**MIET INTERNAL HACKATHON**

**PROPOSAL FOR INTERNAL HACKATHON INITIATIVE**

**BRIEF**

The Students of MIET Jammu of 5th semester want to make a humble request of taking an initiative of coducting an INTERNAL HACKATHON for all semesters. The Hackathon will solely be based on solving real world problems and useful solutions for the MIET Premises. We hope to achieve a high quality coding environment among the students of the MIET and prepare the students for the market by enhancing their problem solving abilities and the ability to understand a problem in a much better way so as they come with much more efficient solutions to the problems. We hope to leave a legacy of high performance coders who will motivate the upcoming generation of students. Our goal will solely lead to generate a league of high performance coders.

**MOTIVATION**

Big tech Companies now a days hire the engineers that actually bring out the value to the company and are able to solve their problems with new and sustainable code. Unfortunately many of the Indian engineers are not able to deliver or bring out the value that is actually required by the market . This is because they lack the basic problem solving skills or the ability to think differently. They limit their thinking to stop looking for multiple solution solve a particular problem.

Although the new age colleges and government agencies are taking the initiatives to host tech. hackathons and workshops to build this skill amog the new engineers but not everyone is able to take part in those large scale hackathons due to their age barrier or lack of experience or the lack of opportunity.

We the students of MIET want to bridge this gap by conducting an internal hackathon in the MIET premises for all the semester so as the experienced could sharpen their skills and new ones can explore a new environment where they learn the real world skills like team building , problem solving , brainstorming etc.

**OBJECTIVE**

The objective of the INTERNAL HACKATHON is to develop and uplift an environment of competitiveness and high intellect.

Our objective will revolve around the approach to solve the real world problems irrespective of the language we choose to solve the problem in.

We want the junior students to be motivated by such a positive environment that enables them to think and act in an innovative way.

We want students to develop a skill of solving the problems in the minds

before even writing the code. This way the students will be able to completely understand a given problem and workout multiple approaches to the solution.

Two brains are always better than one . So by working in teams students will be able to share and come up with better solutions meanwhile developing other skills as well.

**IMPACT**

# **•** The INTERNAL HACKATHON will play a great role in enhancing the overall competitive environment among the students of all the semesters .

# **•** It will play a great role in building a sense of problem solving among the students in a very young age .

# **•** The HACKATHON COMMITTEE will provide the students with certs. Prizes etc so as the students get a sense of acomplishment and would want to enroll in hackathons more.

**CHALLENGES**

1. Internet issues in the college premises as only 50 users are able to connect to a single modem.
2. Not everyone has the same capability and interest towards coding and solving real world problems .

**APPROACH**

We will ask the students to form groups of 5-6 students and select one of the problem statements that they feel like are able to give a solution to. Then the participants will be given out a time frame of a week or two to work on the problem statement and come with a solution. In this time frame the participants will be allowed to change the teams but not the problem statement.

After the time frame the participants will be asked to appear in the playground arena where they will compete for the winner title .

If we get any collaborators from within or outside the college who are willing to invest in the projects of the students then the winer team will also be provided with the funding to take the project to the next level .

**KEY OUTCOMES**

**•** Improved quality of conversation among the young students.

**•** Better chances of employment through top notch companies.

**•** Increased involvement of students in coding competitions, hackathons, seminars and technical events .

**•** Better grasp on multiple languages to solve a particular problem in different ways.

**•** Developing a sense of competitivenes among the students so as to grow and improve as a group.

**•** Leaving a legacy of high performance coders and problem solvers that shape the world the way it needs to be.

**WORKFLOW**

**•** We will design an internal hackathon platform / a website mentioning all the details , problem statements and the workflow of the internal hackathon . Students will be able to find all the relevant instructions and the rules for the hackathon so as it becomes easier for them to register and submit the prototype presentations etc.

**•** Afterwards we will start sending out the automated official emails metoning a brief about the internal hackathon and the platform where the students will be asked to register themselves .

**•** The selected teams will be asked to finalize the team and ready a power point presentation on their selected problem statement which will afterwards be asked them to submit on the hackathon platform.

**•** Then the students will be asked to ready a working prototype in a particular time frame like a week or two.

**•** After the time frame the students will be asked to compete in the final arena / competition where the students will be asked to put on final touches and work on the solution a bit further more.

**•** During the competition round the judges will be evaluating the projects and assigning respective marks to the teams as per their progress.

**•** The competition round will be a 24 - 48 hour continuous programme in which the students will also be alloted the break time to freshen up and relax.

**•** After the final round of evaluation the judges will sum up the marks and filter out the winners.

**PROBLEM STATEMENTS**

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| 1. | Software | Mobile app for pi360 website for MIET Jammu |  |
| 2 | Hardware | Mobile app for ALMA Connect for MIET jammu |  |
| 3 | Software | Website platform for College resources |  |
| 4 | Software | Network Traffic Analyzer |  |
| 5 | Software | Authentication system |  |
| 6 | Hardware | Authentication system |  |
| 7 | Software | Lack of information about the academic activities in single platform. |  |
| 8 | Software | Portal to know about various national and international scholarships |  |
| 9 | Software | To develop a mobile app for MIET |  |
| 10 | Software | Energy conservation with modern tehnology |  |
| 11 | Software | A simplified app for assessmet of reading and writing difficulties in persons with specific Learning Disabilities |  |
| 12 | Software | Recommendation system for Future skills |  |
| 13 | Software | Online knowledge Assessment |  |
| 14 | Software | Action to text converter AI |  |
| 15 | Hardware | Mobile GSM signal enhancer |  |
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