



— PRESENTS —

THREE DAYS. FIVE ARENAS. ONE INNOVATION ECOSYSTEM

CodeX3.0

Hackingly's Flagship Technology, Startup & Innovation Event

11th - 13th OCTOBER 2026 | HARYANA

ACADEMIC PARTNER BROCHURE

THE MOMENTUM IS ALREADY BUILT

FROM A 24-HOUR HACKATHON
TO A LARGE-SCALE
INNOVATION ECOSYSTEM

CodeX earned its momentum—one edition,
one community and thousands of
ambitious participants at a time.

CODEx 3.0 THE NEXT LEAP

5,000+

EXPECTED ON-GROUND
FOOTFALL

THREE DAYS • FIVE ARENAS

CODEx 1.0 THE BEGINNING



3,000+
REGISTRATIONS



100+
TEAM SUBMISSIONS



24
HOURS

CODEx 2.0 THE EXPANSION



10,000+
REGISTRATIONS



400+
TEAM SUBMISSIONS



100+
FINALIST TEAMS



30+
JURY MEMBERS &
INDUSTRY EXPERTS



36
HOURS

EXPANDED INTO:



INVESTOR MEET



EXPERT SESSIONS



INDUSTRY PANELS

THE NEXT EDITION IS NOT JUST BIGGER.
IT IS BUILT TO CREATE MORE POSSIBILITIES.

THE BIGGEST CODEX YET

THREE DAYS. FIVE ARENAS. ONE EXTRAORDINARY CONVERGENCE.

In October 2026, CodeX 3.0 will bring builders, founders, investors, brands, institutions and industry leaders together.

15,000+

PROJECTED REGISTRATIONS
& APPLICATIONS



5,000+

PROJECTED ON-GROUND
FOOTFALL



THE PEOPLE BUILDING WHAT COMES NEXT



- 500-600 ON-GROUND HACKERS
- 100+ FINALIST HACKATHON TEAMS
- 30-40 JURY MEMBERS & DOMAIN EXPERTS
- 50-70 MENTORS

THE STARTUPS & CAPITAL SHAPING WHAT COMES NEXT



- 40 SHORTLISTED STARTUPS
- 2 PARALLEL INVESTMENT TRACKS
- 10+ INVESTORS & FUNDING ECOSYSTEM LEADERS

THE VOICES LEADING WHAT COMES NEXT



- 30+ FOUNDERS, CXOs, SPEAKERS & INDUSTRY LEADERS
- 15+ KEYNOTES, PANELS, SESSIONS & FOUNDER CONVERSATIONS

THE INNOVATIONS PEOPLE WILL EXPERIENCE



- 20-30 EXHIBITOR BRANDS, STARTUPS & INSTITUTIONS
- 10+ INTERACTIVE TECHNOLOGY & BRAND EXPERIENCES

YOUR BRAND COULD BE AT THE CENTRE OF IT.

THIS IS MORE THAN EVENT VISIBILITY.
THIS IS A PLACE WITHIN THE ECOSYSTEM.

FIVE ARENAS. ONE CODEX ECOSYSTEM.

Five interconnected spaces designed for discovery, participation, innovation and business.



MAIN STAGE

 30+ leading voices

Where ideas influence industries.



INNOVATION EXPO

 40-50 exhibitors

Where innovation meets its market.



EXPERIENCE ZONE

 10+ immersive experiences

Where audiences experience brands—not just see them.



HACK ARENA

 150+ teams • 36 hours

Where challenges become working prototypes.



CAPITAL ARENA

 100+ applications • Top 10 pitches

Where pitches meet capital possibilities.

— — — — —
LISTEN. DISCOVER. EXPERIENCE. BUILD. INVEST.
— — — — —

HACKINGLY

India's Technology, Innovation & Opportunity Ecosystem



Hackingly is a **30 Lakh+ strong ecosystem** bringing together students, developers, founders, entrepreneurs, professionals, CEOs, CXOs, VPs, industry leaders, startups, enterprises and institutions on one connected platform.



We operate at the **intersection of Technology, Entrepreneurship, Startups, Business, Marketing, Innovation and Careers** — creating platforms where people don't just consume opportunities, but learn, build, collaborate, discover talent, solve problems and create businesses.

From **hackathons and innovation challenges to industry programs, workshops, bootcamps, startup initiatives, professional communities and campus ecosystems**, Hackingly works with organisations to create meaningful engagement across different stages of the talent and business ecosystem.

Our community brings together people who are building their first project, launching their first startup, scaling a company, hiring talent, leading teams or shaping the next generation of technology.



30 Lakh+
Community



1,350+
Colleges & Institutions



**Students + Developers +
Professionals + Founders +
Industry Leaders**

HACKINGLY INNOVATORS

Where Institutions, Industry & Innovation Come Together



Hackingly Innovators is the institutional and innovation layer of the Hackingly ecosystem — designed to connect campuses, students, faculty, companies, founders and industry leaders through continuous innovation and engagement.



Through **Student Chapters**, **innovation challenges**, **hackathons**, **technology programs**, **entrepreneurship initiatives**, **industry interactions**, **mentorship** and **skill-building programs**, Hackingly Innovators helps institutions build ecosystems where people can continuously **learn**, **experiment**, **collaborate** and **create**.



FOR STUDENTS & YOUNG PROFESSIONALS

For students and young professionals, it creates access to skills, mentors, communities, industry exposure, opportunities and real-world problem solving.



FOR INSTITUTIONS

For institutions, it creates stronger industry relationships, innovation culture, entrepreneurship opportunities, talent visibility and engagement.



FOR COMPANIES & BRANDS

For companies and brands, it creates a direct bridge to a diverse ecosystem of emerging talent, technology professionals, founders, decision-makers and future consumers.

A NOTE FROM THE FOUNDERS

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We started Hackingly with a simple vision — **to build an ecosystem where people, ideas, technology and opportunities can find each other.** Today, that ecosystem connects 30 Lakh+ people across students, developers, professionals, founders and industry leaders.

For brands, Hackingly is **more than an audience — it is access to an ecosystem.** Whether you are a B2B company looking for decision-makers, a B2C brand looking to build relevance, a technology company looking for developers, or a startup looking for talent and early adopters, there is a place for you here.

Our belief is simple: **when the right people come together, something valuable always comes out of it.** And when you collaborate with Hackingly, you shouldn't just reach people — you should leave with connections, opportunities, ideas, talent or business.

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Hackingly is where the ecosystem comes together.
Technology. Business. Startups. Talent. Innovation. Opportunity.
One ecosystem. 30 Lakh+ people. Endless possibilities.

ACADEMIC PARTNER

Take Your Students Beyond the Classroom

Your students are already learning, building and searching for opportunities. CodeX 3.0 gives them a platform to put that potential into action.

As an Academic Partner, your institution can connect students, faculty members, startup founders and innovation cells with a three-day ecosystem of technology, entrepreneurship and industry exposure.

Through CodeX 3.0, your institution can enable students to:

- Participate in a 36-hour Hack Arena
- Compete for a ₹10 lakh prize pool
- Receive guidance from 80+ mentors
- Explore products and emerging technologies
- Represent their institution on a larger innovation platform
- Solve 10+ real-company problem statements
- Learn from 50+ speakers and industry leaders
- Present projects before 70+ jury members
- Access startup, professional and networking opportunities

Who can become an Academic Partner?

- Colleges and universities
- Training and placement cells
- Entrepreneurship development cells
- Technical and management departments
- Academic departments
- Institution-led innovation cells
- Incubation and startup cells
- Official student-development bodies

What this partnership creates for your institution

- Greater exposure for students beyond the campus
- Institutional recognition within the CodeX ecosystem
- Measurable student participation and paid-pass conversions
- Practical participation in technology and entrepreneurship
- Engagement opportunities for faculty and institutional leaders
- Access to future Hackingly programmes and collaborations

Become an Academic Partner

OPPORTUNITIES FOR YOUR CAMPUS

One Partnership. Multiple Pathways.

An Academic Partner should not promote only the free Hack Arena. The institution must help students and faculty identify the CodeX opportunity most relevant to them.



Hack Arena

Best suited for student developers, designers and builders who want to solve real industry problems in a 36-hour hackathon. Participation includes multiple evaluation stages, mentor interactions, technical checkpoints and final on-ground competition for shortlisted teams.



CodeX Explorer Pass

Best suited for students, first-time attendees and technology enthusiasts who want to experience the Innovation Expo, Experiential Zone and eligible Main Stage sessions.



CodeX Professional Pass

Best suited for senior students, faculty members, developers and working professionals seeking deeper three-day exposure, professional sessions and wider networking opportunities.



Capital Arena — Launch Track

Best suited for student founders, idea-stage ventures, early-stage teams and startups currently validating their products or business models. Applications are evaluated before selected startups are invited to pitch.



Capital Arena — Scale Track

Best suited for established or revenue-generating ventures preparing to raise capital, build strategic relationships or enter their next stage of growth.



Expert Opportunities

Institutions may nominate suitable faculty members, founders and professionals for consideration as:

- Speakers
- Mentors
- Workshop facilitators
- Jury members
- Panel participants

Every expert nomination will be independently evaluated according to professional experience, subject relevance and programme availability.

Institution-level value

Opportunity	Value for the Institution
Hack Arena	Practical problem-solving and institutional representation
Explorer Pass	Affordable access to the wider CodeX experience
Professional Pass	Deeper industry learning and professional networking
Capital Arena	Startup visibility and investor interaction
Expert nominations	Faculty and leadership representation
Partner recognition	Measurable institutional visibility

Key message:

The institution is not merely circulating registrations—it is creating multiple pathways for students and faculty to participate according to their ambitions.

RECOGNITION AND REWARD MILESTONES

The More Opportunity You Create, the More Recognition You Unlock

Academic Partner benefits are based on the number of valid paid attendee registrations generated through the institution's assigned tracking code or link.

Signing the partnership does not automatically activate all benefits. Recognition and complimentary passes are unlocked after the applicable milestone is achieved.

Partnership Level	Valid Paid Registrations	Benefits
Academic Partner	50	Official logo placement and 5 complimentary Explorer Passes
Featured Academic Partner	100	Featured logo placement, 10 Explorer Passes and 2 Professional Passes
Strategic Academic Partner	200	Prominent recognition, 15 Explorer Passes, 5 Professional Passes and consideration of one faculty mentor or jury nomination

Important conditions

- Only valid, paid and non-refunded registrations will be counted.
- Free Hack Arena registrations are valuable but do not replace the paid-registration milestone.
- Complimentary passes are subject to availability and must be issued to named attendees.
- Logo placement begins only after written confirmation and completion of the applicable requirements.
- This Academic Partnership follows a recognition- and pass-based reward structure and does not include a standard cash commission.
- Every registration must use the assigned code, QR or UTM link.
- Higher partnership brackets replace lower brackets; benefits do not accumulate.
- Complimentary passes cannot be resold, exchanged for cash or automatically upgraded.
- Mentor, jury and speaker opportunities remain subject to professional relevance and programme-team approval.

What should the institution prioritise?

- 1 Explorer Passes for the wider student community
- 2 Professional Passes for senior students, faculty and professionals
- 3 Launch Track applications from student founders
- 4 Relevant Scale Track applications from eligible ventures
- 5 Hack Arena registrations from capable student teams

Activate Your Institution

ACADEMIC PARTNER

Once Onboarded, Here Is What Happens Next

01 | Nominate Your Coordinators



The institution must nominate:

- One institutional or faculty POC
- One student POC

The nominated coordinators will manage communication, circulation, tracking and reporting with the CodeX team.

02 | Receive Your Partner Kit



Hackingly will share:

- Approved CodeX brochures
- Official posters and creatives
- Registration links
- Unique tracking code, QR or UTM
- Communication guidelines
- Important deadlines
- Reporting format
- Confirmed partnership benefits

03 | Announce the Collaboration



Hackingly and the institution will publish an official collaboration poster using approved names, logos and positioning.

No independently created collaboration announcement should be published without approval.

04 | Publish a Minimum of Two Reels



The institution or its official student bodies must publish at least two promotional reels during the campaign.

The reels may focus on:

- Why students should participate in CodeX 3.0
- Hack Arena and real-company problem statements
- Capital Arena opportunities for student founders
- The complete three-day CodeX experience
- Explorer and Professional Passes

05 | Promote Three Core Opportunities



On every agreed activation day, the institution must publish or circulate CodeX communication three times:

- Once for Capital Arena
- Once for Hack Arena
- Once for CodeX attendee passes

Communication may be shared through:

- Official email
- Student WhatsApp or Telegram groups
- Institutional social media
- Departmental groups
- Notice boards or student portals
- Placement, innovation and entrepreneurship cells

Every communication must use the assigned tracking mechanism.

06 | Track and Report



The nominated POC must share:

- Proof of posts and communication
- Registration progress
- Issues or student queries
- Planned activities
- Required support from Hackingly

Ready to Create Opportunities for Your Campus?

Give your students more than another announcement. Give them an opportunity to build, pitch, learn and be discovered.

Become a CodeX 3.0 Academic Partner

Queries and Coordination

For onboarding, approved creatives, tracking links or partnership support:

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Organised by Hackingly