

IEEE COMPUTER SOCIETY STUDENT BRANCH CHAPTER OF SLTC

VERSION 6.0

codemania

THINK TWICE CODE ONCE

- DELEGATE HANDBOOK -



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WHAT IS THE IEEE COMPUTER SOCIETY

The IEEE Computer Society is a globally recognized professional society devoted to advancing computing and information technology for the benefit of humanity. It serves as a platform where professionals, academics, and students exchange knowledge, explore innovations, and raise standards in computer science and engineering. Through technical publications, conferences, workshops, and special interest groups, the society supports education, research, and professional development in computing fields. It is one of the largest technical societies under the global IEEE umbrella, focusing on the theory, practice, and application of computing technologies across industries and academia.



WHAT IS THE IEEE COMPUTER SOCIETY STUDENT BRANCH CHAPTER OF SLTC

The IEEE Computer Society Student Branch Chapter of Sri Lanka Technology Campus established on December 13, 2020, provides a platform for students passionate about Computer Science and Information Technology to grow technically and professionally. The chapter focuses on developing leadership, innovation, and practical skills through events, workshops, competitions, and collaborative initiatives. By organizing impactful events such as CloudSpace, Git Genius, Codemania, and IdeaX, the chapter has fostered a strong community of technology enthusiasts, encouraging teamwork, industry exposure, and meaningful student engagement while empowering members to emerge as future leaders in the computing field.



WHAT IS CODEMANIA

Codemania is the flagship competitive coding initiative organized by the IEEE Computer Society Student Branch Chapter of Sri Lanka Technology Campus. Since its inception, Codemania has been conducted as an internal university-level competition, providing SLTC undergraduates with a platform to sharpen problem-solving abilities, strengthen algorithmic thinking, and apply theoretical knowledge in high-pressure competitive environments.

Across its first five editions, Codemania has engaged over 1,000 SLTC students, building a strong culture of logical reasoning, collaboration, and technical excellence within the university. Most recently, Codemania v5.0 brought together 300+ participants in an intense 12-hour coding hackathon, where teams tackled complex problems through teamwork, creativity, and strategic thinking. Through its consistent growth and impact, Codemania has established itself as a cornerstone event that nurtures disciplined, adaptable, and industry-ready computing professionals.

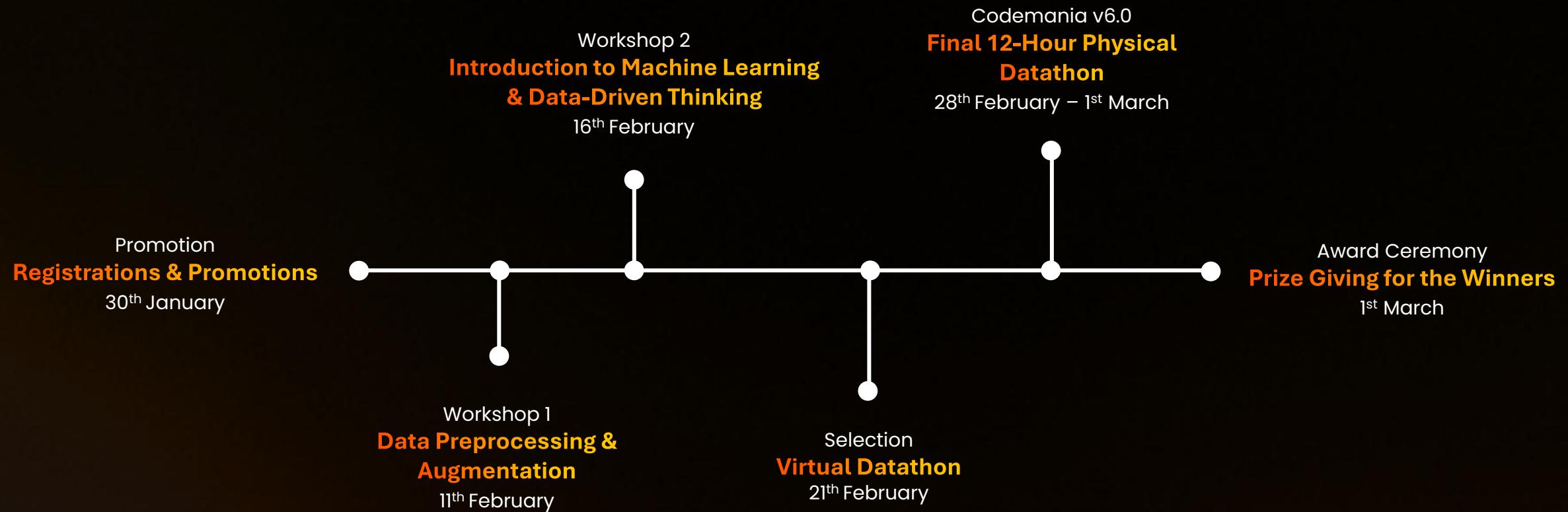
WHAT'S NEW IN CODEMANIA V6.0

Codemania v6.0 marks a defining evolution of the initiative as it expands beyond its traditional format into an inter-university datathon, welcoming undergraduate teams from state and non-state universities across Sri Lanka. This transformation positions Codemania as an island-wide competitive platform focused on data-driven problem solving and analytical decision-making.

The event introduces a structured learning journey beginning with capacity-building workshops covering competitive programming fundamentals, algorithms, and data structures. These sessions prepare participants for a two-phase competition consisting of a virtual qualifier followed by a physical grand finale hosted as a 12-hour datathon at Sri Lanka Technological Campus.

With its datathon-based format, Codemania v6.0 emphasizes accuracy, efficiency, and strategic insight when working with data, offering participants a realistic, industry-aligned competitive experience while setting a new benchmark for technical competitions within the university ecosystem.

EVENT TIMELINE



WORKSHOP 01

DATA PREPROCESSING & AUGMENTATION

This workshop serves as the entry point to Codemania v6.0, focusing on the foundations of data preparation required for a competitive datathon environment. Participants are introduced to essential techniques for handling raw datasets and transforming them into reliable inputs for analysis and modeling.

Understanding data cleaning, preprocessing, and transformation techniques

- Handling missing values, outliers, and inconsistent data
- Applying data augmentation methods to improve dataset quality
- Preparing datasets for analytical and machine learning workflows

This session ensures participants build a strong data foundation before advancing to analytical and modeling phases of the datathon.

WORKSHOP 02

INTRODUCTION TO MACHINE LEARNING & DATA-DRIVEN THINKING

Workshop 02 is designed to strengthen participants' ability to analyze data and apply machine learning concepts in a competitive datathon setting. The session emphasizes structured thinking, model selection, and performance evaluation.

- Introduction to core machine learning concepts and workflows
- Understanding supervised and unsupervised learning approaches
- Applying models to data-driven problem statements
- Interpreting evaluation metrics and improving solution performance

By the end of this workshop, teams will be better equipped to approach datathon challenges with clarity, confidence, and analytical precision.

VIRTUAL DATATHON QUALIFIER PHASE

The Virtual Datathon acts as the official qualification stage of Codemania v6.0, conducted online to evaluate teams on analytical accuracy, efficiency, and speed. This phase sets the competitive benchmark for the Grand Finale.

- Online datathon conducted within a fixed time frame
- Data-centric problem statements with defined evaluation metrics
- Performance assessed based on accuracy, efficiency, and overall score
- Top 15 teams selected to advance to the Grand Finale

This phase ensures a fair and competitive selection process while giving all teams hands-on datathon experience.

12-HOUR PHYSICAL GRAND FINALE DATATHON

The Grand Finale is a 12-hour on-site datathon hosted at Sri Lanka Technology Campus, bringing together the top-performing teams from the Virtual Datathon. This phase challenges teams to apply advanced data analysis and modeling techniques under real-time constraints.

- Participation limited to the top 15 qualified teams
- Advanced, real-world-inspired data challenges
- Real-time leaderboard updates throughout the event
- Evaluation based on analytical depth, model performance, and solution impact

The event concludes with the recognition of outstanding teams and the crowning of the National Champions of Codemania v6.0.

CODEMANIA IN ACTION



Prize Pool

Codemania v6.0 celebrates outstanding performance with an attractive prize pool, recognizing teams for their analytical skills, creativity, and data-driven solutions. The rewards aim to motivate participants and honor excellence across all competition phases.

Total Prize Pool: LKR 60,000+

LKR 30,000

Winner

LKR 10,000

2nd Runner-up

LKR 20,000

Runner-up

WHY YOU SHOULD PARTICIPATE

- **Enhance Your Technical Skills:** Improve your abilities in data analysis, machine learning, and predictive modeling, gaining hands-on experience with real-world techniques.
- **Work with Real Datasets:** Apply analytical and coding methods to practical data problems, building solutions that mirror industry challenges.
- **Collaborate and Network:** Work in teams and connect with like-minded peers from universities across Sri Lanka, fostering teamwork and professional relationships.
- **Two-Phase Competitive Structure:** Participate in the Virtual Datathon Qualifier and advance to the 12-hour Physical Grand Finale, testing skills in both online and in-person environments.

WHY YOU SHOULD PARTICIPATE

- **Recognition and Prizes:** Compete for a total prize pool of LKR 60,000+, including awards for winners, runners-up, and second runners-up.
- **Innovation and Creativity:** Develop original and effective solutions to challenging data problems, demonstrating creativity and technical insight.
- **Island-wide Exposure:** Showcase your skills to a wide audience of students, mentors, and industry professionals, enhancing your profile in the data science community.
- **Professional Growth:** Learn best practices in data preprocessing, model development, and result evaluation, preparing for future careers in technology and data-driven fields.

RULES & REGULATIONS

- Eligibility & Team Composition:
 - Participants must be enrolled in an undergraduate program at a state or non-state university in Sri Lanka.
 - Teams must consist of 2 or 3 members, all from the same university.
 - Any violation of team composition rules may result in disqualification.
- Registration:
 - Teams must register through the official Codemania v6.0 registration portal before the closing date.
 - Only registered team members may participate in the datathon phases.
 - False, incomplete, or duplicate registrations may lead to disqualification.

RULES & REGULATIONS

- Participation & Submissions:
 - Teams must submit solutions within the specified time frame for each datathon phase. Late submissions will not be accepted.
 - Each team is allowed only one submission per problem.
 - Solutions must be original. Plagiarism or copying from external sources will result in disqualification.
 - Use of AI tools is allowed for assistance, but the submitted work must be entirely the team's own effort.
- Data & Problem Guidelines:
 - Challenges involve real-world datasets provided by the organizers.
 - Proposed solutions should be innovative, technically sound, and aligned with the data problem.
 - Teams are responsible for ensuring proper handling and analysis of datasets without unauthorized sharing.

RULES & REGULATIONS

- Judging & Evaluation:
 - The panel of judges' decisions is final.
 - Submissions will be evaluated based on accuracy, efficiency, innovation, and presentation of results.
 - Teams may be asked to clarify or present their solutions during evaluation.
- Prize & Regulations
 - Prizes will be awarded based on the final Grand Finale Datathon standings.
 - All prizes are non-transferable and cannot be exchanged for cash or other benefits.
 - Teams must adhere to all Rules & Regulations to remain eligible for prizes.
 - Any updates or modifications to rules will be communicated to all teams before they take effect.

RULES & REGULATIONS

- Code of Conduct:
 - Participants must act professionally, respect other teams, and follow all competition ethics.
 - Harassment, unprofessional behavior, or attempts to manipulate results will result in immediate disqualification.
- Miscellaneous:
 - Teams are advised to avoid using pirated software or unauthorized tools.
 - Any additional clarifications or changes to the rules will be communicated to teams promptly before they take effect.

REGISTER NOW

[APPLICATION FORM](#)

CONTACT US



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