



Google Developer Group
Institute of Business Administration

&



IBA Data Science
Society

present



HACKFEST DATATHON

MODULES

OVERVIEW

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OVERVIEW

Hackfest x Datathon 2.0 is structured around a diverse set of modules designed to cater to participants with varying interests and skill levels. Each module emphasizes hands-on problem-solving and real-world application, allowing participants to engage deeply with their chosen domain. Collectively, these modules aim to foster innovation, collaboration, and technical growth within a competitive yet inclusive learning environment.



Competitive Programming

The Competitive Programming module tests participants' algorithmic thinking and coding efficiency through a series of timed problem-solving challenges. Emphasis is placed on logic, optimization, and correctness under time constraints. This module is designed to sharpen problem-solving speed and precision.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 700	PKR 1500
TEAM SIZE	1-3 Members
PRIZE POOL	
TOTAL - PKR 50,000	
Winner	PKR 35,000
Runner Up	PKR 15,000



Competitive Programming Guidelines

Competition Overview:

- This competition is designed to assess participants' algorithmic thinking, problem-solving ability, and coding proficiency in a competitive programming environment.
- The event consists of a single continuous round lasting 3 hours, during which teams will solve a set of programming problems of varying difficulty. All teams will compete simultaneously under the same conditions.
- The competition will be conducted using an online judging platform. Participants will be allowed to use approved IDEs, as specified by the organizers. All teams must complete registration prior to the start of the competition.
- Problem statements will be released at the start of the competition, and teams may begin submitting solutions immediately.

Competition Format:

- Number of Rounds: 1
- Total Duration: 3 Hours
- Participation: Team-based (team size as per registration)
- Submission: Online judging platform
- Coding Environment: Organizer-approved Online IDEs

Competition Rules:

- Teams may use only the following programming languages:
 - C
 - C++
 - Java
 - Python
- Only registered team members are allowed to participate. Each team account must be used exclusively by those members.
- Team members may collaborate internally during the competition.
- Participants may use only the online IDEs approved or provided by the organizers.
- ICPC-style TRD is allowed; no other material is permitted.
- Use of standard libraries is permitted.
- Internet access will be restricted. Teams must not rely on external online resources during the competition.
- Each problem will have specific time and memory limits that must be met.
- Submissions are judged automatically. Possible verdicts include:
 - Accepted
 - Wrong Answer
 - Time Limit Exceeded
 - Memory Limit Exceeded
 - Runtime Error
 - Compilation Error

- Teams may submit multiple times per problem. Only the best submission will be considered for scoring.
- Scoring is based on the number of problems solved and the time taken. Faster correct solutions receive higher scores.
- Incorrect submissions may incur time penalties, as defined by the judging platform.
- Any attempt to cheat, plagiarize, hack, or disrupt the system or other teams will result in immediate disqualification.
- All work must be original and completed exclusively by the registered team members.
- No extensions will be provided for any reason, including technical difficulties.
- The decision of the judges and organizers is final and cannot be challenged.

Machine Learning

The Machine Learning module introduces participants to building and evaluating models that learn from data. Teams will work with datasets to train, test, and improve predictive models while understanding core concepts such as features, evaluation metrics, and model performance. This module emphasizes practical implementation and analytical reasoning.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 700	PKR 1500
TEAM SIZE	1-3 Members
PRIZE POOL	
TOTAL - 250 USD	
Winner	150 USD
Runner Up	100 USD



Machine Learning Module Guidelines

Competition Overview:

- You will train your model exclusively using high-quality synthetic data (source will be provided)
- The competition highlights the power of synthetic data for overcoming data scarcity, creating controlled variations, and improving model robustness.
- Duration: Announced at the start of the event (typically 24 hours).
- Participants work on their own machines (bring laptops).
- Internet will be available where relevant, but have a backup connection ready.
- Development starts immediately after any opening announcements
- Submission deadline is strict — no extensions will be granted for technical or other issues.
- Teams must be available for judging in person

Core Constraints:

- You must train only on the synthetic dataset
- Do not use any real-world data, external datasets, or pre-labeled images from other sources for training.
- The evaluation will be performed on a separate, unseen set of images from a similar
- Never use the designated test images for training or validation — doing so will result in disqualification.
- You are free to choose and modify any loss function, optimizer, data augmentation strategy, or training technique, as long as training uses only the allowed synthetic data.

Allowed Technologies & Practices:

- Any modern deep learning framework (PyTorch, TensorFlow, etc.).
- Any semantic segmentation model or backbone (U-Net, DeepLab, SegFormer, HRNet, Mask2Former, custom, etc.).
- Standard pre-trained encoders/backbones are allowed for fine-tuning.
- Custom code, notebooks, augmentations, scheduling, optimization tricks, etc. are encouraged.
- You may use the sample environment setup and starter scripts (if provided), or create your own from scratch.

Machine Learning Module Guidelines

Team Rules:

- Teams can be solo, pairs, or small groups (size limit announced at start).
- Fair collaboration is expected; remote git/cloud sharing is fine.
- Plagiarism, code/model copying, or sharing solutions during the event is strictly forbidden and leads to disqualification.

What to Submit:

- Participants will be informed
- Clear documentation/report that includes:
 - Brief description of your approach and training methodology
 - Key choices (architecture, augmentations, hyperparameters, etc.)
 - Performance results on validation and/or unseen data
 - Visualizations (loss curves, prediction examples, etc.)
 - Main challenges you faced and how you addressed them
- A README file with:
 - Step-by-step instructions to set up the environment and reproduce your results
 - How to run training and inference
 - Expected outputs and how to interpret them
- Package everything in one zipped folder.
- Upload to a private GitHub repository (or as instructed).
- Add the required judges/organizers as collaborators (usernames shared during the event).
- Submit your final performance metric via the provided form.

Judging Focus:

- Primary: Quality and accuracy of the model on the unseen test set (main metric will be announced).
- Secondary: Clarity, reproducibility, and insightfulness of your documentation and methodology.
- Judges' decisions are final.

Game Development

The Game Development module focuses on designing and building interactive games that combine creativity with logical thinking. Participants will work on gameplay mechanics, rules, and user interaction to develop engaging experiences within a limited timeframe. This module encourages experimentation, storytelling, and problem-solving through game design.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 500	PKR 1000
TEAM SIZE	1-3 Members
PRIZE POOL	
TOTAL - PKR 35,000	
Winner	PKR 25,000
Runner Up	PKR 10,000



Game Development Guidelines

Competition Overview:

- Each team would be given a theme, and they would need to implement their ideas to create an MVP utilizing the theme.
- The theme will be announced to all the participants when the competition starts.
- The duration of the competition is about 24 hours (including reviews)
- Teams must bring their own machines.
- The Internet/Extensions will be provided; however, participants are requested to bring their own internet to avoid any sort of inconvenience.
- Day 1: The competition starts at 10 AM sharp, the theme will be announced on discord publicly, there is no physical venue. Teams begin development immediately.
- Day 2: Teams must have submitted their work by 1 PM. Live judging for the uploaded work will commence at 2 PM at the announced venue. All members must be present during evaluation.

Allowed Technologies:

- Game Engines
 - Unity
 - Godot
 - Unreal Engine
 - Any Language's game development framework (e.g. raylib for c++, pygame for python)
- Functionality will be tested according to the game's relevant content and developer's advice.
- Participants are required to be there at the time of evaluation. Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- Teams can be in select sizes: solo, duo and trios.
- The decision of the Judges will be final and cannot be challenged. If any team keeps arguing with the host team on this matter, they will be disqualified.
- The only assets allowed are self-created assets or Free assets with licenses (author must be credited).
- Plagiarism of all kinds is strictly prohibited.
- No deadline extensions will be provided, regardless of technical issues.

Shark Tank

The Shark Tank module provides participants with an opportunity to pitch innovative startup ideas in a simulated entrepreneurial setting. Teams will be evaluated on innovation, feasibility, market understanding, and presentation skills. This module emphasizes strategic thinking, communication, and the ability to defend ideas under critical questioning.

REGISTRATION - PER TEAM MEMBER		PRIZE POOL	
Early bird	Normal		
PKR 700	PKR 1500		
TEAM SIZE		TOTAL - PKR 50,000	
	1-4 Members	Winner	PKR 35,000
		Runner Up	PKR 15,000



Shark Tank Guidelines

Competition Overview:

- Each team must propose and refine a solution to a real-world challenge aligned with one or more of the provided Sustainable Development Goals (SDGs): Agriculture, Tourism, Trade, Healthcare, or Sustainability.
- Teams are expected to arrive with an initial concept addressing one of these themes.
- The focus is on refining the concept into a viable business pitch and a working prototype (Design or Tech).
- Teams must bring their own machines (laptops, chargers).
- The Internet/Extensions will be provided; however, participants are requested to bring their own internet to avoid any sort of inconvenience.

Timeline:

- Day 1: Pitch Refinement & Submission
- Start: Teams begin refining their ideas immediately, engaging with Mentors to validate assumptions and SDG alignment.
- Mentorship: Mentors will be available to help challenge assumptions, refine the pitch, and ensure the project fits the judging criteria.
- Submission Deadline: Teams must submit all required deliverables (Video, Slides, Prototype Link, Tech Doc) by the end of Day 1 (Exact time to be announced on venue).
- Day 2: Final Presentations
- Live Pitching: Top 10 teams selected from the Day 1 submissions will present to the panel of Judges.
- Attendance: All team members must be present during the evaluation.
- Venue: Live judging will commence at the announced venue.

Team Rules:

- Originality: The business idea pitched must be the team's original work. Modifying existing startups or ideas is permitted only if significant value, localization, or innovation is added.
- Professional Integrity: Plagiarism of pitch decks, falsifying data, or stealing intellectual property from other participants is strictly forbidden and leads to immediate disqualification.
- Attendance: All team members must be present for the Day 1 Mentorship phase to be eligible for the Day 2 Finals.

Deliverables:

Pitch Deck

- Problem Statement: What gap are you filling?
- Solution/Product: How does your product/service work?

Prototype / MVP (Optional but Recommended):

- Wireframes, mockups, or a physical prototype to demonstrate feasibility.

Submission Method:

- To be Announced

Judging Focus

Phase 1 (Day 1 - Evaluators/Mentors):

- Focus: Idea validation, clarity of thought, and receptiveness to feedback.
- Goal: To identify if the business has a logical foundation worth presenting on stage.

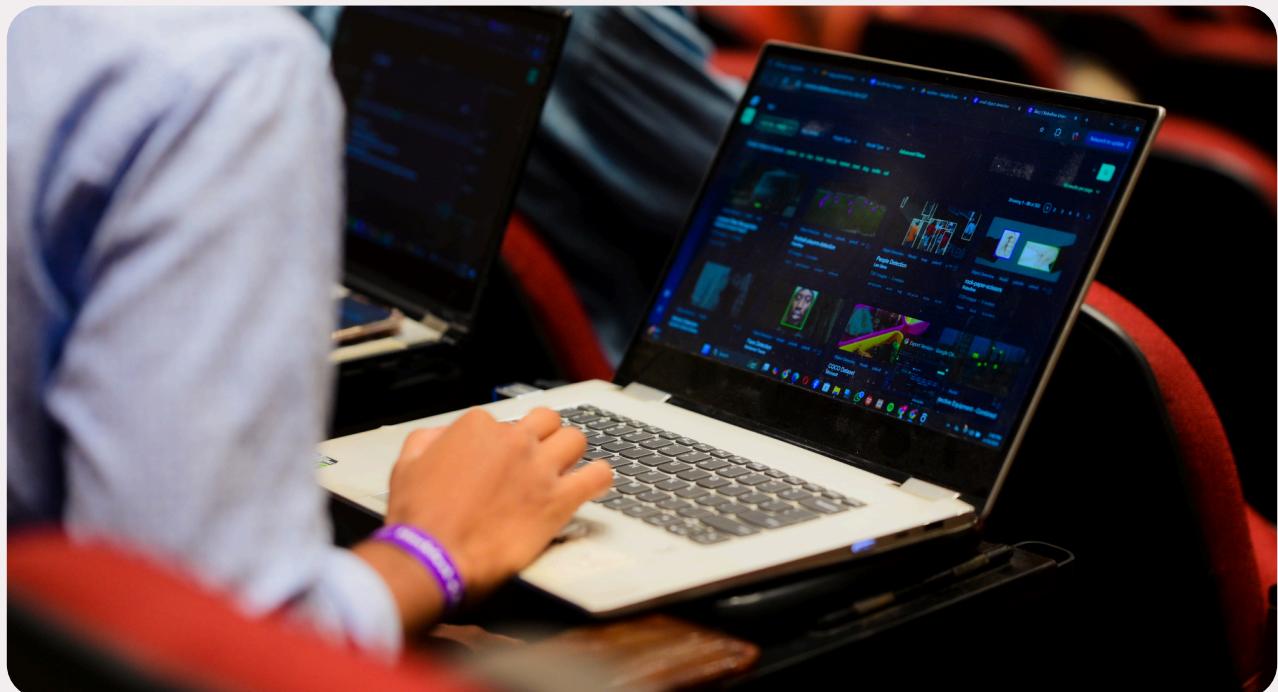
Phase 2 (Day 2 - Judges):

- Primary: Investability & Feasibility. Is the problem real? Is the solution viable? Is the business model sustainable?
- Secondary: Presentation & Defense. Quality of the pitch delivery, visual appeal of the deck, and the ability to answer tough questions from the Sharks during Q&A.

Web Development

The Web Development module challenges participants to create functional, responsive, and user-friendly websites using modern web technologies. Teams will focus on translating problem statements into practical digital solutions while considering usability, performance, and design. The module promotes full-cycle development from concept to deployment.

REGISTRATION - PER TEAM MEMBER		PRIZE POOL	
Early bird	Normal		
PKR 500	PKR 1000		
TEAM SIZE		TOTAL - PKR 35,000	
	1-3 Members	Winner	PKR 25,000
		Runner Up	PKR 10,000



Web Development Guidelines

Competition Overview:

- Each team would be given a theme, and they would need to implement their ideas to solve that problem with a web application
- The theme would be announced to all the participants when the competition starts.
- The duration of the competition is about 24 hours.
- Teams must bring their own machines.
- Teams must bring their own machines.
- The Internet/Extensions will be provided; however, participants are requested to bring their own internet to avoid any sort of inconvenience.
- All forms of AI Tools are allowed.

Competition Rules:

- Teams can use any frontend and backend frameworks of their choice. But,
 - Using WordPress isn't allowed.
 - Firebase or any other Backend as a Service is allowed but custom backends will be given more points.
- Both SQL and No SQL databases can be used depending on the design choice.
- Functionality will be tested in a 10 evaluation of the working website to the judges.
- Participants are required to be there at the time of evaluation. Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- The decision of the Judges will be final and cannot be challenged. If any team keeps arguing with the host team on this matter, they will be disqualified.
- All work must be original and completed exclusively by the registered team members.
- Plagiarism of all kinds is strictly prohibited.
- No deadline extensions will be provided, regardless of technical issues.

Team Eligibility Criteria:

- Each team should consist of a minimum of 1 and a maximum of 3 participants.
- Participants must be enrolled in an undergraduate degree program.

Evaluation Criteria:

- Ideation & Innovation
 - Originality & Creativity
 - Purpose & Impact
- Functional Completeness
 - Core Requirements: All mandatory features implemented and fully functional.
 - Edge Cases & Error Handling: Graceful handling of invalid inputs, errors, and unexpected scenarios.
- Visual Design & User Experience
 - Responsiveness: Mobile, tablet, and desktop screens.
 - Consistency: Consistent (colors, fonts, spacing), adherence to design systems.
 - Visually Appealing
- Technical Implementation
 - Frontend Code: Clean, modular code with proper separation of concerns
 - Backend Architecture: Clean, modular code with proper separation of concerns. Error logging and input validation.
- Presentation & Documentation
 - Documentation: README with setup instructions, code comments
 - Demo Effectiveness: Structured pitch and Live demonstration

Data Analytics

The Data Analytics module focuses on extracting meaningful insights from raw data. Participants will work with datasets to identify trends, perform analysis, and visualise data-driven conclusions. This module highlights analytical thinking, interpretation skills, and practical decision-making based on data.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 500	PKR 1000
TEAM SIZE	1-2 Members
PRIZE POOL	
TOTAL - PKR 35,000	
Winner	PKR 25,000
Runner Up	PKR 10,000



Data Analytics Guidelines

Competition Overview:

- Each team would be given a theme, and they would need to implement their ideas to solve that problem with a web application
- The theme would be announced to all the participants when the competition starts.
- The duration of the competition is about 24 hours (including presentations)
- Teams must bring their own machines.
- The Internet/Extensions will be provided; however, participants are requested to bring their own internet to avoid any sort of inconvenience.

Competition Rules:

- Teams are expected to implement proper Data Engineering concepts; simply copying from ChatGPT or other AI tools without understanding or adaptation will be penalized.
- Functionality will be tested in a 10–15-minute evaluation of the presentation to the judges.
- Participants are required to be there at the time of evaluation. Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- Teams should bring their own converters for the projectors so that their presentations can go smoothly.
- The decision of the Judges will be final and cannot be challenged. If any team keeps arguing with the host team on this matter, they will be disqualified.
- All work must be original and completed exclusively by the team members.
- Plagiarism of all kinds is strictly prohibited.
- No deadline extensions will be provided, regardless of technical issues

Competition Format:

- Task 1: Given a scenario, you will be required to design a star schema for the OLTP dataset, perform EDA and justify your design choices.
- Task 2: You will be required to build a pipeline using Astro CLI (Airflow) for data ingestion from S3, Snowflake for DWH storage, and Power BI for a simple dashboard, ensuring the code is modular, clean, and well-documented.

Evaluation Criteria:

- Your submission will be evaluated based on the following
 - Task 1: Star schema design, EDA Quality, Documentation
 - Task 2: Pipeline Functionality, Code Quality, Power BI Dashboard, Presentation

UI/UX Design

The UI/UX module centers on designing intuitive and visually engaging user experiences. Participants will apply user-centered design principles, create wireframes or prototypes, and justify design decisions based on usability and accessibility. This module encourages empathy-driven design and thoughtful interaction planning.

REGISTRATION - PER TEAM MEMBER		PRIZE POOL	
Early bird	Normal		
PKR 500	PKR 1000		
TEAM SIZE		TOTAL - PKR 35,000	
	1-2 Members	Winner	PKR 25,000
		Runner Up	PKR 10,000



UI/UX Design Guidelines

Competition Overview:

- Each team will be given a problem statement focused on creating a practical, user-centered digital experience.
- Teams are expected to design a mobile-first clickable prototype that demonstrates at least the mandatory user flows.
- The theme/problem statement will be announced at the start of the competition.
- The duration of the competition is approximately 24 hours.
- Teams must bring their own machines. Internet access may be available at the venue, but participants are encouraged to bring backup internet to avoid inconvenience.
- Teams must design using Figma (preferred). All prototypes must be clickable and interactive

Competition Rules:

- All work must be original and completed exclusively by registered team members.
- Plagiarism, including copying another team's design or pre-made full solutions, is strictly prohibited.
- Teams must be present for evaluation. Failure to appear when called may result in automatic disqualification.
- The decision of the judges is final and non-challengeable. Arguing with judges or organizers may result in disqualification.
- No deadline extensions will be granted regardless of technical issues.
- Teams are encouraged to consider accessibility, clarity, and usability in all their designs.
- AI tools may be used only for ideation, microcopy, or minor design suggestions, but teams are responsible for validating all outputs.
- Teams must submit a Figma link containing a clickable prototype covering all mandatory flows. A basic user flow diagram and key screens must also be included. Submission must be made via the official channel by the deadline. Late submissions will not be accepted.

Evaluation Criteria:

- Problem Understanding & User Focus
 - Clear identification of the design problem.
 - Understanding of target users, their needs, and pain points.
 - Alignment of the solution with real-world user context.
- User Experience (UX) Design
 - Logical and intuitive user flows covering all mandatory tasks.
 - Ease of navigation, reduced cognitive load, and clear interaction hierarchy.

- Usability & Accessibility
 - Design accommodates diverse user abilities (low literacy, bilingual, accessibility needs).
 - Clear feedback, confirmations, error handling, and guidance.
 - Appropriate use of font sizes, spacing, color contrast, and tap/click targets.
- Information Architecture & Content Clarity
 - Well-structured screens and grouping of information.
 - Clear labels, microcopy, and call-to-action visibility.
 - Content clarity that supports understanding and minimizes confusion.
- Visual Design & Consistency
 - Consistent use of colors, typography, and UI components.
 - Visual design supports usability and comprehension.
 - Alignment with problem context and user expectations.
- Interaction Design & Prototype Quality
 - Clickable and interactive prototype demonstrating end-to-end flows.
 - Meaningful transitions, interaction states, and feedback cues.
 - Prototype effectively communicates functionality without external explanation.
- Creativity & Design Thinking
 - Originality and innovation in design solutions.
 - Thoughtful decision-making backed by reasoning.
 - Creative adaptation within the competition constraints.
- Completeness & Constraint Handling
 - All mandatory flows are fully implemented.
 - Edge cases, errors, and exceptional scenarios are addressed.
 - Adaptation to any refinements or additional requirements introduced on Day 2.
- Presentation & Design Rationale
 - Clear explanation of design decisions, trade-offs, and problem-solving approach.
 - Ability to communicate UX thinking effectively to judges.
 - Confidence, clarity, and professionalism during final presentation.

Crime Scene Investigation

The Crime Scene Investigation module places participants in the role of investigators tasked with solving a simulated case through logical reasoning and evidence analysis. Teams will examine clues, connect timelines, and draw conclusions based on provided information. This module emphasizes critical thinking, attention to detail, and structured problem-solving.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 700	PKR 1500
TEAM SIZE	1-3 Members
PRIZE POOL	
TOTAL - PKR 35,000	
Winner	PKR 25,000
Runner Up	PKR 10,000



Crime Scene Investigation Guidelines

Competition Overview:

- Each team will participate in a Crime Scene Investigation where they must analyze a fictional crime scenario and identify the perpetrator through logical deduction and evidence analysis.
- The scenario will be revealed to all participants at the start of the module.
- The module will span two days, with different investigative phases conducted each day.
- The activity will take place across multiple themed rooms, each representing a different aspect of the investigation.
- Teams are required to move between rooms to collect information, solve puzzles, and document findings.
- All materials required for the investigation will be provided on-site.

Competition Rules:

- All investigative work must be carried out solely by registered team members, and teams are not allowed to assist one another.
- Tampering with evidence or accessing unauthorized areas is strictly prohibited.
- Teams must complete all investigative tasks within the allotted time.
- Participants are required to be present during all scheduled investigation and evaluation periods.
- Failure to appear for the final evaluation or presentation will result in disqualification.
- Any form of misconduct or disruption of the module will lead to immediate disqualification.
- The use of AI tools is not allowed.

Team Eligibility Criteria

- Each team must consist of a minimum of 1 and a maximum of 3 participants.
- Participants must be currently enrolled in an undergraduate degree program.

Evaluation Criteria

- Participants will be awarded points based on the accuracy and completeness of their investigation and clue identification.
- Points will also be awarded for the clarity and logic of their explanation of the case and the reconstructed sequence of events.
- Certain clues and points will be awarded on a first-come, first-served basis and may be used as tie-breakers.

Generative AI

The Generative AI module explores modern AI systems capable of generating text, images, and other creative outputs. Participants will engage with generative models to understand their capabilities, limitations, and applications. The module encourages responsible and innovative use of AI technologies.

REGISTRATION - PER TEAM MEMBER		PRIZE POOL	
Early bird	Normal		
PKR 500	PKR 1000		
TEAM SIZE		TOTAL - PKR 35,000	
	1-3 Members	Winner	PKR 25,000
		Runner Up	PKR 10,000



Generative AI Guidelines

Competition Overview:

- Each team will be given a theme or problem statement and must design a solution that meaningfully incorporates Generative AI to address the problem.
- The solution may be a standalone AI system or integrated into an application (web, mobile, or desktop).
- The theme will be announced to all participants at the start of the competition.
- The duration of the competition is approximately 24 hours.
- Teams must bring their own machines.
- Internet access / extensions will be provided; however, participants are encouraged to bring their own internet to avoid inconvenience.
- All AI tools, APIs, and models are allowed, including but not limited to LLMs, diffusion models, speech models, and open-source frameworks.
- The organizing team reserves the right to restrict the use of specific Generative AI models, APIs, tools, or usage patterns. Any such restrictions will be announced at the start of the competition, and participants are required to comply once revealed.

Competition Rules:

- Teams may use any programming language, AI framework, or library of their choice. (Frameworks like LangChain and LangGraph are encouraged)
- Both API-based models (e.g., OpenAI, Gemini, Claude) and open-source models (e.g., LLaMA, Mistral, Stable Diffusion) are allowed, **subject to any restrictions announced at the start of the competition**
- Datasets used must be legal, ethical, and properly cited.
- Participants must be present at the time of evaluation. Failure to appear before judges will result in automatic disqualification.
- The decision of the judges will be final and non-challengeable. Arguing with the host team or judges may result in disqualification.
- All work must be original and completed exclusively by registered team members.
- Plagiarism, including copying prompts, architectures, or repositories without attribution, is strictly prohibited.
- No deadline extensions will be granted, regardless of technical issues.

Evaluation Criteria:

1. Problem Understanding & AI Fit

- Clear identification of the problem.
- Justification of why Generative AI is needed for the solution.
- Appropriate selection of model(s) and approach.

2. AI System Design & Intelligence

- Prompt engineering quality (structure, constraints, reasoning).
- Use of pipelines (RAG, agents, tools, memory, chaining).
- Handling of hallucinations, failure cases, and uncertainty.
- Model orchestration or multi-step reasoning (if applicable).

3. Innovation & Creativity

- Novelty of the idea.
- Non-trivial use of generative models.
- Creative combination of AI with real-world workflows.

4. Functional Completeness

- Core AI functionality works as intended.
- System handles edge cases gracefully.
- Output quality is consistent and reliable.

5. Ethical & Responsible AI Use

- Bias awareness and mitigation (where applicable).
- Proper data usage and citations.
- Transparency about model limitations.

6. Technical Implementation

- Clean, modular code structure.
- Efficient API usage or model inference.
- Logging, error handling, and fallback mechanisms.

7. Presentation & Documentation

- Clear explanation of system architecture.
- README with setup instructions and usage guide.
- Effective live demo showcasing AI capabilities.

CONTACT US

Simra Sheikh
GDGoC IBA Lead
simrash31kh@gmail.com
+92 317 5776779

Zuha Aqib
GDGoC IBA Advisory Lead
zuha.aqib@gmail.com
+92 300 2552216

Muhammad Haaris
IBA DSS COO
m.haarisasif@gmail.com
+92 336 2888038

Hamza Moosani
IBA DSS CFO
hamzamoosani@hotmail.com
+92 310 2010910

Abdullah Iqbal
IBA DSS CEO
abdullah.iqbal1505@gmail.com
+92 335 7196408

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Hackfest x Datathon

