

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: 17th & 18th August, 2023

DURATION: 24 hours

LOCATION: Vishnu Foundation TBI, Bhimavaram

ORGANIZERS:

Team Leads:

- V.L.Manvitha
- Md.Vahida
- K.Gowthami
- K.Padma Sri

Organizing Team:

- Ch.Yaso Deepika
- Md.Chandini
- G.S.S.Bhavishya
- G.Sailaja
- P.Amulya
- B.Gowthami
- T.Teja Ramalakshmi
- G.P.S.Asritha
- I.Nikitha sai

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Number Of Volunteers: 13

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:

Vishnu Foundation TBI, Bhimavaram:

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

No of Students attended: 92

The pre-qualifier round boot camps for the NASA SPACE hackathon, hosted by Vishnu Foundation TBI in Bhimavaram, featured Mr. Sai Kiran as the guest speaker and Nasa Space App team. He introduced students to the event's significance and past editions. The presentation covered registration, innovation, idea pitching tips, and the event's career impact. Challenges from previous years were presented, with detailed themes. An interactive session and a mock elevator pitch by the NASA Space App team enriched students' understanding. They discussed their intentions to establish a Space Apps Community, aiming to facilitate student interaction and project development for upcoming challenges. This community would serve as a technical hub, dedicated to imparting new skills and motivating students to engage with their projects and concepts. The team introduced challenges from previous years, providing students with detailed insights into the themes they encompassed. To provide a comprehensive understanding, students were actively involved in an interactive session, allowing them to gain a clear perspective on 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
- Show the World the Data!
- 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: 92

NO OF TEAMS REGISTERED: 23


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AGENDA OF THE EVENT:

DAY 1:

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

DAY 2:

S.NO	SESSION	TIME	VENUE
15.	Fun Session	12:30 AM – 2:00 AM	VFTBI Seminar hall & Co working space
16	2nd round of Scrutinization	2:00 AM – 4:00 AM	VFTBI Seminar hall & Co working space



17	Validation of ideas	4:00 AM – 6:30 AM	VFTBI Seminar hall & Co working space
18	Break	6:30 AM – 7:30 AM	VFTBI Seminar hall & Co working space
19	Final round Scrutinization	09:00 AM – 11:00 AM	VFTBI Seminar hall & Co working space
20	Winners Announcement and closing ceremony	11:00 AM – 12:45 AM	VFTBI Seminar hall & Co working space

ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Up to 36 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 10 teams were selected to move into the next round.

The second round of pitching started after breakfast after which top 4 teams were selected by the jury and awarded

MEMBERS OF THE JURY

- **Mr. Sai Kiran katapally** (local lead of Space Apps)
- **Dr. Kaushik Madakasira** (Ceo of Vishnu Foundation TBI)
- **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 18th of April 2022, 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 92 participants
- Among 23 teams top 7 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.G.Srinivasa Rao

Participating in SUMVN's pre-qualification Hackathon at our college has provided our students with valuable exposure to real-world situations. This experience has not only encouraged innovative thinking but has also sparked a newfound sense of curiosity and exploration among our students.

Coordinator

Dr.K.Padma Vasavi

The pre-qualification hackathon, organized by SUMVN at our college, proved highly beneficial for our students, fostering innovation and significantly augmenting their knowledge base.

The preceding boot camp was particularly engaging, piquing our students' curiosity and igniting their enthusiasm to participate in the hackathon. It provided an excellent opportunity to gauge the number of participants and offered insights into their diverse and inventive ideas. This entire experience marked a significant milestone as it represented our college's inaugural hackathon event.

We eagerly anticipate the forthcoming hackathons and extend our heartfelt best wishes for the success of your future endeavors.

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 Pallavi Engineering College, Nagole

Winner 1:

Team 06: Tech Bees

Project: Where the tall things are found?

1. Ch. Gamyaa Sree
2. Ch. Sathvika
3. N. Keerthi

Winner 2:

Team 07: Tech Rovers

Project: Space based solar panels

1. G. Niharika
2. S. Kushalya
3. S.N.S. Srija
4. P. Varshitha

Winner 3:

Team 09: Aniketos

Project: learning through the looking glass

1. Roshni Nekkanti
2. Yuktha Kanchumarthi
3. Deepikavarma namburi
4. Manvitha

Winner 4 :

Team 23: Narico

Project: Space App: The Documentary

1. Rupasree Namburi
2. M. Harika


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3. M.Jahnavi
4. K.lakshmi Manasa
5. MD.Vahida

Winner 5 :

Team 17: Shining Starts

Project: Make sense out of Mars

1. Pabolu. Harika
2. Shaik.Nousheen
3. Godi. Meghana
4. Parnam.Varsha Sree

Winner 6:

Team 12: Elite Space

Project: Make sense out of Mars

1. Yarakaraju. Druthi Tanmayi
2. Nallamsetti S S S V D P Viswa Poojitha
3. Pichika Keerthana
4. Yandra Eka Naga Durga Sailaja

Winner 7:

Team 14: Sky

Project: Learning through the looking glass

1. G Tripura Teja Sri Gowri
2. K.Sri Harshitha
3. K.Sri Subhanjili
4. Y . Keerthi Sravya


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