2026 HACKMIT CHINA
指导手册

2026 麻省理工
创客马拉松中国站

Instruction Manual

地点：香港中文大学（深圳）
时间：**3月27日-29日**

Venue: The Chinese University of Hong Kong, Shenzhen (CUHK-Shenzhen)
Date: March 27-29, 2026

代码书写未来，
创新不分国界！

Contact us:

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提交申请表
Submit the application form

麻省理工创客马拉松（HackMIT）

麻省理工创客马拉松（HackMIT）作为**全美规模最大、最具影响力的**校园创客马拉松之一，其学术权威性与创新影响力备受全球教育界认可。自2014年创办以来，HackMIT：

10+年
发展沉淀

13000+
累计吸引学生参与

2000+
提交项目数量

The MIT Hackathon (HackMIT), as one of the largest and most influential campus hackathons in the United States, has attracted over 13,000 outstanding students from around the world since its inception in 2014, with nearly 2,000 innovative projects submitted. Its academic authority and innovative impact are widely recognized by the global education community




麻省理工学院（MIT）

成立于1861年，是当今全球最为顶尖的研究型学府，常年位居世界大学排名前列，在QS、泰晤士高等教育（THE）和U.S. News等权威排名中多次位列全球第一。其校友与教授共获得超过100项诺贝尔奖，涵盖物理学、经济学等多个领域。

作为人工智能发源地之一，MIT拥有顶尖科研资源 与CSAIL等世界级实验室，汇聚全球顶尖学者，孕育了马文·明斯基、约翰·麦卡锡等多位图灵奖得主，奠定AI学科基础。前主管罗德尼·布鲁克斯提出“包容式架构”，开创具身智能先河，其团队研发的协作机器人Baxter获评全球最佳发明。MIT在机器学习、自主机器人等领域持续突破，从理论创新到火星探测等应用，始终引领全球AI发展。

Founded in 1861, the Massachusetts Institute of Technology (MIT) ranks among the world’s most prestigious research institutions, consistently placing at the top of global university rankings such as QS, Times Higher Education (THE), and U.S. News. MIT’s alumni and faculty have been awarded over 100 Nobel Prizes across fields including physics and economics.
As one of the birthplaces of artificial intelligence, MIT boasts world-class research resources and laboratories such as CSAIL, gathering leading global scholars and nurturing multiple Turing Award winners like Marvin Minsky and John McCarthy, who laid the foundation for AI as a discipline. Former director Rodney Brooks proposed the "subsumption architecture," pioneering embodied intelligence, while his team developed the collaborative robot Baxter, recognized as one of the world’s top inventions. MIT continues to drive breakthroughs in machine learning, autonomous robotics, and other areas—from theoretical innovations to applications such as Mars exploration consistently leading global AI development.

麻省理工创客马拉松中国站（HackMIT China）

本次中国站赛事是MIT首次将原汁原味的创客马拉松体系引入中国，面向全球7-12年级中学生开放。赛事遵循麻省理工学院"手脑并用"（Mens et Manus）的百年教育理念，依托MIT在人工智能、 计算机科学等领域的顶尖学术资源，由MIT的学者团队提供学术支持。

The China edition of the event marks the first time MIT has introduced its authentic hackathon system to China, open to middle and high school students in grades 7-12 worldwide. Guided by MIT’s century-old educational philosophy of "Mens et Manus" (Mind and Hand) and leveraging MIT’s top-tier academic resources in fields such as artificial intelligence and computer science, the program is academically supported by MIT scholars.

参与者将在青年导师和科技行业专家的全程指导下，体验36小时高强度创客挑战，围绕教育、可持续发展、娱乐、医疗健康四大前沿领域，完成一件可应用落地的科创作品。

Under the continuous guidance of youth mentors and technology industry experts, participants will experience a 36-hour high-intensity hackathon challenge.

体验36小时
高强度创客挑战

36-hour high-intensity
hackathon challenge

HackMIT China 学术亮点
HackMIT China Academic Highlights

1

承袭MIT创新基因
构建跨学科协同范式
Inheriting the MIT Innovation Gene, Building a Transdisciplinary Collaboration Framework

赛事秉承MIT打破学科壁垒的创新传统，完整引入其标志性的跨学科协作体系。

The competition upholds MIT's innovative tradition of breaking down disciplinary barriers by fully incorporating its signature transdisciplinary collaboration system.

2

建立国际化学术标准
直面现实挑战
Establishing International Academic Standards to Tackle Real-World Challenges

由MIT青年学者和产业界专家共同组成评审团，从创新性、技术深度、社会影响力等多维度进行专业评估。

A judging panel composed of MIT professors and industry experts conducts professional assessments based on innovation, technical depth, social impact, and other dimensions.

3

汇聚全球创新力量
搭建国际化创客社群
Gathering Global Innovators, Building an International Maker Community

赛事构建了连接三十多个国家的国际化创新平台，汇聚全球顶尖学子与导师资源。

The competition serves as an international innovation platform connecting over thirty countries, bringing together top students and mentors from around the world.

4

沉浸式实践指导
全程技术赋能
Immersive Mentorship System with Comprehensive Technical Support

完整的"理论-技术-实践"三级赋能体系。遵循MIT校训：Mens et Manus, 知行合一，动手即习得，帮助学生实际落地科创作品

The competition features a complete three-level empowerment system of "Theory-Technology-Practice". They focus on academic rigor and sustainable development potential to ensure outstanding projects can be further developed and implemented.

学术团队
Academic Team

来自MIT的青年导师与组委会成员将全程指导，包括：
Academic TeamYoung mentors from MIT and organizing committee members will provide guidance throughout the event, including:

Kevin Zhu
麻省理工学院 MIT
计算机科学与人工智能专业
Computer Science and AI major

Sanjith Udupa
麻省理工学院 MIT
电气工程与计算机科学专业
Electrical Engineering and Computer Science major

Maya Roseboro
麻省理工学院 MIT
生物工程专业
Bioengineering Major

Timothy Mathew
麻省理工学院 MIT
计算机科学专业
Computer Science major

Spencer Pogorzelski
麻省理工学院 MIT
电气工程与计算机科学专业
Electrical Engineering and Computer Science major

Angelika Wang
麻省理工学院 MIT
电气工程与计算机科学专业
Electrical Engineering and Computer Science major

Sarah Su
麻省理工学院 MIT
计算机科学与人工智能专业
Computer Science and AI major

奖项设置
Awards

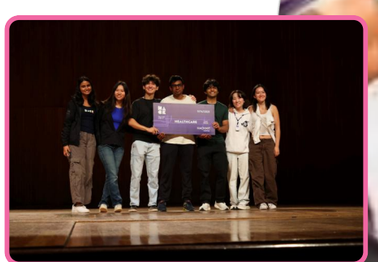
所有参与者将获得
HackMIT官方参与证书
All participants will receive an official HackMIT certificate of participation.

设金、银、铜奖
及各赛道专项奖
Gold, silver, and bronze awards will be presented, along with special track awards.

金、银、铜奖队伍中排名前六位的团队将受邀前往美国麻省理工学院，参加9月的全球站赛事，其余队伍将进入候补名单，仅在前列排名队伍出现空缺席位时方可递补参赛。

The top six teams from the gold, silver, and bronze award-winning groups will be invited to participate in the global finals at the Massachusetts Institute of Technology (MIT) in September. The remaining teams will be placed on a waiting list and will only be eligible to fill vacancies should any become available among the higher-ranked teams.

优秀项目可纳入申请材料，
助力升学之路！
Outstanding projects may be included in application materials to support academic advancement.



赛程设置
HackMIT Setup

1. 报名与准备 Registration and Preparation

- **了解创客马拉松（Hackathon）**
  About Hackathon

创客马拉松（Hackathon）一词最早可追溯到 1999 年左右，最初由开源社区用于描述开发者在短时间内集体攻克技术难题的集训式编程活动。到21世纪初，美国硅谷的科技公司开始在企业内部定期举行创客马拉松，让员工在短时间内进行高强度协作以提升创新能力。

参赛者在创客马拉松期间需要像硅谷科技精英一般进行分组协作，从需求分析、技术实现到最终演示，一气呵成地完成原型开发，充分践行“动手即学习”的理念。即在规定时间内完成一件作品的开发。

The term "Hackathon" can be traced back to around 1999, when it was initially used by the open-source community to describe intensive, collaborative programming events where developers worked together to solve technical challenges within a short timeframe. By the early 21st century, tech companies in Silicon Valley began organizing regular internal hackathons, encouraging employees to collaborate intensively over brief periods to foster innovation.

During a hackathon, participants work in teams, emulating the collaborative spirit of Silicon Valley tech elites. From analyzing requirements and implementing technical solutions to delivering a final presentation, they develop a prototype in one continuous, seamless process—fully embodying the principle of "learning by doing."
That is, completing the development of a project within a set time limit.

- **创客马拉松产出过什么产品？**
  What Products Have Been Created at Hackathons?

点赞按钮

当今的网络生活中，无论哪里都能摁“赞”。但你可能不知道，这个翻动网络海洋的小小“点赞按钮”是facebook一个工程师在2007年的一次内部Hackthon中所开发的，从此成为了社交互动的标志性功能。

In today's online world, no matter where you go, you can click "Like." But you might not know that this small "Like button," which has made waves across the internet, was developed by a Facebook engineer during an internal hackathon in 2007. Since then, it has become an iconic feature of social interaction.

airbnb 爱彼迎

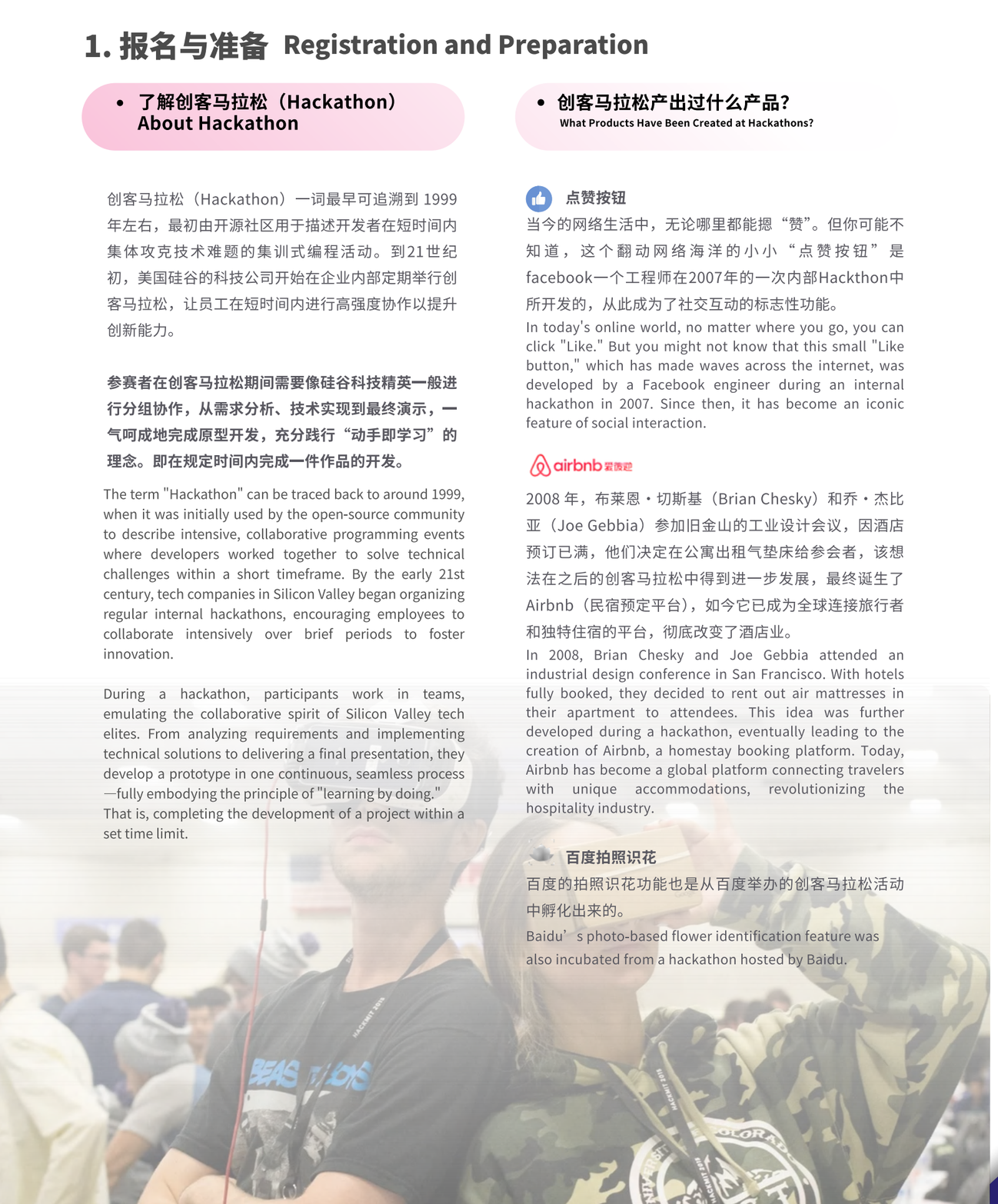
2008 年，布莱恩·切斯基（Brian Chesky）和乔·杰比亚（Joe Gebbia）参加旧金山的工业设计会议，因酒店预订已满，他们决定在公寓出租气垫床给参会者，该想法在之后的创客马拉松中得到进一步发展，最终诞生了Airbnb（民宿预定平台），如今它已成为全球连接旅行者和独特住宿的平台，彻底改变了酒店业。

In 2008, Brian Chesky and Joe Gebbia attended an industrial design conference in San Francisco. With hotels fully booked, they decided to rent out air mattresses in their apartment to attendees. This idea was further developed during a hackathon, eventually leading to the creation of Airbnb, a homestay booking platform. Today, Airbnb has become a global platform connecting travelers with unique accommodations, revolutionizing the hospitality industry.

百度拍照识花

百度的拍照识花功能也是从百度举办的创客马拉松活动中孵化出来的。

Baidu’s photo-based flower identification feature was also incubated from a hackathon hosted by Baidu.



2. 组建团队 Team Formation

- **什么样的人适合参加HackMIT China？ Who is suitable to participate in HackMIT China?**

正在学习计算机科学、编程类课程，但是没有过项目经验，也没有具体思路。

那么Hackathon绝对是你开拓项目思路最好的平台！Hackathon活动要求参与者要与队员进行头脑风暴，需要在一定的时间内做成落地的产品，所以在这个过程中你一定能产生出很多不错的想法！

Students currently studying computer science courses.

If this sounds like you, a hackathon is undoubtedly the best platform to explore project concepts! Hackathon events require participants to brainstorm with teammates and develop a tangible product within a set timeframe, ensuring you’ll generate plenty of great ideas along the way.

已经有过项目，想要到更大的舞台进行展示。

如果你有过项目经验，也有不错的编程能力，那HackMIT China一定是你展示作品的更大舞台，HackMIT是美国规模最大的创客马拉松活动，每年的全球活动在MIT校园举办的，获奖学生作品也会上传到MIT专门展出优秀作品的网站，这对你来说都是向世界展示作品的绝佳平台。

Those who already have project experience and seek a broader stage to showcase their work.

If you have prior project experience and solid programming skills, HackMIT China is the perfect platform to present your work on a larger scale. HackMIT is the largest hackathon event in the United States, with its annual global activities held on the MIT campus. Winning projects are featured on MIT’s dedicated website for showcasing outstanding student work, offering an exceptional opportunity to present your creations to the world.

- **是个人参与还是团队参与？ Is participation individual or team-based?**

人数要求
Team size requirement

2-5人一组
（个人报名将由组委会协助组队）
2-5 members per group (individual applicants will be assisted by the organizing committee in forming teams).

队 员
Team

为更好地与MIT导师交流及进行项目展示，鼓励团队中最好能有一名勇于使用英语进行交流的成员。
To facilitate better communication with MIT mentors and project presentations, it is encouraged that at least one team member is confident in using English for communication.

3. 赛道选择与立项。完成团队组建后思考以下几个问题。
Track Selection and Project Proposal, After forming a team, consider the following questions:

我们的产品是什么形式和使用什么编程语言？

What form will our product take, and what programming language will be used?

编程语言及开发框架不限，能完整展示项目核心创意与功能即可。

Programming languages and development frameworks are not restricted—as long as the core creativity and functionality of the project can be fully demonstrated.

我们要做哪一个方向的产品？我们的产品能解决什么问题？

Which track should we choose, and what problem will our product solve?

HackMIT China设置了四个前沿开发方向，包括教育、娱乐、可持续发展、医疗与健康。需要思考要选择哪一个方向的作品。

HackMIT China has set four cutting-edge development tracks: Education, Entertainment, Sustainability, and Healthcare. Participants should consider which track to focus on for their project.

HackMIT China接受网站、移动应用、小程序，也欢迎结合硬件的编程实物。鼓励多样化创新。可以是：

HackMIT China accepts websites, mobile applications, mini-programs, and also welcomes hardware-based projects. Diverse innovations are encouraged, including:

• 软件类 Software

网站、网页应用、移动应用（App）、微信/支付宝小程序、桌面应用、游戏等。

Websites, web applications, mobile apps, WeChat/Alipay mini-programs, desktop applications, games, etc.

• 硬件类 Hardware

物联网设备、智能穿戴、交互装置、机器人原型等实物作品。

IoT devices, wearable technology, interactive installations, robot prototypes, and other physical projects.

• 结合类 Hybrid

软硬件结合的系统解决方案。

Integrated software-hardware system solutions.。

1 教育科技 Education

致力于重塑未来的学习体验，鼓励参赛者运用前沿技术解决真实的教育痛点。项目可聚焦于开发个性化学习工具、构建趣味性知识互动平台，或设计促进教育公平的共享解决方案。技术实现上，鼓励使用图形化编程、网页开发或简单的AI接口来创造直观、易用的教育产品，如：

- 一个为小学生设计的、用Scratch或Python编写的数学闯关游戏；
- 一个帮助中学生管理知识点的交互式思维导图网页工具；
- 一个利用简易语音识别或AI对话模型打造的学科问答助手小程序。

Aimed at reshaping the future of learning experiences, this track encourages participants to leverage cutting-edge technologies to address real-world educational challenges. Projects may focus on developing personalized learning tools, building engaging interactive knowledge platforms, or designing inclusive solutions to promote educational equity. Technically, the use of visual programming, web development, or simple AI interfaces is encouraged to create intuitive and user-friendly educational products. Examples include:

- A math adventure game for elementary school students developed with Scratch or Python;
- An interactive mind-mapping web tool to help middle school students organize knowledge points;
- A subject-specific Q&A assistant mini-program utilizing basic speech recognition or AI dialogue models.

2 可持续发展 Sustainability

聚焦于环境保护与绿色生活，鼓励参赛者关注身边的能源、资源与生态问题。项目应体现用技术方案监测环境、倡导低碳行为或促进资源循环利用的创意，核心在于通过可触达的技术展示环保理念，如：

- 一个基于Arduino或micro:bit的智能教室节能灯控系统；
- 一个模拟城市碳排放与绿植影响的交互式网页游戏。
- 一个鼓励垃圾分类的、通过图像识别进行识别的手机App或小程序；

Focused on environmental protection and green living, this track encourages participants to address energy, resource, and ecological issues in their surroundings. Projects should demonstrate creativity in using technological solutions to monitor the environment, promote low-carbon behaviors, or encourage resource recycling. The core idea is to convey environmental awareness through accessible technology. Examples include:

- A smart classroom energy-saving lighting control system based on Arduino or micro:bit;
- An interactive web game simulating the impact of urban carbon emissions and green spaces;
- A mobile app or mini-program that encourages waste sorting through image recognition.

3 医疗与健康 Healthcare

关注技术对个人与社区健康的赋能，鼓励开发提升健康意识、改善生活习惯或提供辅助支持的创新方案。项目应注重实用性、安全性和人文关怀，从日常健康管理场景中寻找灵感，如：

- 一个督促学生定时休息、纠正坐姿的桌面智能提醒硬件；
- 一个记录情绪与睡眠、提供简单正念引导的健康管理App；
- 一款为视障人士或在昏暗环境下行走设计的超声波避障警报器原型。

Focus on leveraging technology to empower individual and community health, encouraging innovative solutions that raise health awareness, improve lifestyle habits, or provide supportive assistance. Projects should emphasize practicality, safety, and human-centered care, drawing inspiration from everyday health management scenarios. Examples include:

- A smart desktop reminder device that encourages students to take regular breaks and corrects posture;
- A health management app that tracks mood and sleep patterns while offering simple mindfulness guidance;
- An ultrasonic obstacle avoidance alarm prototype designed for visually impaired individuals or safe navigation in low-light environments.

4 娱乐 Entertainment

探索科技与文化创意的深度融合，开发新颖有趣的互动体验。鼓励参赛者结合故事、艺术、音乐或社交元素，利用编程、传感器或多媒体工具创造能带来快乐、启发思考或连接人群的数字娱乐形式，如：

- 一款使用手机传感器或手柄控制的物理互动休闲游戏；
- 一个基于网页的、可多人协作创作的像素艺术或音乐生成平台；
- 一个利用计算机视觉实现手势或动作控制的互动艺术装置原型。

Explore the deep integration of technology and cultural creativity to develop novel and engaging interactive experiences. Participants are encouraged to combine elements of storytelling, art, music, or social interaction, using programming, sensors, or multimedia tools to create digital entertainment forms that bring joy, inspire reflection, or connect people. Examples include:

- A casual interactive physics-based game controlled via mobile sensors or gamepads;
- A web-based platform for collaborative pixel art creation or music generation;
- An interactive art installation prototype utilizing computer vision for gesture or motion control.

在产品构思过程中，指导老师应当指导学生围绕HackMIT China活动对作品的评判标准展开讨论，HackMIT China对作品的评分从以下五个方面展开：

During the product ideation process, mentors should guide students to discuss their projects based on the evaluation criteria of the HackMIT China competition. The judging of submissions for HackMIT China is conducted across the following five dimensions:

作品有什么创新性？（评判标准1-创新性（30%））
What is the innovative aspect of the product? (Critaria1-Innovation 30%)

这一创意的创造性和独特性如何？它是否为解决现有问题提供了新方案，抑或触及了此前未曾被触及的问题？为解决某个问题，是否采用了任何新颖的实施方法或策略?

How creative and unique is the idea? Does it present a new solution to an existing problem or address a problem that hasn't been tackled before? Were any novel implementation methods or approaches taken to solve a problem?

作品开发的技术如何？（评判标准2-技术复杂性（25%））
How is the technical development of t he product? (Crititia2-Technical Complexity (25%)

该项目是否具备功能性？团队是否考虑过用户界面（UI）和用户体验（UX）方面的问题？该项目在技术层面是否令人印象深刻？是否复杂？实施得是否到位?

Is the project functional? Did the team think about the user interface (UI) and user experience (UX)?
Is the project technically impressive? Complex? Well-implemented?

作品是否解决的问题是否真实存在，并且能影响很多人？（评判标准3-影响程度（25%））
Does the product address a real problem that affects a large number of people? (Criterion 3 - Impact 25%)

该项目是否解决了一个重大议题或问题？该项目是否有未来开发以及实际应用的潜力?

Does the project address a significant issue or problem?
Does the project have potential for future development and real-world application?

我们团队要怎么分工？（评判标准5-协作与分工（10%））
How do our team divide tasks? (Critiria5 Learning & Collaboration 10%)

所有成员是否都为项目的展示做出了贡献，大家分别都做了什么？并是否都从中有所收获?

Did all members contribute to the project presentation? What did each person do, and did everyone gain something from the experience?

进行不超过十分钟的路演并回答评审团现场提出的问题（评判标准5-陈述表现（10%））
10 minutes pitch and Q & A session (Criterion 5 – Presentation Performance 10%)

演示内容是否清晰且结构合理，逻辑流程顺畅，从而使听众能够轻松理解项目的背景、目标、流程及成果？演讲者是否展现出强大的表达技巧——如清晰的表述、恰当的肢体语言、眼神交流和声音变化——以吸引听众并保持他们的注意力？视觉辅助工具（如幻灯片、演示文稿、视频）是否被有效地用于支持所要传达的信息？同时，整体时间管理是否得当，使得演示既不会显得仓促，也不会超出预定时长?

Is the content of the presentation clear, well-structured, and logically coherent, enabling the audience to easily understand the project’s background, objectives, process, and outcomes? Do the presenters demonstrate strong communication skills—such as clear articulation, appropriate body language, eye contact, and vocal variation—to engage the audience and maintain their attention? Are visual aids (e.g., slides, demos, videos) used effectively to support the message being conveyed? Is time management handled appropriately to ensure the presentation is neither rushed nor exceeds the allotted duration?

4. 作品准备 Project Preparation

1月20日前报名的团队与HackMIT组委会预约时间进行线上指导。
可以是关于赛制设置，也可以就目前的想法展开头脑风暴。

Teams registered before January 20 should schedule an online guidance session with the HackMIT organizing committee. Discussions can cover competition rules or serve as brainstorming sessions for current ideas.

进行开发与原型测试 Development and Prototype Testing（Optional）

HackMIT China接受在来到现场之前有过原型测试的产品，但是需要在来到现场后展示已经经过原型测试产品，并在现场36小时内完成作品的更新换代，在36小时结束后说明更新的部分是什么。也可以在现场从零到一进行开发！

HackMIT China accepts projects that have undergone prototype testing before the event. However, teams must demonstrate the tested prototype on-site and complete updates or iterations within the 36-hour event period. At the end of the 36 hours, teams must clearly explain what improvements or changes were made.Alternatively, teams can also develop their projects from scratch on-site!

申请时间：

第一轮报名截止时间：1月20日

在第一轮报名的团队将获得一次与麻省理工创客马拉松团队线上面对面沟通的机会！助力完善队伍作品，更好解读赛制！

第二轮报名截止时间：3月20日

Application Timeline
Round 1 Deadline: January 20th
Teams applying in Round 1 will get an exclusive opportunity to connect face-to-face online with the MIT Hackathon Team! Receive personalized guidance to refine your project and gain in-depth insights into the competition rules!
Round 2 Deadline: March 20th

申请流程：

Step1：扫码填写申请表

Step2：报名资格审核与名额确认

Step3: 参与线下36小时创客马拉松星球！

Application Process
Step1: Scan the QR code to complete the application form
Step2: Eligibility review & spot confirmation
Step2: Participate in the offline 36-Hour Hackathon Planet!

扫码报名
Scan for registration

了解更多
Scan for more

5. 现场参赛！ On-site Competition!

我们最终项目需要提交什么内容？What materials must be submitted for the final project?

在36小时Hackthon计时结束前，所有队伍必须在截止时间前通过官方指定平台提交最终作品并且准备一份包含以下内容的路演PPT。完整的项目提交应包含以下材料：

Before the 36-hour hackathon concludes, all teams must submit their final projects via the official designated platform and prepare a pitch presentation (PPT) covering the following content. A complete project submission should include:

1 项目基础信息（必填）

Basic Project Information (Required)

如项目名称、项目参与人员、人员工作介绍等。
并用一句话项目描述：用简洁有力的一句话概括项目的核心价值。

Basic Project Information (Required)
Project name, team members, and roles.
One-sentence project description: A concise and impactful statement summarizing the core value of the project.

2 项目展示材料：

Project Demonstration Materials

代码仓库链接（必填）：提供GitHub等平台的公开代码仓库链接，以评估技术实现。
项目演示视频链接（强烈推荐）：提供一个时长不超过3分钟的YouTube、Bilibili，视频号或其他可公开访问的视频链接，清晰展示作品的原型功能、使用场景及团队介绍。
项目缩略图或海报（推荐）：一张能吸引眼球、体现项目主题的图片。
已部署的网站/应用链接（推荐）：如果项目是一个可在线访问的网站或应用，请提供访问地址。

Code Repository Link (Required): Provide a public link to a code repository (e.g., GitHub) for technical evaluation.
Project Demo Video Link (Highly Recommended): Share a publicly accessible video link (e.g., YouTube, Bilibili, or other platforms) no longer than 3 minutes, clearly showcasing the prototype’s functionality, use cases, and team introduction.
Project Thumbnail or Poster (Recommended): An eye-catching image that reflects the project theme.
Deployed Website/Application Link (Recommended): If the project is a website or app accessible online, provide the URL.

3 项目文档与反思（可选但建议填写）

Project Documentation and Reflection (Optional but Recommended)

用**总计20-150个单词进行阐述**，这有助于评委更深入地理解你们团队的创作过程与成长：

- 灵感：是什么启发了这个项目？
- 功能：它能做什么？解决了什么问题？
- 构建过程：我们是如何将它打造出来的？（技术栈、工具等）
- 挑战：我们遇到并克服了哪些主要困难？
- 成就：我们最为自豪的部分是什么？
- 所学：在整个过程中，我们学到了什么？（技术、团队协作、问题解决等）
- 未来：如果继续发展这个项目，下一步计划是什么？

提交说明：必填项是评审的基本要求，缺失可能影响评分。推荐及可选部分虽非强制，但高质量的补充材料能全方位展现项目的深度与团队的付出，是赢得评委青睐的关键。

In 20–150 words, elaborate on the following to help judges better understand your team’s creative process and growth:

- **Inspiration: What inspired this project?**
- **Functionality: What does it do? What problem does it solve?**
- **Development Process: How did you build it? (Tech stack, tools, etc.)**
- **Challenges: What major obstacles did you encounter and overcome?**
- **Achievements: What are you most proud of?**
- **Learnings: What did you learn throughout the process? (Technical skills, teamwork, problem-solving, etc.)**
- **Future Plans: If the project continues, what are the next steps?**

Submission Notes: Required items are essential for evaluation, and missing them may affect scoring. Although recommended and optional sections are not mandatory, high-quality supplementary materials can comprehensively showcase the project’s depth and the team’s dedication, which are key to impressing the judges.

6. 获奖作品案例网站 Award-Winning Projects Website

指导老师可以复制以下网址到浏览器中打开查看往年优秀案例，也可以翻阅本文件最后部分的作品案例（部分）。

Advisors can copy and paste the following URL into a browser to view outstanding projects from previous years, or refer to the selected project examples included at the end of this document:

https://plume.hackmit.org/gallery?hackathon_id=hack-2025&page=1

在该网站中，指导老师可以依照分类标签选择HackMIT 2025（大学生团队赛道）以及Blueprint2025（中学生赛道）查看往年优秀案例，我们推荐指导老师可以从中选取2-3个案例为学生进行讲解，启发学生完善自己的想法。

On this website, instructors can filter by tags to browse outstanding projects from HackMIT 2025 (University Track) and Blueprint 2025 (High School Track). We recommend that instructors select 2–3 exemplary projects to share with students, helping them refine and develop their own ideas.

7. 其他问题 Other Frequently Asked Questions

Q 比赛一定要做出完全成熟可用的产品吗?

Does the competition require a fully mature and usable product?

A 不一定。比赛的核心是展示你们的创新想法和实现原型的能力。一个能清晰表达概念、经过思考设计并尽可能实现核心功能的原型（Prototype）就是优秀的作品。评委更看重过程的创新性、技术尝试和团队学习。

Not necessarily. The core of the competition is to demonstrate innovative ideas and the ability to create a functional prototype. A prototype that clearly conveys a concept, is thoughtfully designed, and implements core functionalities as much as possible is considered an excellent submission. Judges place greater emphasis on the innovation of the process, technical experimentation, and team learning.

Q 线下36小时冲刺，住宿和吃饭怎么解决?

How are accommodation and meals arranged during the 36-hour on-site event?

A 可以在香港中文大学（深圳）校园食堂就餐，住宿可以在附近的酒店。

Meals can be taken at the campus canteen of The Chinese University of Hong Kong (Shenzhen). Accommodation is available at nearby hotels.

Q 我们团队人没凑齐，可以个人报名吗?

If our team is incomplete, can we register as an individual?

A 可以。个人报名后，组委会将通过工作坊或线上社群等方式，帮助您与其他个人报名者或需要补充成员的团队进行匹配，确保每位参与者都能融入团队。

Yes. After individual registration, the organizing committee will help match you with other individual participants or teams seeking additional members through workshops or online community platforms, ensuring every participant can join a team.

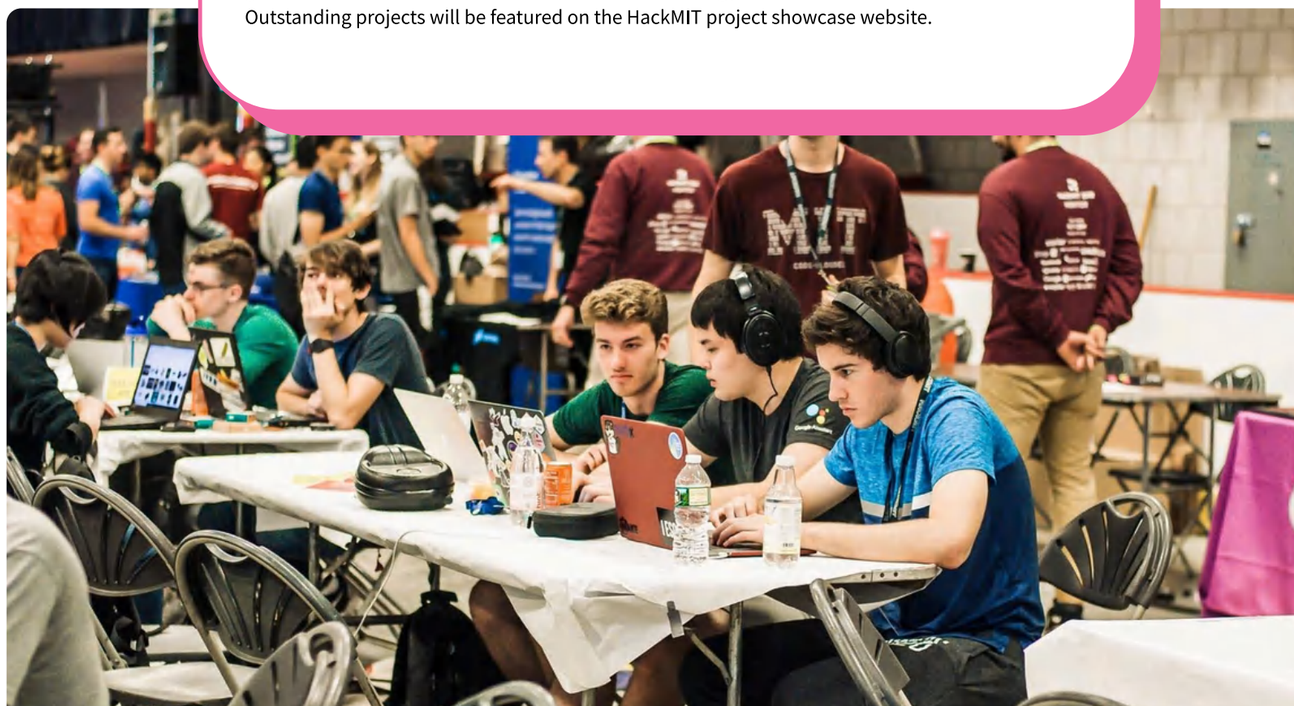
Q 奖项设置是怎样的?

What are the award categories?

A HackMIT China奖项如下：
所有参与者将获得HackMIT China官方参与证书。
设立金、银、铜奖（综合排名），以及四大赛道专项奖（每个赛道最佳项目）。

金银铜排名前六的团队将受邀前往美国麻省理工学院参与每年9月份的HackMIT全球站活动。
优秀项目将收集至HackMIT优秀案例展示平台网站。

All participants will receive an official HackMIT China certificate of participation.
Gold, Silver, and Bronze awards (based on overall ranking), as well as four track-specific awards (best project in each track).
The top six Gold, Silver, and Bronze teams will be invited to participate in the annual HackMIT global event at the Massachusetts Institute of Technology in September.
Outstanding projects will be featured on the HackMIT project showcase website.

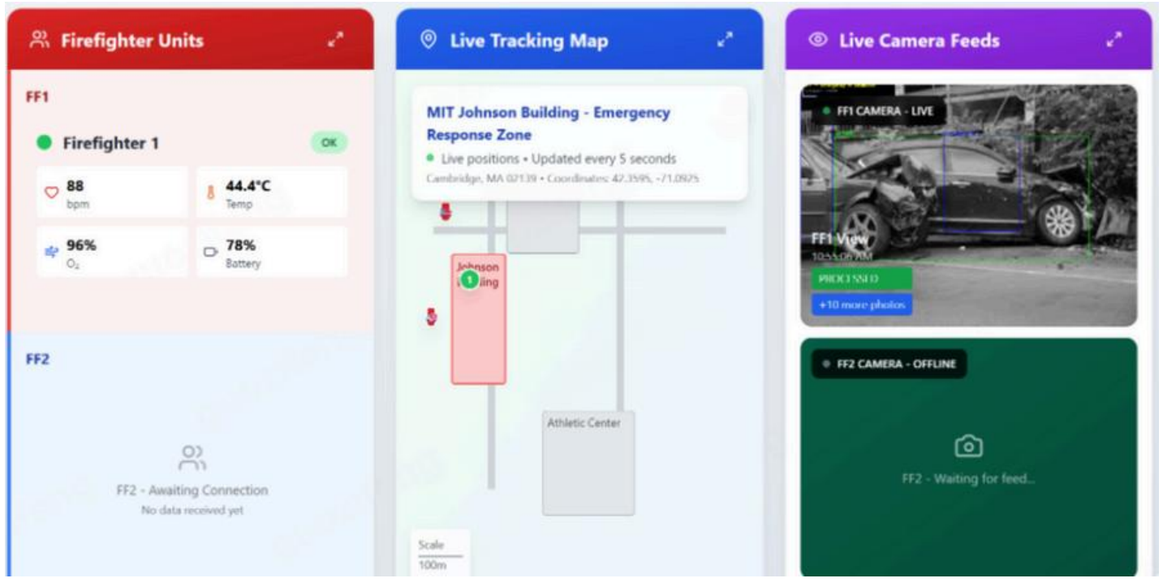


8. 作品案例集合 Portfolio Showcase

案例一 Case 1

项目名称 Project name	FiARe
项目介绍 Project Introduction	Smart firefighter helmet and interface
编程语言 Programming Language	C、js、html、css

缩略图
Thumbnail



作用(What it does):

FiARe提供了一个全面的系统，用于监测消防员的安全情况并促进有效沟通。通过整合各种传感器和摄像头，以及用于危险检测的人工智能算法，该项目提供了一种复杂的解决方案，以增强消防员在现场的安全性和效率。

FiARe provides a comprehensive system for monitoring firefighters' safety and facilitating effective communication. By integrating various sensors and cameras with AI algorithms for hazard detection, the project offers a sophisticated solution to enhance the safety and efficiency of firefighters on the scene.

创新性评价(Innovation):

FiARe通过整合先进的人工智能技术，如用于物体识别和检测的人工智能模型、实时遥测监视和实时危险检测，展示了创造性和独特性。该项目解决了消防员面临的特定挑战，提供了增强消防任务安全性和沟通的新颖方法。

FiARe demonstrates creativity and uniqueness by incorporating advanced AI technologies, such as object recognition and detection models, real-time telemetry monitoring, and immediate hazard identification. The project addresses specific challenges faced by firefighters, offering a novel approach to improving safety and communication during firefighting operations.

技术复杂性评价(Technical Complexity):

FiARe的技术复杂性体现在其多方面的方法中，涉及硬件整合、人工智能模型训练、实时数据处理和用户界面开发。团队努力确保各种组件之间的无缝通信，比如传感器、人工智能模型和后端系统，突显了项目的技术复杂性和关注细节的特点。

The technical complexity of FiARe lies in its multifaceted approach, which involves hardware integration, AI model training, real-time data processing, and user interface development. The team's efforts to ensure seamless communication among various components—such as sensors, AI models, and backend systems—highlight the project's technical sophistication and attention to detail.

影响力评价(Impact):

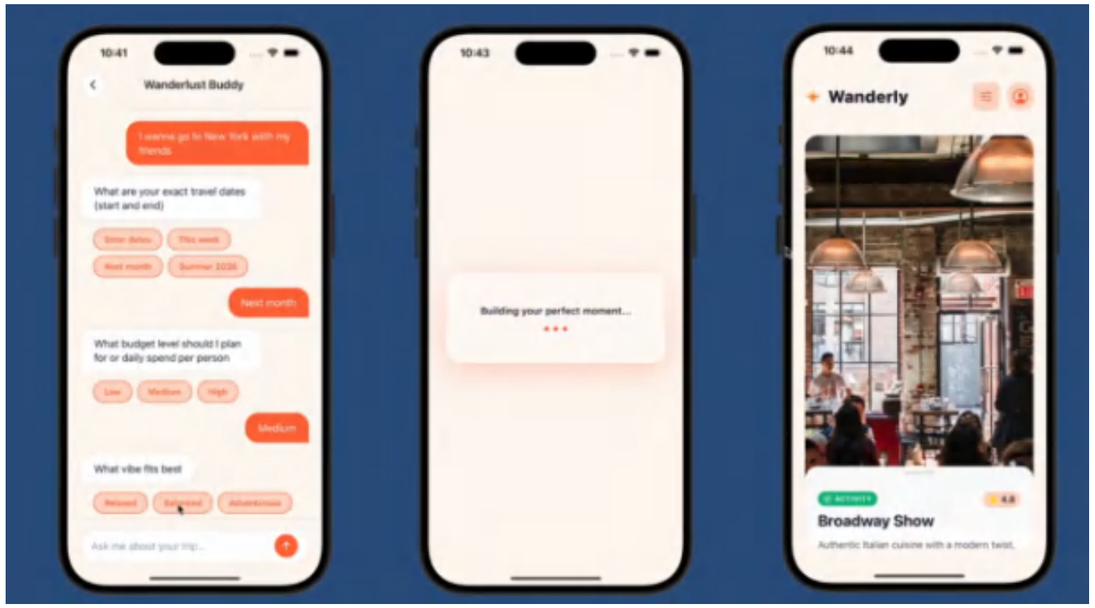
FiARe应对了有关消防员安全和沟通的关键问题，提供了一个有潜力改善运营效率并确保消防员在挑战环境中安全的解决方案。该项目显示出未来发展和实际应用的潜力，突出了在消防技术领域产生重大影响的可能性。

FiARe tackles critical issues related to firefighter safety and communication, providing a solution with the potential to enhance operational efficiency and ensure the well-being of firefighters in challenging environments. The project shows promise for future development and practical application, underscoring its potential to make a significant impact in the field of firefighting technology.

案例二 Case 2

项目名称 Project name	Wanderly
项目介绍 Project Introduction	AI-Native Travel Planning Mobile Application
编程语言 Programming Language	TypeScript、JavaScript、CSS

缩略图
Thumbnail



作用(What it does):

Wanderly作为一个AI原生的旅行规划移动应用程序，创新地融合了先进的人工智能技术和用户中心设计，使传统旅行体验得以颠覆。用户可以通过自然语言输入请求，系统会生成个性化的推荐，涵盖住宿、活动、餐饮、夜生活等各方面，全部包裹在一个简洁、可滑动的界面中，同时实现即时个性化。这就像是 Tinder遇见了 Airbnb，但由生成式人工智能驱动。

Wanderly is an AI-native travel planning mobile application that innovatively integrates advanced artificial intelligence technology with user-centered design, revolutionizing traditional travel experiences. Users can input requests through natural language, and the system generates personalized recommendations covering accommodations, activities, dining, nightlife, and more—all packaged in a simple, swipeable interface with real-time personalization. It's like Tinder meets Airbnb but powered by generative AI.

创新性评价(Innovation):

Wanderly的创新性体现在它将AI技术植入到旅行规划中，提供了一种全新的、个性化的旅行体验。该项目尝试通过创新方法解决现有问题，同时设计了结构化的生成AI输出，使其自然地适应于手机界面滑动操作，并保障数据的一致性和实用性。

It embeds AI technology into travel planning, offering a novel and personalized travel experience. The project addresses existing challenges through innovative approaches while structuring generative AI outputs to naturally fit the swipeable interface of mobile applications, ensuring data consistency and practicality.

技术复杂性评价(Technical Complexity):

Wanderly的技术复杂性体现在其使用的编程语言TypeScript、JavaScript、CSS以及前端React、后端Vercel无服务器函数和自然语言理解生成Claude模型等技术上。该项目注重用户界面（UI）和用户体验（UX）的设计，背后是API的混合使用、语义搜索以及精心设计的界面。尽管在技术层面极具挑战，但团队克服了种种困难，成功实现了项目的愿景。

Wanderly's technical complexity is reflected in its use of programming languages such as TypeScript, JavaScript, and CSS, along with frontend frameworks like React, backend Vercel serverless functions, and the natural language understanding and generation model Claude. The project places emphasis on user interface (UI) and user experience (UX) design, supported by a hybrid use of APIs, semantic search, and meticulously crafted interfaces. Despite significant technical challenges, the team successfully realized the project's vision.

影响力评价(Impact):

Wanderly解决了人们在旅行规划中面临的问题，展现出未来发展以及实际应用的潜力。更进一步的发展包括将AIbnb扩展为真正的一站式旅行平台，增加个性化功能，扩展语义搜索范围等。该项目对于旅行规划领域的影响潜力巨大，展示了一个AI原生的Airbnb未来可能的面貌。

Wanderly addresses the difficulties people face in travel planning, demonstrating potential for future development and practical application. Further enhancements could involve expanding AIbnb into a truly comprehensive travel platform, adding personalized features, and broadening the scope of semantic search. The project holds significant potential to impact the travel planning industry, showcasing what an AI-native Airbnb of the future might look like.

案例三 Case 3

项目名称 Project name	Surgi-call
项目介绍 Project Introduction	An AR-surgery lifeline for medics in the field.
编程语言 Programming Language	JavaScript、Python、Shell、CSS、Dockerfile、HTML

缩略图
Thumbnail

作用(What it does):

Surgi-Cal项目为医疗工作者提供了一个增强现实手术辅助系统，使远程经验丰富的外科医生可以实时指导现场医务人员进行手术。通过这一系统，医务人员可以看到远程医生绘制在其视野中的指导，从而提高手术的安全性和成功率。这一功能在冲突和灾难地区等环境中尤为重要，可以帮助医疗团队在最紧急的情况下进行复杂手术，拯救更多生命

Surgi-Cal provides an augmented reality surgical assistance system for medical workers, enabling experienced remote surgeons to guide on-site medical personnel in real time during operations. Through this system, medical staff can see guidance drawn directly into their field of view by the remote surgeon, enhancing both the safety and success rate of surgeries. This functionality is particularly crucial in environments such as conflict zones and disaster areas, helping medical teams perform complex procedures in urgent situations and save more lives.

创新性评价(Innovation):

该项目的创新性在于利用增强现实和实时通信技术，解决了现场医务人员在战区等极端环境下进行手术时的困境。项目的独特之处在于实现了远程实时指导手术的场景，将远程医生的知识和经验通过AR技术传达给现场医务人员，大大提升了手术的成功率和安全性。此外，项目中使用的技术路径和解决方案也体现了团队在技术创新和实施方法上的新颖性，为医疗紧急情况下的手术提供了全新的解决思路。

The innovation of this project lies in its use of augmented reality and real-time communication technologies to address the challenges faced by on-site medical personnel performing surgeries in extreme environments like war zones. Its uniqueness is demonstrated in achieving real-time remote surgical guidance, where the knowledge and expertise of remote surgeons are conveyed to local medical staff via AR technology, significantly improving surgical success rates and safety. Additionally, the technical approaches and solutions employed reflect the team’s creativity and novelty in technological innovation and implementation, offering a fresh perspective on addressing surgical needs in medical emergencies.

技术复杂性评价(Technical Complexity):

该项目在技术实现和整合方面展现了高度复杂性和操作实践。团队利用Python后端和Javascript用户界面实现了远程手术辅助系统的实时通信和远程指导功能，同时结合了增强现实技术和视频流传输实现在线指导功能。项目中的网络优化、音视频传输和安全加密等方面展示了团队的技术深度和创新能力。整体而言，Surgi-Call项目在技术层面表现出色，展现了团队在复杂系统设计和实现上的高水平技术能力，为医疗行业的技术创新和实际应用提供了重要的参考和借鉴。

The project showcases high technical complexity and operational feasibility in its implementation and integration. The team utilized a Python backend and a JavaScript user interface to realize real-time communication and remote guidance functions for the surgical assistance system, while integrating augmented reality and video streaming technologies to enable online guidance. Aspects such as network optimization, audio-video transmission, and security encryption demonstrate the team’s technical depth and innovative capabilities. Overall, the Surgi-Cal project excels technically, highlighting the team’s advanced technical skills in designing and implementing complex systems, and providing a significant reference for technological innovation and practical applications in the medical industry.

影响力评价(Impact):

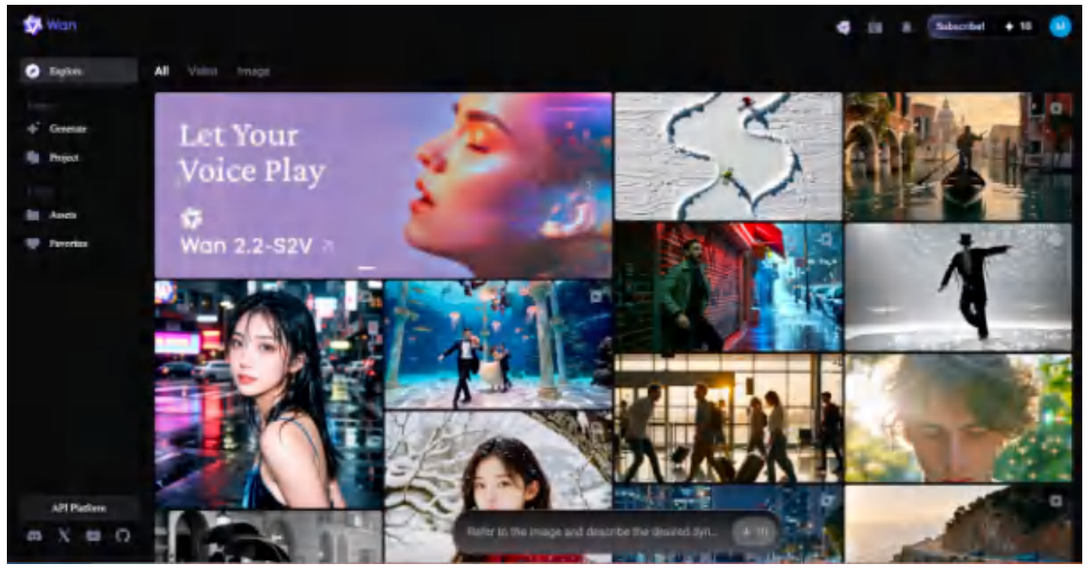
该项目直接面对医疗领域的重大议题，即如何在紧急情况下提供高质量的医疗服务和手术。通过实时远程指导和辅助，项目改善了战区和灾难地区等环境下的医疗救治条件，为医务人员提供了更多技术支持和指导，从而拯救更多生命。项目具有未来可持续发展和实际应用的潜力，可以在更广泛的医疗行业中推广实施，对提升医疗救援效率和质量具有深远影响。

This project directly tackles a critical issue in the medical field: how to provide high-quality medical services and surgical care in emergencies. Through real-time remote guidance and assistance, the project enhances medical treatment conditions in environments like war zones and disaster areas, offering technical support and guidance to medical personnel and ultimately saving more lives. The project holds potential for sustainable development and practical application, with prospects for broader adoption across the medical industry. Its impact on improving the efficiency and quality of medical rescue operations is profound.

案例四 Case 4

项目名称 Project name	Yummy Music Videos
项目介绍 Project Introduction	Custom music video gen! Hosting open-source Wan2.2-14B-s2V-FP8 model with custom LoRA
编程语言 Programming Language	Python、JavaScript、CSS、TypeScript、Nushell、Batchfile

缩略图
Thumbnail



作用(What it does):

Yummy Music Videos是一个生成音频和文本条件的音乐视频的工具。用户可以提供音乐和歌词，系统会生成完全符合用户输入的音乐视频，适用于头像和音乐视频制作。该项目旨在帮助音乐艺术家自动化生成引人入胜、高质量的音乐视频，使他们更容易在YouTube和TikTok等平台上分享作品，扩大影响力、提高参与度。

Yummy Music Videos is a tool for generating music videos conditioned on both audio and text inputs. Users can provide music and lyrics, and the system will produce fully customized music videos that align with the input. It is suitable for avatar and music video creation. The project aims to help music artists automate the production of engaging, high-quality music videos, making it easier for them to share their work on platforms such as YouTube and TikTok, expand their reach, increase engagement, and help fans discover their content.

创新性评价(Innovation):

Yummy Music Videos项目创新地结合了开源视频模型和音乐，通过自定义服务开源Wan2.2-s2v-14B FP8模型以及使用LoRA增强音乐视频美学。项目采用了独特的方法，探索了特定任务——音乐视频生成的提示/微调，并提供了音频和文本条件的音乐视频生成功能，为现有问题提供了新颖的解决方案。通过结合先进的语音到视频模型，该项目触及了先前未曾涉及的领域，展示出创造性和独特性。

Yummy Music Videos innovatively combines open-source video models with music, using a customized version of the Wan2.2-s2v-14B FP8 model and enhancing music video aesthetics with LoRA. The project adopts a unique approach, exploring task-specific prompting/fine-tuning for music-video generation, and offers both audio- and text-conditioned video synthesis—providing a novel solution to an existing challenge. By integrating advanced speech-to-video models, the project enters a previously untapped domain, demonstrating creativity and distinctiveness.

技术复杂性评价(Technical Complexity):

该项目在技术层面展示了令人印象深刻的复杂性和实施。团队考虑了UI和UX，采用了Python、JavaScript、CSS等多种编程语言，自定义服务模型并通过ComfyUI和Modal容器实现，展示了全面的功能性和技术深度。此外，项目中的并行化处理、模型服务和LoRA的调整等挑战性技术方面的工作显示了团队的专业能力。

The project displays impressive technical complexity and execution. The team has carefully considered UI and UX, employed multiple programming languages including Python, JavaScript, and CSS, and implemented a custom-served model using ComfyUI and Modal containers—showcasing comprehensive functionality and technical depth. Additionally, the work on challenging technical aspects such as parallel processing, model serving, and LoRA fine-tuning reflects the team's professional expertise.

影响力评价(Impact):

Yummy Music Videos项目解决了音乐领域的重要问题，为音乐艺术家提供了生成音乐视频的新途径。该项目具有未来开发和实际应用的潜力，可以扩展到更多创意方面，如生成匹配音乐情感的概念和故事情节、将不同剪辑/镜头组合成单个视频，或制作舞蹈音乐视频等。项目希望提升推理速度，通过模型的优化和GPU加速等方式，为音乐视频生成领域带来更多创新和进步。

Yummy Music Videos addresses a significant need in the music industry by offering artists a new pathway to create music videos. The project has strong potential for further development and practical application, with possibilities for expansion into more creative directions—such as generating emotion- or concept-driven storylines that match the music, combining different clips/shots into a single video, or producing dance-oriented music videos. The project also aims to improve inference speed through model optimization and GPU acceleration, contributing further innovation and progress in the field of music-video generation.