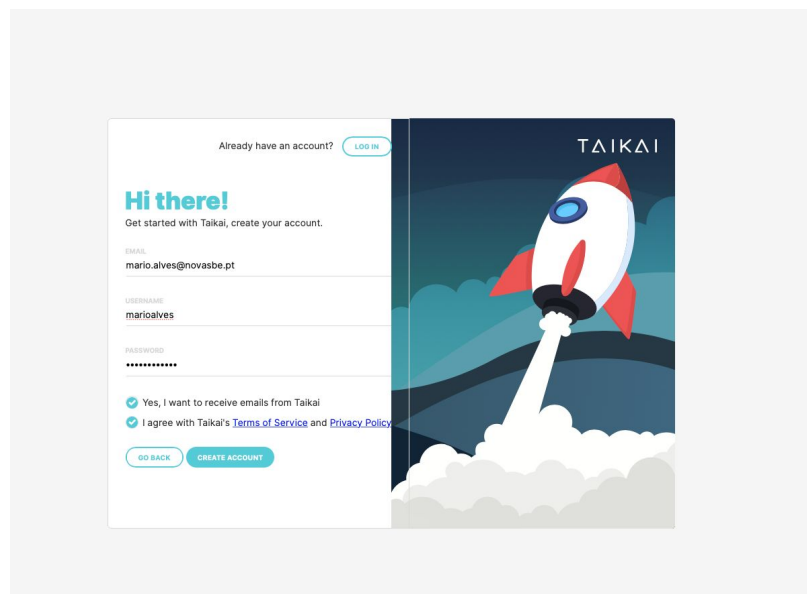
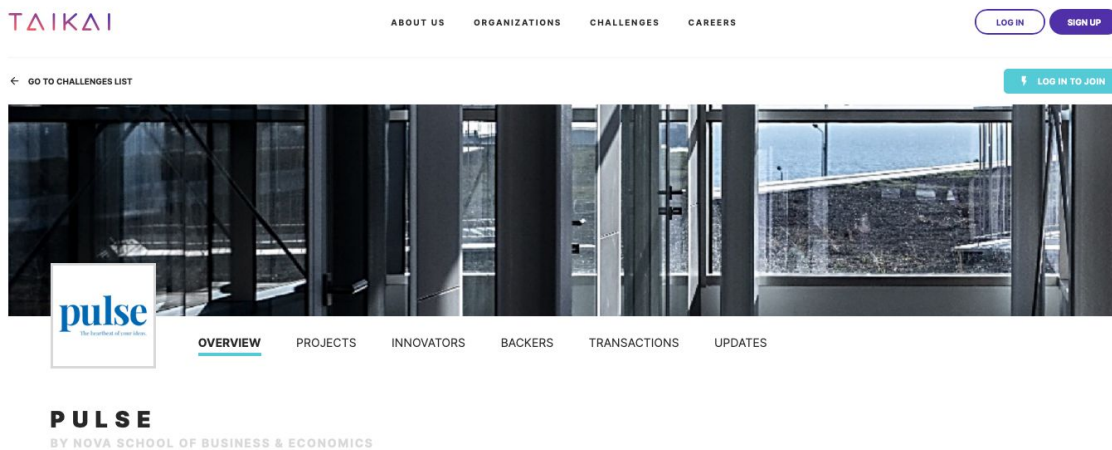


PULSE Challenge Participant Guide

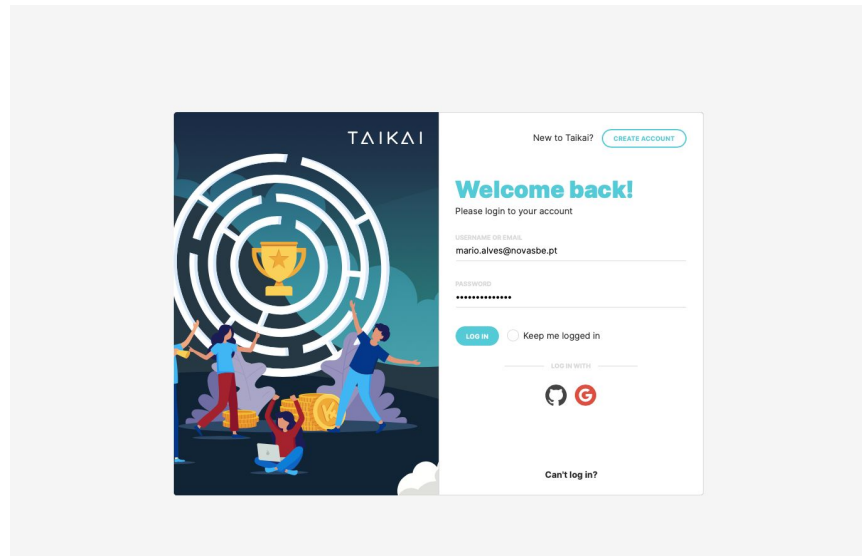
Register - “I don’t have an account in TAIKAI”

1. Go to *taikai.network* and select the [PULSE Challenge](#).
2. Click on the blue button, “Log in to join” and on the next page, “Create account”.
3. After confirming your account through the link sent to your email, please log into TAIKAI using your username/email and password.



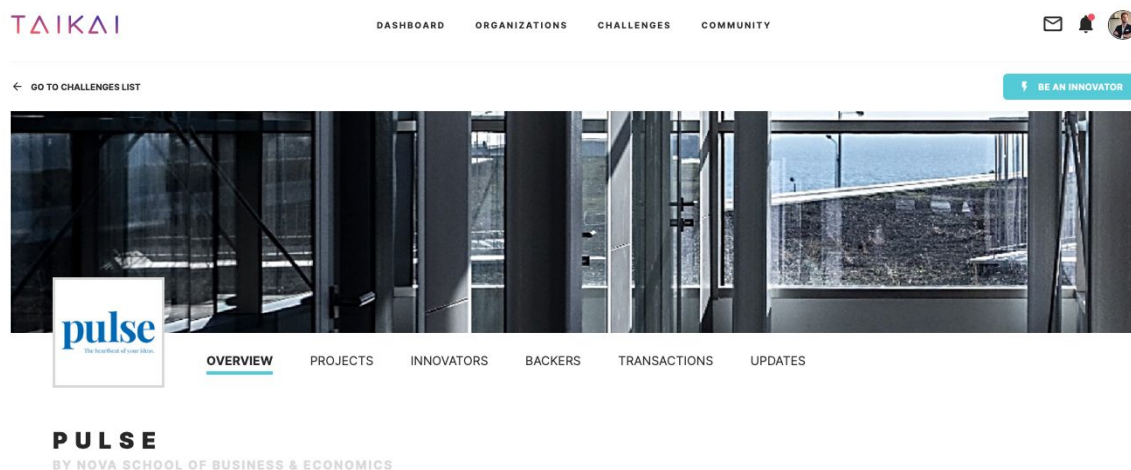
Log in - “I have an account on TAIKAI”

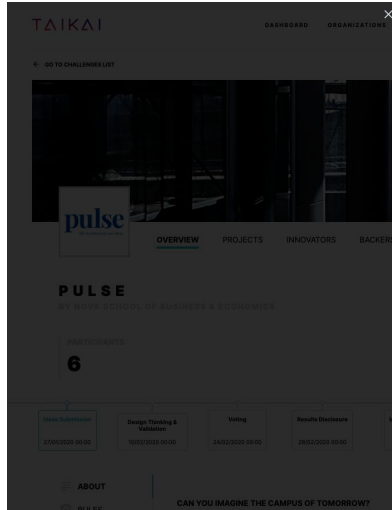
1. Go to *taikai.network* and select [PULSE Challenge](#).
2. Click on the blue button, “Log in to join” and on the next page insert your username/email and password.



Associate your account with PULSE Challenge

1. Click on the blue button, “Be an Innovator” and fill out the form until completion.





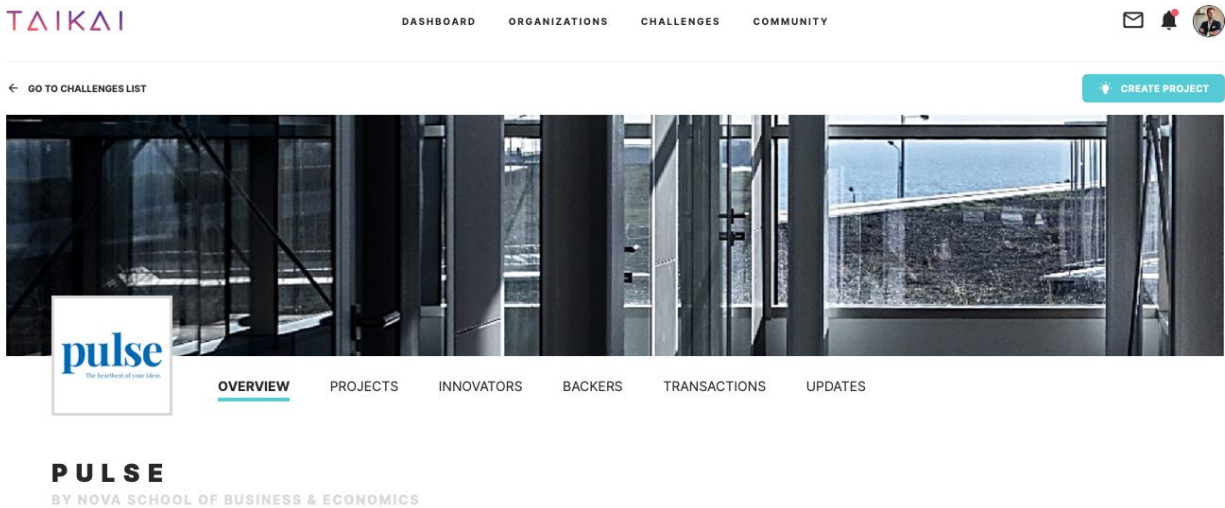
pulse
The heartbeat of your ideas.

Can you imagine the Campus of tomorrow?

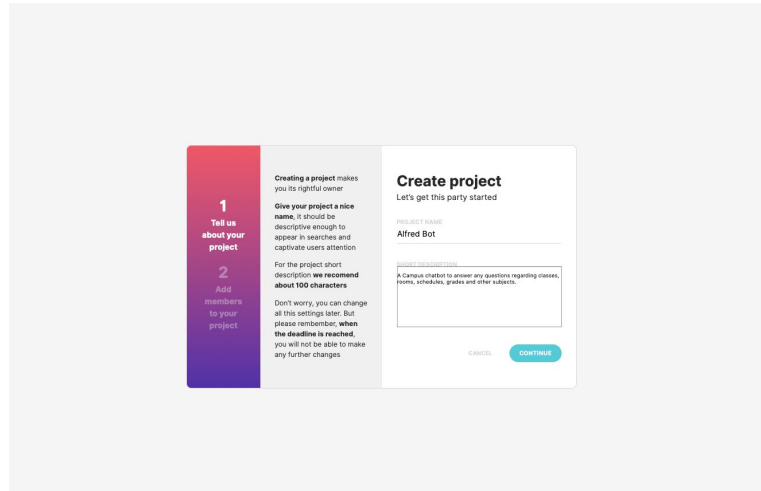
Let's go! YOU ENTER

CREATE TEAM & PROJECT

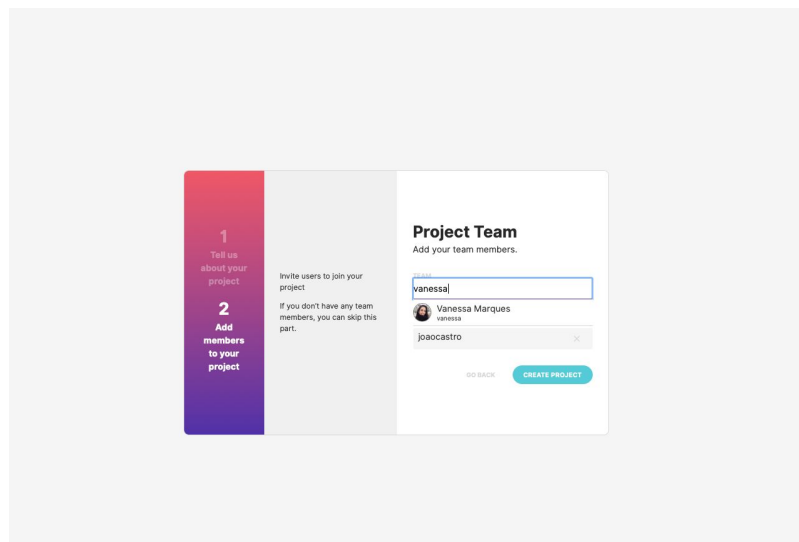
1. The hackathon projects must be submitted through TAIKAI's website. As soon as the project registration opens, you can create one for your team. In the PULSE Challenge page, hit "CREATE A PROJECT".



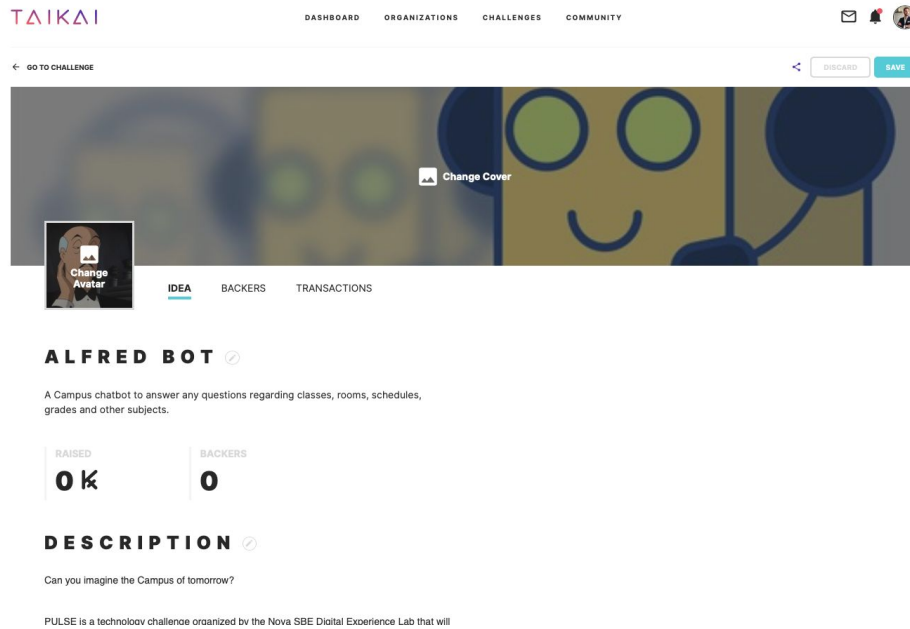
2. From there you need to provide the title of your project, a short description of what you're planning to build.



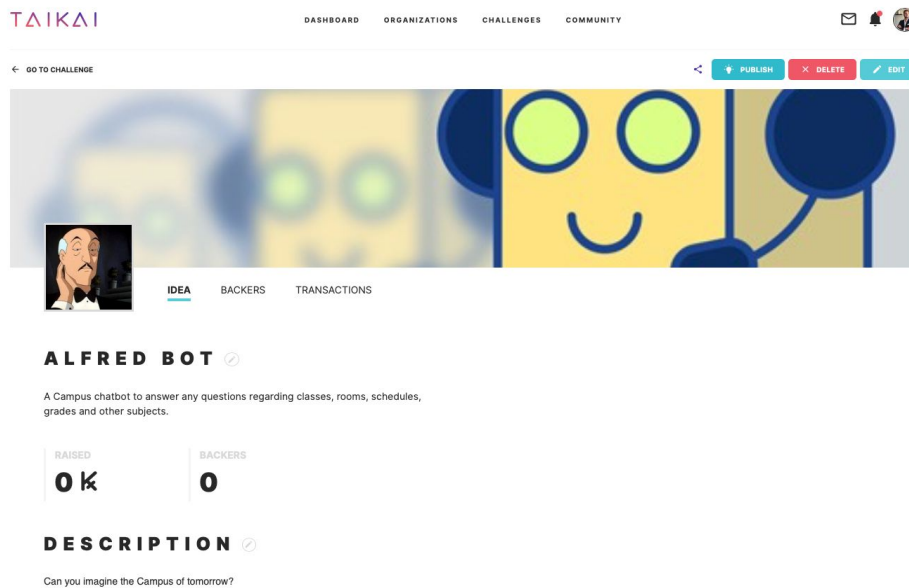
3. After that, add your team members to your project. Remember that all team members need to be registered on the TAIKAI platform and to have fill out the form for the PULSE Challenge. Once you've completed adding your team members click on "CREATE A PROJECT".



4. We want to know more about your project! So, don't forget to add a pretty cover image for your project, an optional video in the description, your code repository if you have one or other elements you might find useful.

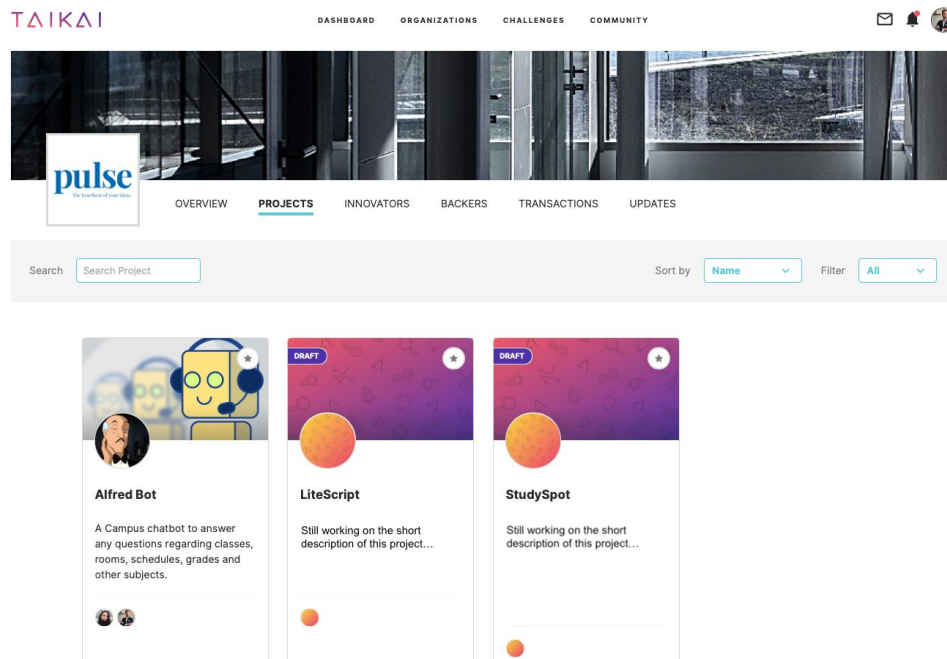


- When you think that everything's ready for the world to see, click "Publish". Press the "Edit" button whenever you feel like changing your project page (images, name, short description, long description, team members as well as assets and files).



CHECK YOUR PROJECT PAGE

1. Once your project is published, you'll have access to its permalinked page and you can share it with other participants. In the page, you'll see the title of your project, cover, logo, description and the team.



Good luck and let the games begin!