

Koneru Lakshmaiah Education Foundation

(Deemed to be University estd. u/s. 3 of the UGC Act, 1956

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NASA SPACE APP CHALLENGE EVENT REPORT

Nasa space app challenge (Pre-Qualifier Round)

Concept:

The Nasa international Space App Challenge is a collaborative event lead by NASA conducted in different cities all around the world to bring out solutions for everyday problems using opensource technologies. It is a hackathon conducted amongst colleges where students pitch their ideas and innovations to solve problems in the society.

Date: 30th and 31st August, 2018

Duration: 24 hours

Location: Koneru lakshmaiah deemed to be University

Organizing team (10 members):

T Bhargav

Anurag Gargeya

Vamsi Ankala

Lohith Tummala

Praneeth Chowdary

Sai Vinay

Abhishek Dasari

B Bharath Kumar

D Smruthi

K Pavan Kalyan

Dr. K. SUBBA RAO

PRINCIPAL
PRINCIPAL
College of Engineering
College

Goals:

- O To bring out students from their monotonous life of classroom and books and make them solve real life problem.
- O To build the hackathon culture among students and encourage team work.
- O To encourage students to think and try solving problems instead of looking through the books for solutions
- O Qualifying students in the local round shall compete against zonal winners across India.

About the Event

Previous Challenges Students worked on:

- Our Ecological Neighbourhood.
- O Ideate and Create
- O Warning! Danger Ahead
- O The Earth and Us
- O Planetary Blues

Colleges Participated:

- O Koneru Lakshmaiah Educational foundation(KLEF)
- O Vignan Lara Institute of Technology(VLIT)
- O Vasireddy Venkatadri Institute of Technology(VVIT)
- O Rayapati Venkata Rangarao & Jagarlamudi Chandramouli college(RVRJC)

Number of teams registered: 41

Agenda of the event:

 O Registration 4:45pm

 O Elevator Pitching 5:30 to 7:00 pm

 O Working on Idea 7:00 to 9:00 pm

 O Dinner 9:00 to 10:00 pm

 O Mapping and processing of data 10:00 to 12:00am

 O Fun session 12:00 to 1:00 am



O Mentoring -		1:00 to 3:00 am
O Break -		3:00 to 3:30
O Networking and prototyping -		3:30 to 6:00am
O Relaxation -		6:00 to 7:00 am
O Fresh up and breakfast -		7:00 to 8:00am
O Second evaluation -		8:00 to 10:00 am
O Presentation -	,	10:00 to 1:00 pm
O Lunch break -		1:00 to 2:30 pm
O Final pitching and selection -		2:00 to 3:30pm
O Closing -		3:30 to 4:00 pm

About the Event:

The event began with the mentors giving a talk to the participants about the event. This was followed by the elevator pitch where all the 41 registered teams participated who were given 2 minutes each to pitch their ideas.

We then broke for dinner which was followed by a work sessions where students had to work on their ideas with the mentors helping them out in every situation. The mentors were from various backgrounds like cloud computing, web application development etc. The participants gained a lot of knowledge talking to them. The mentors also appreciated the efforts they were putting in.

We then had a fun session with musical chairs and dumb charades just to rejuvenate the participants. This was followed by a second scrutinization session where teams were 3-5 minutes to explain their work till then.

The next day in the afternoon the final pitching session was conducted where 4 teams were selected from the zone which ended the hackathon.

Members of the Jury:

Priyanka Gajanan (Local lead of space apps Hyderabad)
 Kimson (Local lead of space apps Hyderabad)

O Pavan Kumar (Local lead of space apps Hyderabad)

O Dr.T.Gunashekhar (Professor from KLEF)O J. Manikhandan (Professor from KLEF)

Winners of the hackathon:

O Electricity generation using Neutrinos:

This idea was aiming to produce electricity from a substance called the neutrinos using fission and fusion reactions.

O Smart cards for Ration distribution:

This idea dealt with illegal distribution of the ration and tried to solve this problem using smart cards and technology.

O Traffic signal optimization:

This idea dealt with the problem of every increasing traffic issues. They try to solve the problem using AI and IOT.

Resources provided:

- O Printing posters and banners
- O Food
- O Tea and snacks
- O Electricity
- O Wi-Fi
- O Water supply
- Security and disciplinary comities
- O Social media support
- O Kits and wrist bands
- O Certificates

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Results:

- O The event was a great success with 160 participants
- O The hackathon yielded out top 3 teams to go to the next round Feedback and learning points:
- O My team and I would like to put forward our gratitude to the SUMVN team for giving us the opportunity to host this hackathon and making it a memorable one for us.
- O During this 24hr hackathon, we also took feedback from the participants which was very positive
- O Personally, I feel my team and I could have done it better if enough time was given for preparation.
- O We got to know how the younger generation is thinking and trying to solve problems.

Future Development:

In the future, we are looking forward to host similar hackathons to bring out talents and also increase the hackathon culture in the state.

We also see a future where we can support the students who got selected for further rounds.

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