TiT
THRIVE-IN-TECH

6TH EDITION - LAGOS, NIGERIA - 2026

TIT 6.0 | OFFICIAL PARTICIPANT GUIDE

Hackathon Guide.

DATE	VENUE	FORMAT	TRACKS
August 21, 2026	Golfview Suites, Ikeja GRA, Lagos	Teams of 2 to 5	8 Focus Areas

TOTAL PRIZE POOL

N3,500,000+	N500,000	N300,000	N200,000
	1st Place Cash	2nd Place Cash	3rd Place Cash

THRIVE-IN-TECH

ABOUT THE HACKATHON

Innovation Sprint - August 21, 2026 - Golfview Suites, Lagos

A one-day innovation sprint dedicated to solving real African challenges through technology. Teams of 2 to 5 participants build, pitch, and compete across eight high-impact focus areas, guided by expert mentors and judged by industry leaders. The best solutions win cash prizes, mentorship packages, and ecosystem visibility that extends well beyond the event.

2-5	8	N3.5M+	1 Day
TEAM SIZE	FOCUS AREAS	PRIZE POOL	SPRINT DURATION

FOCUS AREAS

01 Agritech & Food Security
Innovations in farming, food supply chains, and food security across Africa.

02 AI / Machine Learning
Products powered by AI that solve real-world African challenges at scale.

03 Fintech for Financial Inclusion
Solutions expanding access to banking, payments, and credit for the underserved.

04 Health Tech & Telemedicine
Platforms improving healthcare delivery, remote diagnosis, and wellness access.

05 Digital Identity & Trust
Tools enabling secure, verifiable digital identities for individuals and organisations.

06 Cybersecurity for SMEs
Practical security tools and frameworks tailored for small businesses.

07 PropTech & Real Estate Innovation
Technology transforming property ownership, housing access, and real estate.

08 Education Technology
Platforms improving access to quality education and skills development across Africa.

WHAT WE ARE LOOKING FOR

Innovation
Does your solution go beyond what already exists? Does it solve the problem in a meaningfully new way?

Real Impact
Does it address a genuine African challenge with measurable, scalable potential?

Working Product
A functional MVP beats a polished concept. Build something that works and can be demonstrated.

ELIGIBILITY & REGISTRATION

Who Can Participate & How to Register

Registration Deadline: August 7, 2026

All team registrations must be completed online before 11:59 PM WAT on August 7, 2026. No walk-in hackathon registrations will be accepted on the day.

Who Can Enter	Team Requirements
- Students currently enrolled at any Nigerian university or polytechnic	- Minimum 2 members, maximum 5 members per team
- Early-career and mid-level technology professionals	- At least one team member must attend in person on the day
- Founders and entrepreneurs working on early-stage ventures	- Teams must register together under a single team name
- Developers, designers, data scientists, and product thinkers	- Each individual may only be registered in one team
- Nigerian residents and diaspora participants are welcome	- Mixed-discipline teams are strongly encouraged
- International participants may compete but prizes are disbursed in Nigeria	- Solo participants will be supported in finding a team at registration

How to Register

01 Visit thriveintech.net/tit6

Go to the official event page and navigate to the "Join the Hackathon" registration tab.

02 Complete the team registration form

Enter your team name, challenge area, tech stack, idea summary, and team lead details. Add all team members (names and emails). A CAPTCHA verification is required to submit.

03 Receive your GuestEazy invitation

After registration, the team lead will receive a GuestEazy digital invite. This is your entry pass for the event. All team members will be scanned in on arrival using GuestEazy - no printed tickets required. See guesteazy.com for details.

04 Arrive ready on August 21

Check in from 8:00 AM WAT at Golfview Suites, Ikeja GRA. Bring your devices, chargers, and any offline resources your team may need. WiFi will be provided on-site.

On the Day - What to Bring

Devices & Power	Laptop, phone, tablet - whatever your team works on. Bring all chargers and power banks. Extension sockets will be available but teams should come self-sufficient.

GuestEazy Invite	Entry is via GuestEazy digital scan. The team lead will receive an invite link after registration. Have the GuestEazy pass ready on your phone on arrival - no printed tickets required. Visit guesteazy.com for more details.
Team ID	Government-issued or student ID for at least the team lead. May be requested at check-in.
Offline Resources	Any documentation, design assets, or reference materials your team may need. WiFi will be provided but offline backups are good practice.

RULES & SUBMISSION

Official Rules, Submission Requirements & Judging Process

Build Rules	Conduct Rules
Build during the event All code and design must be created on the day. Pre-built codebases or existing products are not permitted.	**Respect all participants** Treat fellow competitors, mentors, judges, and organisers with courtesy. Discriminatory or disruptive behaviour will result in disqualification.
Open source & libraries are allowed You may use open source libraries, frameworks, SDKs, and public APIs. Acknowledge significant third-party components in your pitch.	**One submission per team** Each team may submit only one project. Teams may pivot during the build phase but must submit a single final solution by 4:00 PM.
AI coding tools are permitted Teams may use AI-assisted coding tools (GitHub Copilot, Cursor, Claude, etc.). The solution and pitch must be the team's own work.	**No late submissions** The 4:00 PM WAT deadline is firm. No extensions will be granted. Submissions received after this time will not be judged.
Your solution must be original Submissions must not infringe IP rights. Do not clone or re-skin existing commercial products. Judges assess novelty as a core criterion.	**Organisers decision is final** In the event of any dispute, the decision of the TiT 6.0 organising team and judges is final and binding.

Submission Requirements

All submissions must be made by 4:00 PM WAT. A submission is complete only when all four items below are provided:

Working Prototype / Demo	A live, demonstrable product or a recorded walkthrough video. Judges must see the product in action during your pitch.
GitHub Repository	A public GitHub repository containing the full source code. Must be set to public before the submission deadline.
Pitch Deck	5-10 slides: problem, solution, demo, impact, tech stack, and team. Submitted as PDF or shared Google Slides link.
Written Summary	200-300 words describing the problem, your approach, and the impact of your solution. Submitted via the organiser-provided form.

The Judging Process

Each team presents for 5 minutes followed by 3 minutes of Q&A.; All judges score independently. Scores are averaged across the panel and the top three teams announced at the prize ceremony.

25%	25%	20%	15%	15%
Innovation	**Technical Implementation**	**Impact & Relevance**	**Design & UX**	**Pitch & Presentation**
How novel is the approach? Does it go meaningfully beyond existing solutions?	Quality of code and build. Is it functional, demonstrable, and sound?	Does it address a real African challenge with measurable potential?	Is the product usable and well-designed? Does it prioritise the end user?	Clarity, storytelling, and confidence in communicating the solution.

JUDGES & MENTORS

Meet the Panel & Mentorship Team

TiT 6.0 brings together senior industry leaders to judge, mentor, and guide teams. Judges score independently. Mentors are available from 9:00 AM and rotate across teams during the build phase.

Oyedayo Otokiti	**Hackathon Judge** Director IT & Ops, Lagos Business School	CISSP, CCSP, CISA, CRISC, CISM, PMP certified IT leader with deep expertise in information security, technology risk, and enterprise strategy.
Bukola Olajuwon	**Hackathon Judge** Divisional CEO, ipNX Consumer Electronics	Executive leader with extensive experience in consumer technology strategy and digital innovation across Nigeria's telecoms landscape.
Andy Morkah	**Hackathon Judge & Mentor** Group Managing Director, PropertyVault Limited	23+ years in construction, real estate, and business development. Leads strategic direction and delivery of quality housing and infrastructure solutions across Nigeria.
Akintola Taofeek	**Hackathon Judge & Mentor** Head of Engineering & Payments Architect, Hydrogen	10+ years building mission-critical fintech systems. Deep expertise in .NET, microservices, Azure and AWS.
Solarin Ayomide	**Hackathon Judge & Mentor** Founder & AI Engineer, Jekacode Africa	Tech entrepreneur and AI engineer building practical pathways for young Africans in software development and AI.
Akolade Ayeni	**Hackathon Judge & Mentor** Software Engineering Manager, GreenAfrica Airways	Engineering leader specialising in scalable digital platforms for high-demand environments. Expert in distributed systems.

How Mentorship Works

Availability	Mentors are available from 9:00 AM WAT through to the 4:00 PM submission deadline. They rotate across teams and are accessible between sessions.
Mid-Point Rounds	At 1:00 PM, mentors conduct structured visits to each team. Use this time to get feedback, validate direction, and course-correct if needed.
How to Engage	Approach any mentor directly during open periods. Be specific - technical advice, product direction, pitch feedback, or domain expertise.
Scope of Support	Mentors are here to guide and advise, not to build for you. They will not write code or make design decisions on behalf of teams.

Prize Breakdown

1ST PLACE	2ND PLACE	3RD PLACE
N500,000	**N300,000**	**N200,000**
Cash Prize	Cash Prize	Cash Prize
- Cloud Credits & Developer Tools - Startup Mentorship - Incubation Support - Community Spotlight - Investor & Partner Introductions	- Cloud Credits - Mentorship - Community Support	- Community Spotlight - Tool Credits
Total package: Up to N2,000,000	**Total package: Up to N1,000,000**	**Total package: Up to N500,000**

DAY SCHEDULE

Full Day Timeline

Thursday, August 21, 2026 - Golfview Suites, Ikeja GRA, Lagos

08:00	OPENING	**Registration & Team Check-in**	Venue opens. Teams are scanned in using GuestEazy. Collect kits, receive briefing packs. WiFi credentials distributed. Meet your mentors.
09:00	BRIEF	**Welcome Address & Challenge Brief**	Femi Ayilara, Founder & Convener - TiT 6.0. Challenge tracks revealed, rules confirmed, judging criteria presented.
09:30	BUILD	**Build Phase Begins**	Full build phase commences across all 8 challenge tracks. Mentors begin rotating to support teams. Focus on a working MVP.
12:30	BREAK	**Lunch Break**	30-minute catered lunch break on-site for all registered participants. Teams may continue working at their stations.
13:00	MENTOR	**Mid-Point Mentor Rounds**	Structured mentor visits to each team. Feedback, direction, and ideation support. Validate your approach and adjust course.
16:00	DEADLINE	**Build Phase Ends - Submission Deadline**	All submissions must be finalised by 4:00 PM WAT. GitHub links, pitch decks, and written summaries must be submitted. No extensions.
16:30	PREP	**Pitch Preparation**	Teams finalise pitch decks and rehearse presentations. Organisers confirm pitch order. Judges receive final briefing.
17:30	PITCHING	**Team Pitch Presentations**	Each team presents to the full judge panel: 5 minutes pitch + 3 minutes Q&A.; All judges score independently.
18:30	AWARDS	**Judging & Prize Ceremony**	1st, 2nd, and 3rd place announced. Prize presentation, community celebration, and networking reception to close the day.

Venue & Logistics

Venue	Golfview Suites, Ikeja GRA, Lagos, Nigeria
Date	Thursday, August 21, 2026 - Doors open 8:00 AM WAT
Check-in	Entry is via GuestEazy digital scan. Have your GuestEazy invite ready on your phone. Visit guesteazy.com for details.
WiFi	Free WiFi provided on-site. Credentials distributed at check-in. Bring offline backups as contingency.
Catering	Lunch provided for all registered participants. Water and refreshments available throughout the day.

Power	Extension sockets at team stations. Bring your own chargers and power banks for full self-sufficiency.
Dress Code	Smart casual. Comfortable attire suitable for a full day of focused work.
Contact	Approach any TiT 6.0 staff member on the day, or email info@thriveintech.net in advance.

PREPARATION GUIDE

Do's, Don'ts & Checklists by Role

✓ Do	✗ Don't
✓ Focus on solving a real user problem, not just building features for their own sake.	✗ Copy or clone existing solutions without meaningful innovation for your context.
✓ Build a working MVP prototype rather than an ambitious but unfinished system.	✗ Leave UI and UX design as last-minute work - plan it from the very beginning.
✓ Collaborate effectively and distribute workload clearly across the team from the start.	✗ Ignore the judging criteria - they determine your score, build against them explicitly.
✓ Test your solution early and continuously throughout the build sprint.	✗ Overscope. A working simple solution always beats an ambitious broken one.
✓ Engage with mentors throughout the day - they are here specifically to help you.	✗ Allow unclear responsibilities - every team member should know exactly what they own.
✓ Practise your pitch. Five minutes is short and flows better with rehearsal.	✗ Submit late. The deadline is firm and no exceptions will be made under any circumstances.
✓ Review the judging criteria and consciously build against each one.	✗ Neglect your pitch. A great product explained poorly will lose to a good product explained well.
✓ Submit on time - prepare your GitHub repo, pitch deck, and summary well before 4 PM.	✗ Forget to push code to GitHub and make the repository public before the deadline.

Preparation Checklist by Role

Developer	Designer	Project Manager	Pitch Lead
* Set up your coding environment and verify all tooling before the event.	* Build a lightweight UI kit for your challenge area before the event.	* Set clear team milestones for morning, midday, and the final session.	* Prepare a clear narrative: problem, solution, demo, impact, tech, team.
* Create a shared GitHub repo with a clear branching strategy agreed in advance.	* Map key user flows and screens before the build sprint begins.	* Create a shared task tracker with ownership assigned per deliverable.	* Open with 30 seconds that immediately defines the problem.
* Research APIs and third-party services your solution may require.	* Plan for accessibility - contrast ratios and readable font sizes matter.	* Define what "done" looks like for the MVP before the build starts.	* Address each judging criterion explicitly within the deck.
* Agree on architecture with the team before starting to build.	* Design for mobile-first where relevant to your challenge area.	* Run a 5-minute sync at each checkpoint to catch blockers early.	* Time your pitch to exactly 5 minutes. Practice at least three times.
* Push all code to GitHub and make the repo public 30 min before the deadline.	* Have a simple design system ready so developers can build consistently.	* Own the submission process - confirm GitHub, deck, and summary are ready.	* Prepare for Q&A; - judges will probe assumptions and business model.

Questions?
Email info@thriveintech.net or visit thriveintech.net/tit6

Good luck. Build for impact.