

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: 30th – 31st August, 2024

DURATION: 24 hours

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

ORGANIZERS:

Team Leads:

- Mr. Katapally Saikiran
- Mr. Neeraj Thakur
- Mr. Venkata Sai
- Mr. Harindra
- Mr. Tharun
- Ms. Sai sri

Organizing Team:

- | | |
|--------------------|------------------------|
| • Neeraj Thakur | • Jahnavi |
| • Dwaraka | • Kinjal Sharma |
| • Bhavishya | • Nayanika |
| • Adithi Garipelly | • Obulasetty Sankruthi |
| • Gayathri Allenki | • Ruthvika |
| • Haassika Gampa | • Keerthana |

Number Of Volunteers: 12



16/08/24/10/24

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 data
- 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: 112

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 2021,2022 and 2023 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.



ABOUT THE EVENT

CHALLENGES ON WHICH THE STUDENTS WORKED ON:

- Beyond sunlight
- Chronicles of Exoplanet Exploration
- Community Mapping.
- Create a web app that displays near earth objects.
- Create your own challenge
- Exosky
- Galactic Games
- Gender and Climate
- Globe protocol games
- Imagine our connected Earth
- Landsat Reflectance Data
- Leveraging Earth observation Data for informed Agricultural Decision-making
- Navigator for the habitable worlds-observatory-how-mapping-the-characterizable-exoplanetsin our galaxy
- Pace in the classroom
- SDGs in the classroom
- Seismic detection across the solar system
- Show-us-what-the-may-2024-geomagnetic-storms-looked-like.
- Symphony-of-the-stars-harmonizing-the-james-webb-space-telescope-in-music-and-images
- Tell us a climate story
- Uncover-the-role-of-greenhouse-gases-in-your-neighborhood.
- Visualize space science

NO OF PARTICIPANTS ATTENDED: 112

NO OF TEAMS REGISTERED: 27



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



ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Up to 27 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 and Electronic 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 9 teams were selected by the jury and awarded

MEMBERS OF THE JURY

- **Mr. Sai Kiran katapally** (local lead of Space Apps Hyderabad)
- **Mr. Neeraj Thakur**(Local lead space Apps Hyderabad)
- **Mr Venkat Sai**
- **Mr. Harindra Masna**
- **Sai sri**
- **Mr. Tharun**

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 20th of August 2024, where they were asked to update about the progress about the project that they presented on the day of the hackathon.



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 112 participants
- Among 27 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 pre-qualification 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.
- 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 7

1. G.Sreenidhi
2. Soumya Priya Hunda
3. Srimukha Chiluka
4. Gunda Sai Prasanna
5. Vaishnavi Yennawar



Winner 2:

Team 1:

1. Adithi Garipelly
2. Azmath zaha shaik

Winner 3:

Team 5:

1. G.Sri Vaishnavi
2. Soma Maithri
3. Sreeja Garlapati
4. Varshitha Devireddy

Winner 4:

Team 12:

1. Aleti Sahithi
2. Charithasree Vanamala
3. Punyamurthy Nishitha
4. Shivani Bonagiri

Winner 5:

Team 13:

1. Bachu Tejaswini
2. Gandham Nikhitha
3. Kaki Satvika
4. Konda Spandana
5. Kondu SaiSree
6. Manojgna Reddy Kamidi

Winner 6:

Team 18 :

1. Prkruthi Puneekar
2. D Devasri
3. M V Snigdha
4. G.Srravani

Winner 7:

Team 22:

1. OBULASETTY SANKRUTI
2. Rodda Akshitha
3. V Nayanika



Winner 8:

Team 25 :

1. Bangari spandana
2. Jahnavi.T
3. K.Poojitha Reddy
4. Kuchanna Charishma

Winner 9:

Team 21:

1. Bandi Urshitha





 **GPS Map Camera**

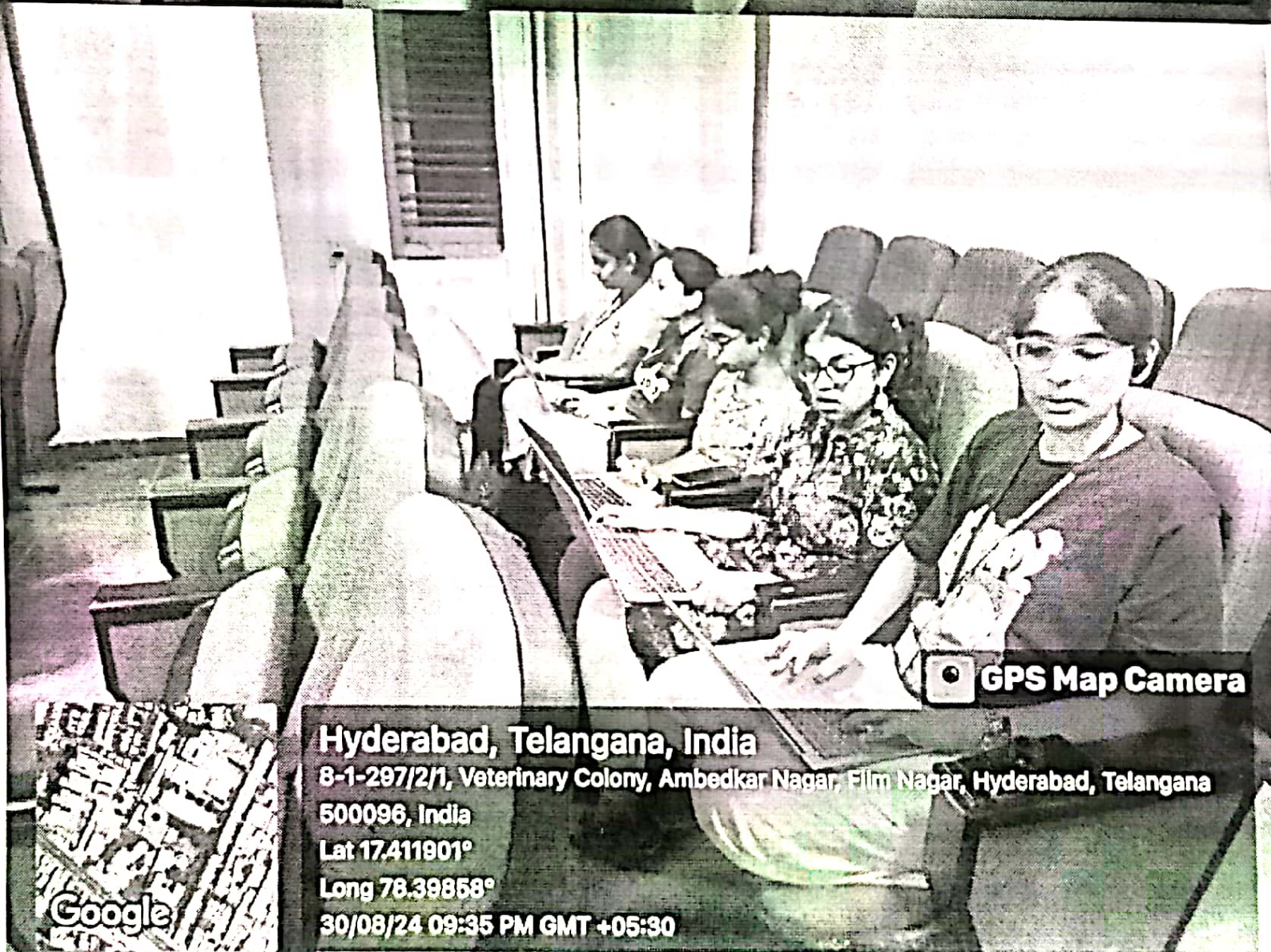
Hyderabad, Telangana, India

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500096, India

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Long 78.39862°

30/08/24 09:28 PM GMT +05:30



 **GPS Map Camera**

Hyderabad, Telangana, India

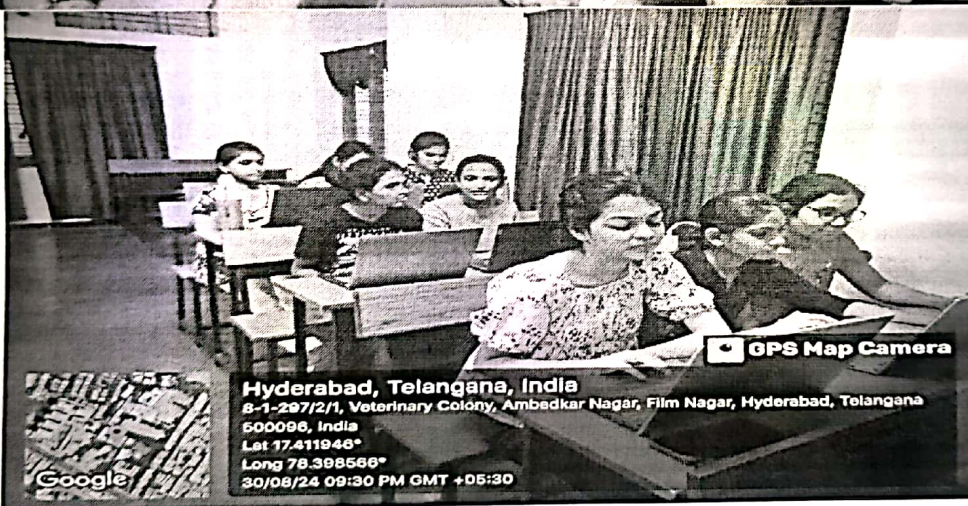
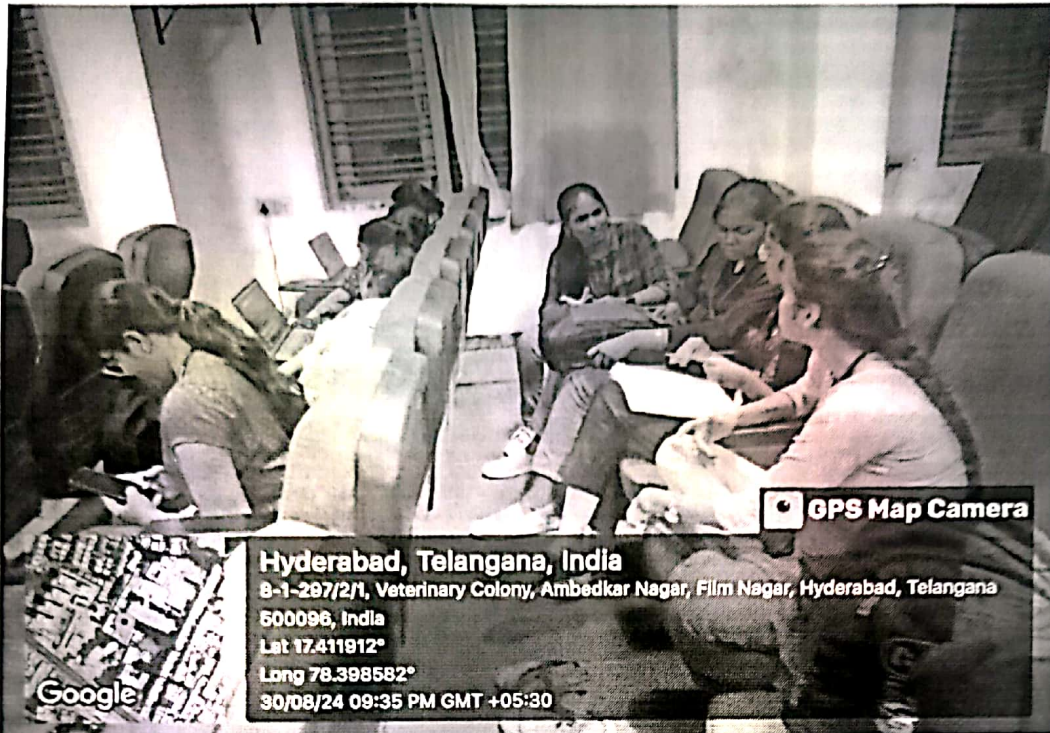
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500096, India

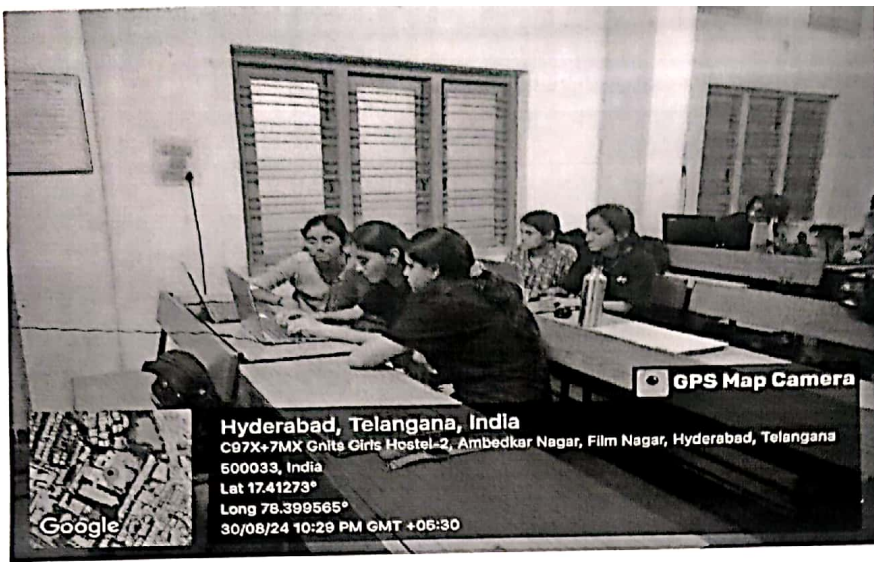
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