SPACE APPS CHALLENGE EVENT REPORT

(Pre-Qualifier Round)

CONCEPT:

The International Space Apps Challenge is an international mass collaboration focused on space exploration that takes place in different cities around the world. The event embraces collaborative problem solving with a goal of producing relevant open-source solutions to address global needs applicable to both life on Earth and life in space. NASA is leading this global collaboration along with a number of government collaborators and over 100 local organizing teams across the globe.

DATE: 29th – 30th August, 2023

DURATION: 24 hours

LOCATION: G. Narayanamma Institute of Technology and Science(for women), HYD

ORGANIZERS: Team Leads:

- Katapally Saikiran
- Anishka Kothapelly
- Cheguri Rishwanth
- Neeraj Thakur

Organizing Team:

- A.Sanjana
- K.Shivani
- Srinidi Yadav
- Sangeetha
- Divya
- Phoebe
- Nandhini

- Anishka Kothapelly
- Cheguri Rishwanth
- Neeraj Thakur
- Sahithi
- Sreenija
- Subha
- G.Sanjana
- Sirisha

Number Of Volunteers: 15

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GOALS:

- To bring forth innovative ideas and solutions to the problem statements provided by the Space Apps Team.
- To encourage students to know about hackathon culture and how to solve real time issues or problems using NASA open date
- To form Space Apps student community in tier 2 and tier 3 colleges
- People selected in Pre-Qualification will be sent to local level of hackathon where they will be competing with different zonal winners

BOOTCAMPS CONDUCTED:

G. Narayanamma Institute of Technology and Science(for women), HYDERABAD:

GUESTS: Sai Kiran Katapally (Founder of SUMVN and Space App India) and SUMVN Team

No of Students attended: 212

The boot camps for pre-qualifier round of hackathon were conducted by G.Narayanamma Institute of Technology and Science(for women), Hyderabad organizing team where our guest Mr. Sai Kiran, introduced our students about the event and its importance. They gave presentation on how the event was conducted back in 2020,2021 and 2022 They talked about how the pre-qualifier event would be conducted in the college including the procedure to register, innovate and a few tips on how to pitch an idea and also about the impact it would create on their carrier. They talked about their plans to start a Space Apps Community to help students interact with each other and build up their projects for next year's challenges. It would be a technical community which would ensure to teach students new skills and encourage them to work on their projects and ideas. They introduced the challenges of previous year on which the students need to on work and gave them a detailed information about what the themes dealt with. The student was also made to join the interactive session where they had the opportunity to have a clear picture about the event.

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ABOUT THE EVENT

CHALLENGES ON WHICH THE STUDENTS WORKED ON:

- Home Planet at Your Fingertips
- Scanning for Life forms
- Sleep Shift Scheduling Tool
- Orbital Scrap Metal The Video Game V2.0
- Let's Connect
- Data Discovery for Earth Science
- Dust Yourself Off
- A Flood of Ideas
- Make Sense Out of Mars
- Fly-by-Wireless
- 1D, 2D, 3D, GO!
- Don't Forget to Can Opener.
- Mission to the Moon!
- Virtual Space Exploration
- Warming Planet, Cool Ideas
- Where the Tall Things Are Found
- Internet on the Ocean 18
- 1UP for NASA Earth
- Invent Your Own Challenge
- Space App: The Documentary

NO OF PARTICIPANTS ATTENDED: 212

NO OF TEAMS REGISTERED: 53

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AGENDA OF THE EVENT:

DAY 1:

S.NO	SESSION	TIME	VENUE
1.	Registrations	9:00 AM - 10:00 AM	E –Class Room
2.	Inauguration by guests	10:00 AM - 10:30 AM	E –Class Room
3.	Introduction to NASA Space Apps Challenge	10:30 AM – 11:00 AM	E –Class Room
4.	Team introduction and elevator pitching	11:00 AM – 12:40 PM	E –Class Room
5.	Lunch Break	12:40 PM - 1:30 PM	E –Class Room
6.	Working on ideas	1:30 PM - 2:30 PM	E –Class Room
7.	Talk by Sai Kiran	2:30 PM - 3:00 PM	E –Class Room
8.	Mapping and processing on ideas	3:00 PM - 5:00 PM	E –Class Room
9.	1st round of Scrutinization	5:00 PM - 6:00 PM	E –Class Room
10.	Break	6:00 PM - 6:30 PM	E –Class Room
11.	Mapping and processing on ideas	6:30 PM - 8:30 PM	E –Class Room
12.	Networking and Prototyping	8:30 PM - 9:30 PM	E –Class Room
13.	Dinner	9:30 PM - 10:30 PM	E –Class Room
14.	Mentoring session	10:30 PM - 1:00 AM	E –Class Room

DAY 2:

S.NO	SESSION	TIME	VENUE
15.	Fun Session	1:00 AM - 2:00 AM	E –Class Room
16	2nd round of Scrutinization	2:00 AM - 4:00 AM	E –Class Room
17	Validation of ideas	4:00 AM - 6:30 AM	E –Class Room
18	Break	6:30 AM - 7:30 AM	E –Class Room
19	Final round Scrutinization	7:30 AM – 9:00 AM	E –Class Room
20	Winners Announcement and closing ceremony	9:00 AM – 9:30 AM	E –Class Room

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ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Up to 53 teams were registered and participated as a part of the pre-qualifier round. During the elevator pitch, each team was given about 2 minutes to register their team into the competition.

Post lunch, the students started working on their ideas from given challenges. The mentoring was provided to students by experts on android developing, web developing, artificial intelligence and blockchain. They were also mentored on projects related to Civil, Electrical, Electronic and Mechanical backgrounds.

Students were able to interact with mentors from SUMVN and get valuable inputs from them and validate their ideas and work on the loopholes their ideas might have. After which the mentor validated the ideas of the students.

During the first scrutinization each team was given 3-5 minutes of time to pitch their idea among which top 15 teams were selected to move into the next round.

The second round of pitching started after breakfast after which top 8 teams were selected by the jury and awarded

MEMBERS OF THE JURY

- Mr. Sai Kiran katapally (local lead of Space Apps)
- Dr. Kaushik Madakasira (Center head ACIC CBIT research and Entrepreneurship foundation)
- Mr. Manish Kumar Gutta (Founder and CEO of Outshade)
- Mr. Kalyan Dikshit (Technical speaker)
- Mr. Baradwaj Arvapally (Co-founder, ABTechVille and Product Manager at IoT research labs)

The winners were selected based on how technically sound they were, their creativity and the open data sets used by the students. The winners were also chosen for a bootcamp that was conducted on 14th of August 2023, where they were asked to update about the progress about the project that they presented on the day of the hackathon.

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RESOURCES PROVIDED:

- Food for participants (dinner and breakfast)
- Tea and snacks
- Banner
- Internet connectivity
- Systems
- Power Backup
- Audio System
- Projector
- Social media support
- Transportation
- Momentous
- Certificates

Results:

- The event was successful with 212 participants
- Among 53 teams top 9 teams were selected for the next round of the local level of hackathons.
- The winners will be Participating in State and National levels of Space Apps

FEEDBACK AND LEARNING POINTS:

PRINCIPAL:

Dr. K. Ramesh Reddy

Our students have got good exposure to the real time scenarios by attending the prequalification Hackathon organized by SUMVN at our college, and a new dimension thinking of the students has made them to innovate and explore the new ideas.

Coordinator

DR. S.Ramacharan

The pre-qualification hackathon conducted at our college by SUMVN was very useful to our students in exploring their innovative skill and enhancing their knowledge levels.

- The bootcamp which held before the hackathon was good, as our students were very curious to be part of this hackathon, we got to know about the no.
 Of participants and had a chance to listen to their ideas which were all unique and innovative. Overall, it was good experience as it was the first hackathon in our college
- We are looking forward for the next years hackathon and our best wishes for your future hackathons

Future Development:

- To create a community called space Apps student community to ensure that
 the students learn about technology and build up their ideas into products and
 solve real time problem of world which will be addressing in upcoming
 hackathons which are going to be conducted in the future.
- To support the students selected to the next round of Space Apps Hackathon by providing relevant mentors and technical experts
- To support innovations in the community from layman and young students.

Winners of Space Apps Challenge at G.Narayanamme Institute of Technology and Science(for women), Hyderabad

Winner 1:

Team 14:

- 1. M.Shradha rao
- 2. Harshitha Rayasam
- 3. Ritika reddy
- 4. K.Sai Srija

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Winner 2:

Team 13:

- 1. Sneha Boddupalli
- 2. Chintam Sohan
- 3. Kyama Kalpana
- 4. Pasupuleti Durga Devi

Winner 3:

Team 8:

- 1. Nishitha Makam
- 2. Gayathri Manchikanti
- 3. Aishwarya Rao
- 4. Bhavagna Nagisetti

Winner 4:

Team 25:

- 1. D.Niharika Reddy
- 2. K.Lakshmi Pranathi
- 3. T. Jyothi
- 4. M.Divya

Winner 5:

Team 31:

- 1. B Srija
- 2. B Tejaswini Singh
- 3. Sowmya Addanki
- 4. Ishita Kilaparthi

Winner 6:

Team 35:

- 1. Prathima Talluri
- 2. V.Hema Chandrika
- 3. Chandana
- 4. K.Sarvani

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Winner 7:

Team 28:

- 1. Challa Tejaswini
- 2. C Sarada Shravya
- 3. G Yashaswi Sri
- 4. Gottiparthy Rishitha

Winner 8:

Team 50:

- 1. Chilumula Baselitha
- 2. B. Deekshitha Bhargavi
- 3. Jaahnavi Thirukovellur
- 4. N Haritha SriBhasker Patel

Wild Card Entry

1. Varshitha Kaginikar

Wild Card Entry

Team 47:

- 1. Nandula Vyjayanti
- 2. Rldhima Thakur
- 3. Gummireddy saranya
- 4. Anvitha Moilla

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