

“APPROVED”
Turkmen State Architecture and Construction Institute
Rector _____ B. Mammedov
_____ 2025

REGULATION

on the organization and holding of the "CodeMaster 2025" hackathon for students of secondary vocational and higher educational institutions of the country.

This Regulation is developed to implement the Plan for the implementation of the Concept for the Development of the Digital Education System in Turkmenistan, to exercise control in the field of education, and to organize and conduct the "CodeMaster 2025" Hackathon among students of secondary vocational and higher education institutions in the country.

This Regulation is a normative document governing the organization and conduct of the CodeMaster 2025 Hackathon.

1. General provisions

The CodeMaster 2025 Hackathon at the Turkmen state Architecture and Construction institute will be held online on December 4-5, 2025.

Students from secondary vocational and higher education institutions in the country who wish to participate in the CodeMaster 2025 Hackathon must register by November 26, 2025, by sending an application in accordance with the appendix to the institute's email address: tdbi.codemaster2025@gmail.com.

Students enrolled in secondary and higher education institutions of the country during the 2025-2026 academic year are eligible to participate in the CodeMaster 2025 Hackathon.

The CodeMaster 2025 Hackathon is held as a team competition. Each team should consist of 4 (four) students. The team may choose one of its members as a captain.

Each secondary and higher educational institution in the country is allowed to participate in the CodeMaster 2025 Hackathon with one team.

The team captain, chosen by the team members, is authorized to make organizational decisions on behalf of the team and represent the team's interests during the competition.

The CodeMaster 2025 Hackathon is held under the supervision of the Turkmen state Architecture and Construction institute within the established timeframe and schedule specified in the Hackathon participation procedure.

A time allocation of 3 hours is provided to solve the tasks presented at the CodeMaster 2025 Hackathon.

2. Organizational and methodological support for the "CodeMaster 2025" Hackathon

An Organizing Committee is established to provide overall management for organizing and conducting the "CodeMaster 2025" Hackathon.

The composition of the Organizing Committee and the members of the judging panel are approved by order of the Rector of the Turkmen state Architecture and Construction institute.

The Organizing Committee:

Establishes the fundamental principles of the "CodeMaster 2025" Hackathon and carries out the organizational activities for the competition.

Reviews applications from teams participating in the "CodeMaster 2025" Hackathon and conducts clarification work on queries and complaints.

3. Main objectives of the "CodeMaster 2025" Hackathon

- To improve the quality of professional training among students.
- To stimulate students' creative potential.
- To foster a passion for their future profession (specialty).
- To develop software for various purposes and orientations.
- To integrate diverse data within the developed software.
- To identify methods for improving the efficiency of software.
- To uncover students' abilities and skills.
- To train students in solving example problems within their educational activities.
- To learn teamwork skills.

4. Permitted and prohibited devices for use in the "CodeMaster 2025" Hackathon

Participants in the "CodeMaster 2025" Hackathon are permitted to use:

- Personal computer and/or laptop
- Keyboard in any language
- Keyboard language files
- Mouse
- Internet access.

During the "CodeMaster 2025" Hackathon, the use of storage devices and mobile phones is strictly prohibited.

5. Evaluation Criteria

№	Criteria	Points
1.	Aesthetics of the program interface	10
2.	User-friendliness/simplicity of the program	10
3.	Program speed	10
4.	Data security within the program	10
5.	Program size/efficiency	10
Total:		50

Note: A comprehensive breakdown of the point allocation will be provided by the jury members at the start of the competition.

6. Determining the winners of the "CodeMaster 2025" Hackathon

The jury will determine the winners of the "CodeMaster 2025" Hackathon.

Throughout the "CodeMaster 2025" Hackathon, the jury members will observe the students' working methods, the technological proficiency demonstrated in each project, their ability to complete the task accurately and on time, and their adherence to technical safety and workplace safety requirements.

Based on the results of the "CodeMaster 2025" Hackathon, the following team awards will be given: 1 Grand Prize, 2 First Place awards, 2 Second Place awards, and 3 Third Place awards.

The winners of the "CodeMaster 2025" online competition will receive the Grand Prize, diplomas of I, II, and III degrees, and gifts from the Turkmen State Institute of Architecture and Construction.

The results of the "CodeMaster 2025" Hackathon will be documented in official records (protocols) and approved by order of the Rector of the Turkmen State Institute of Architecture and Construction.

Contact phone: +99362665547 (e-mail: sedahojayev06@gmail.com)

**Regarding the students participating in the “CodeMaster 2025” Hackathon competition, which will be held among the students of secondary vocational and higher educational institutions of our country and their supervising teacher.
INFORMATION**

Appendix 1

№	Information about Students			Information about Supervising Teacher	
	Surname, Name, and Paternity	Specialty and Year of Study	Email Address	Surname, Name, and Paternity	Contact Information
1					
2					
3					
4					
5					

