ATMIYA UNIVERSITY HACKATHON

The Atmiya University Hackathon is a prestigious event designed to inspire innovation, foster collaboration, and promote effective problem-solving. Bringing together creative thinkers, passionate tech enthusiasts, and aspiring entrepreneurs, this hackathon serves as a platform to develop groundbreaking solutions to real-world challenges. Participants will have the unique opportunity to showcase their skills, engage with industry experts, and transform their ideas into impactful projects. Join us for an enriching experience filled with coding, creativity, and a dynamic sense of community.

Organized by:

- Atmiya Developer Student Club
- Centre for Research, Innovation & Translation, Atmiya Univeristy

Schedule

Date : March 22, 2025

Venue : Atmiya University

Time : 8:00AM to 8:00PM

Registration Start : March 11, 2025

Registration End : March 17, 2025

Mission and Goals

At Atmiya University Hackathon, our mission is to foster innovation, creativity, and problem-solving in the realm of technology. Our goals are to:

• **Inspire**: Ignite a passion for innovation and technology among participants, empowering them to make a positive impact on society.

• **Collaborate**: Foster a collaborative environment where participants from diverse backgrounds can work together to tackle real-world challenges.

• **Learn**: Provide opportunities for skill development and learning through workshops,
technical talks, and hands-on experience.

• **Innovate**: Encourage participants to develop cutting-edge solutions and prototypes that address pressing issues in the world of Smart Cities.

• **Network**: Facilitate connections between participants, mentors, judges, and sponsors to create a thriving tech community.

Problem Statements

PS-1. Campus Navigation App	Create a mobile application that helps new students navigate your university campus with features like building locations, classroom schedules, and points of interest.
PS-2. Student Resource Aggregator	Develop a platform that compiles academic resources, study materials, and past papers across different courses and departments into one searchable interface.
PS-3. Meal Planning Assistant	Design an application that helps students plan nutritious meals on a budget, considering dietary restrictions and available ingredients.
PS-4. Study Group Finder	Build a platform that connects students studying the same subjects, allowing them to form study groups based on course, schedule compatibility, and learning preferences.
PS-5. Smart Trash Segregator	Create a system that automatically sorts waste into recyclable and non-recyclable categories using sensors and simple mechanical components.
PS-6. Automated Plant Care System	Build a device that monitors soil moisture, light levels, and temperature for plants and waters them automatically when needed.
PS-7. Classroom Occupancy Monitor	Design a system that counts and displays the number of people in study spaces or classrooms to help students find available spaces.
PS-8. AR Campus Tour Guide	Develop an augmented reality application that provides historical information and interesting facts about buildings when a smartphone camera is pointed at them.

PS-9. Collaborative Note - Taking Platform	Create a real-time collaborative note-taking application with features like audio recording, text highlighting, and automatic summarization.
PS-10. Academic Paper Recommendation System	Build a recommendation engine that suggests research papers based on a student's major, interests, and reading history.
PS-11. Carpooling Service for Students	Design a platform that connects students traveling in the same direction to reduce transportation costs and carbon footprint.
PS-12. Smart Energy Monitor for Dorms	Create a system that tracks electricity usage in dormitories and suggests ways to reduce consumption.
PS-13. Automated Attendance System	Build a device using facial recognition or RFID technology that automatically records student attendance in lectures.
PS-14. Smart Bike-Sharing System	Design a hardware solution for campus bike sharing, including tracking, locking/unlocking mechanisms, and usage monitoring.
PS-15. Mental Health Support AI	Develop an AI chatbot that provides resources, coping strategies, and connects students to appropriate mental health services when needed.
PS-16. Cross-Campus Research Collaboration Platform	Create a platform that connects researchers across different universities working on similar topics, facilitating collaboration and knowledge sharing.
PS-17. Personalized Learning Path Generator	Build an AI-powered system that creates customized learning paths for students based on their strengths, weaknesses, and career goals.
PS-18. Blockchain-based Academic Credential Verification	Develop a system using blockchain technology to store, verify, and share academic credentials securely.

PS-19. Autonomous Campus Delivery Robot	Build a small robot that can navigate campus paths to deliver packages, food, or documents between buildings.
PS-20. Smart Classroom Environment Controller	Create a system that automatically adjusts lighting, temperature, and ventilation based on classroom occupancy and environmental conditions.
PS-21. Wearable Device for Student Well-being	Design a wearable that monitors stress levels, sleep patterns, and physical activity, providing personalized recommendations for maintaining well-being.
PS-22. IoT-based Campus Safety System	Develop a network of interconnected devices that enhance campus safety through emergency alerts, pathway illumination, and security monitoring.
PS-23. Sustainable Campus Initiative	Create technology solutions that address sustainability issues on campus, such as reducing waste, conserving energy, or promoting sustainable transportation.
PS-24. Waste Sorting Assistant	Develop a mobile app that allows users to take a photo of an item and receive instructions on how to properly dispose of it.
PS-25. Accessible Information System	Create a web or mobile app that provides accessible information about public services, events, or resources
PS-26. Automated Exam Proctoring System	Develop a system that monitors students during online exams using facial recognition and anomaly detection
PS-27. Class Schedule Generator	Develop a tool that automatically generates optimal class schedules based on course selections.
PS-28. AI-Based Student Counseling System	A chatbot that provides mental health support, advice, and resource recommendations.

PS-29. Medication Reminder	An app that sends notifications for taking medication on time
PS-30. Library Book Availability Checker	A system that allows students to search for books and see their availability status in the university library
PS-31. Peer Mentorship Platform	Connect new students with senior mentors to help academics
PS-32. Resource Sharing Platform	A platform where students can share their curated notes and material of various subjects for other peer's usability. This has By the student, For the student initiative. But, Material should pass a Verification process by subject Head/Mentor to post it.

Registration Details

https://forms.gle/1jEoiKpE16mGJSjbA

Rules and Regulations

- **Eligibility:** Open to current Atmiya University students.
- **Code of Conduct**: Follow a code of conduct promoting respectful behaviour.
- **Team Collaboration:** Collaboration is encouraged within teams but no plagiarism.
- **Technology Stack:** Free choice of technology stack and tools.
- **Demo and Presentation:** Present and demonstrate projects to judges.
- **Time Management:** Adhere to the hackathon schedule.
- **Organizer's Discretion:** Organizers may disqualify rule-violating teams.
- **Liability:** Participants are responsible for their equipment and belongings.

Important Deadlines

Last Date for Registration: March 17, 2025

Evaluation Criteria

- Creativity
- Functionality
- Presentation
- Technical Proficiency
- Scalability
- Problem Solving
- Teamwork
- Innovation
- Social Impact
- Documentationg

Student Coordinator

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