✓
Company logo featured in sponsor appreciation posts	✓	✓	✓	✓
E-certificate of appreciation issued by the Coding Club	✓	✓	✓	✓

Prepared by:



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Omirzak Aiyem  
Secretary  
Xiamen University Malaysia



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Malta Bartolomeo Arcka  
Secretary  
Xiamen University Malaysia



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Joel Jong Fu Jie  
Treasurer  
Xiamen University Malaysia



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Jessica Anthony  
Organizing Committee  
Xiamen University Malaysia



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Bentelu Jyofanno Chanley  
Vice Organizing Chairman  
Xiamen University Malaysia



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Vivi Hanna Handison  
Vice Organizing Chairman  
Xiamen University Malaysia



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Cuarsa Christian  
Organizing Committee  
Xiamen University Malaysia

**Checked by:**



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Lee Yih Shen  
Mentor/Advisor  
Xiamen University Malaysia



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Dr. Toa Chean Kim  
Principal Advisor  
Xiamen University Malaysia



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Dr. Goh Sim Kuan  
Co – Advisor  
Xiamen University Malaysia

**Approved by:**

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Extra-Curricular Activites  
Xiamen University Malaysia