

What is UNIHACK?

UNIHACK is Australia's largest and premier hackathon for university students.

Our competition attract hundreds of students from across Australia and New Zealand studying software engineering, computer science, and related disciplines.

Teams have around 48 hours to design, build, and pitch a prototype of their idea. This can take the form of a website, a mobile app, a video game, or through hardware. The important thing is that it must work when presented.

We are often called the Imagination Hackathon. That is because we do not prescribe a “theme” - teams are free to build whatever they want.

Because of our open-ended approach, this has seen teams build ideas that tackle important issues, and embrace emerging technologies (e.g. machine learning and artificial intelligence).

We pride ourselves in being an inclusive and welcoming space for all, regardless of skill level or academic level. Our event features a wide variety of students: from first-time participants to experienced programmers; those starting out in their first year to their penultimate year at university.

UNIHACK is run by UNIHACK Incorporated, a non-for-profit organisation that is run entirely by volunteers. Our volunteers are a mix of those currently studying, and those who are in the industry today.





The Event

UNIHACK is where the next generation of tech makers and disrupters build and showcase their innovative projects over a 48-hour period.

UNIHACK is open to all students studying at an accredited university/ TAFE in Australia or New Zealand. We encourage students from non-IT backgrounds to participate.

There is no prescribed theme for UNIHACK. Students are not restricted on what they want to create; and all projects are eligible for the Main Prize.

We have additional prizes that add a bit of variety - which include some sort of theme or challenge. These are optional, but students are strongly encouraged to participate.

We are a hybrid event. Students can participate remotely from any location in Australia and New Zealand; or through our Event Hubs in some universities.

Event Hubs are locations where students can meet and come together to work on their prototypes. We have official Event Hubs located in Melbourne and Sydney - and are looking to expand into more cities.

UNI HACK 2027 at a glance...



Pre-hack events

1 - 11 March*

Sponsor-run workshops, networking events, team matchmaking

Dates TBD



Hacking weekend

12-14 March

Students have ~48 hours to produce a prototype, and submit their pitch...



Judging Week

14-19 March

All our judges spend one week to evaluate all pitches to decide our prize winners...



Winners announced

22 March

We announce the winners in a separate broadcast on our Twitch stream...

2026 by the numbers...

1010

students
participating

183

projects submitted
on DevPost

23+

universities
participating

26%

women or non-
binary students

63%

in their final year of
study

80%

participating for the
first time

Why sponsor?

We provide a number of opportunities to connect with and leave a impactful impression with Australia's future tech talent.

You can demonstrate your company's expertise and share knowledge to students by **running workshops, Q&A panels, or networking events** in the lead-up to the event. As well, you can send company representatives to act as mentors that help students shape their ideas during the weekend.

Our event **supercharges your ability to recruit high-quality graduates and interns**, as you can witness their ingenuity and technical ability. You can further challenge the students with a prize, and see how they tackle your problem statement.

If you have a product or an API, our event provides an excellent opportunity to **showcase its potential**. You can let them also use the product or API to spark even more creative ideas.



Current and past sponsors include...



Our impact on the industry

Past winners and competitors have gone to work for

 **ATLASSIAN**

Canva


tyro

 **Vercel**

 **pwc**

 **xero**

Google


BLOCK

 **Meta**

aws





zendesk

... or started their own companies

ESPER

 **Redactive**

 **quarterzip**

Which tier is right for you?

Sponsoring UNIHACK puts your organisation in front of some of Australia's up-and-coming and brightest minds - and looking for internships or graduate opportunities.

One size does not fit all - so reach out and we can customise a package just for you

TOTAL CONTRIBUTION represents both financial and in-kind support to the event.

	Diamond	Platinum	Gold	Silver	Bronze
TOTAL CONTRIBUTION (AUD\$)	10,000+	6,000+	4,000+	2,000	1,000
Mentors (at any one time)	Uncapped	Uncapped	10	4	1
Logo on website + social media shoutout	Yes	Yes	Yes	Yes	Yes
Banners at UNIHACK Hubs	Yes	Yes	Yes	Yes	Yes
Distribute marketing material and merch In-person at the hubs; or virtually through email and Discord	Yes	Yes	Yes	Yes	Yes
Contribute to the UNIHACK prize pool	Yes	Yes	Yes	Yes	Yes
Run your own prize/challenge	Yes	Yes	Yes	Yes	No
Access to participants list and resumes	Yes	Yes	Yes	No	No
Graduate & Internship Marketing In-person, social media, email, and Discord	Yes	Yes	Yes	No	No
Run workshops and side events at your company HQ/university or remote	In-Person or Remote	In-Person or Remote	In-Person or Remote	Remote	No
API/Product Demo Slot during the opening ceremony video	5 MINS	5 MINS	2 MINS	2 MINS	No
Welcome Message during the opening ceremony (10m) and winners announcement (5m)	Yes	No	No	No	No
Main Prize Judge Seat Help us decide this year's winner	Yes	No	No	No	No
Event Co-branding UNIHACK 2027, sponsored by...	Yes	No	No	No	No



Want to help support and nurture the
next generation of tech talent?

Shoot us an email to sponsorship@unihack.net