

Track 1: EdTech/Healthcare

Problem Statement 1: Enhancing Remote Learning Accessibility

Description: Develop a solution that addresses the challenges faced by students in remote learning environments, focusing on accessibility and engagement. Ensures inclusivity for students with diverse learning needs, promotes active participation, and enhances the overall educational experience and bridge the gap in remote learning and by providing a solution that can be seamlessly integrated into existing educational technology ecosystems.

Problem Statement 2: Telehealth Innovation for Improved Patient Care

Description: Develop a cutting-edge telehealth solution that revolutionizes healthcare-service delivery, prioritizes patient-doctor communication, remote monitoring, and real-time data analysis. The goal is to enhance the overall efficiency, improve outcomes, and advance telemedicine. The solution should be scalable, user-friendly, and compatible with existing healthcare systems.

Track 1: EdTech/Healthcare

Problem Statement 3: Integrating Health Education into the School Curriculum

Description: Design an interdisciplinary educational program that seamlessly integrates health and wellness education into the traditional school curriculum. The program should leverage digital tools, interactive content, and collaborative learning methods to teach students about physical and mental health, nutrition, and overall well-being. The goal is to empower students with essential life skills that contribute to their holistic development.

Problem Statement 4: Remote Health Monitoring for Chronic Conditions

Description: Create a solution that enables remote monitoring of individuals with chronic health conditions. The solution should incorporate IoT devices, wearable technology, or other innovative means to collect and transmit real-time health data. Develop a user-friendly interface for both patients and healthcare providers to track and analyze health metrics, allowing for proactive intervention and personalized healthcare management.

Track 2: IOT/Wearable Tech

Problem Statement 1: Fitness and Wellness Assistant

Description: Create a wearable device that goes beyond traditional fitness trackers, providing personalized insights and recommendations for users' fitness and wellness goals. The solution should leverage IoT capabilities to track not only physical activity but also factors like sleep patterns, stress levels, and nutrition. Develop an accompanying app that interprets the data, offering tailored advice to improve overall health and lifestyle.

Problem Statement 2: Workplace Safety Optimization

Description: Develop a wearable device solution aimed at improving workplace safety by monitoring environmental conditions and the well-being of workers. The system should detect potential hazards, track workers' vital signs, and provide real-time alerts or interventions in case of emergencies. The objective is to create a safer and healthier work environment through the integration of wearable technology and IoT infrastructure.

Track 2: IOT/Wearable Tech

Problem Statement 3: Monitoring Urban Environmental Impacts

Description: Create an IoT-based solution using wearable devices and sensor networks to monitor environmental parameters in urban areas. The system should track air quality, noise levels, and other relevant factors to assess the environmental impact of urban living. Develop a user-friendly interface to provide residents with real-time information and promote awareness of environmental sustainability.

Problem Statement 4: Intelligent Asset Tracking System

Description: Design an IoT solution that utilizes wearable devices and sensor technology for intelligent asset tracking in industrial or logistical settings. The system should provide real-time location data, monitor the condition of assets, and optimize the overall supply chain or inventory management process. The objective is to improve efficiency, reduce losses, and enhance the transparency of asset movements.

Track 3: XR and Game Dev

Problem Statement 1: XR Fitness Adventure

Description: Develop an immersive XR fitness game with adventure and exercise. Players physically run, jump, and stretch to progress through virtual quests and accomplish objectives. Utilize responsive XR environments that encourage active gameplay. Design a motivating storyline and challenges that inspire players to stay physically active in the virtual realm.

Problem Statement 2: AR Historical Exploration Game

Description: Dive into an immersive AR game journeying across historical periods and locations. Explore ancient civilizations, iconic landmarks, and pivotal events through augmented reality. Engage with virtual characters, tackle challenging puzzles, and unearth fascinating artifacts within immersive environments. With intuitive AR interfaces, experience history like never before in an interactive and enriching adventure. Discover the secrets of the past while unraveling the mysteries of bygone eras, making every interaction a learning opportunity in the vast expanse of historical exploration.

Track 3: XR and Game Dev

Problem Statement 3: VR Music Jam Session

Description: Create a virtual reality music platform enabling global collaboration. Users join immersive VR jam sessions, play virtual instruments, compose melodies, and jam in real-time. Customize instruments, experiment with effects, and record performances. Foster creativity and collaboration worldwide in a social VR environment.

Problem Statement 4: VR Wellness Retreat

Description: Create a virtual reality wellness retreat that offers users a tranquil escape from everyday stresses through immersive nature-inspired VR environments. Incorporate guided meditations, breathing exercises, and relaxation techniques to promote mental well-being. Design calming visuals, soothing sounds, and lighting to make a restorative atmosphere where users can recharge mind, body, and spirit. Participants will find sanctuary and rejuvenation in this comforting virtual escape.