SPACE APPS CHALLENGE EVENT REPORT

SPACE APPS CHALLENGE

(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 August 2019

DURATION: 8 hours.

LOCATION: KIIT Technology Business Incubator, KIIT University

ORGANIZERS:

In KIIT University, the challenge was conducted by the KIIT Entrepreneurship Cell.

GOALS:

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

ABOUT THE EVENT

This was the first time that NASA Space Apps Challenge was conducted in Odisha.

NO OF PARTICIPANTS ATTENDED: 100

NO OF TEAMS REGISTERED: 32

AGENDA OF THE EVENT:

07:45 AM- 09:00 AM	Registration Desks open.
09:00 AM - 10:00 AM	Introduction of the judge and felicitation followed by an explanation of the rules, regulations, and procedures.
01:30 AM - 04:00 PM	Final Stage Prototyping and presentation Build up. Judges will be visiting every table.
04:00 PM -04:30 PM	Lunch
04:45 PM - 05:45 PM	Pitching and demonstration will start. 5 Minutes for presentation and 3 minutes for Q/A.
05:45 PM - 05:55 PM	Vote
05:55 PM - 06:05 PM	Presentation by MFL Educlub and felicitation
06:00 PM- 06:30 PM	Top 9 teams and winner felicitation.
06:30 PM - 06:45 PM	Talk by startup Odisha

ABOUT THE EVENT

NASA Space Apps Challenge is an international hackathon for innovators who dream of touching the stars all around the world, where teams engage with NASA's free and open data to address real-world problems on earth and in space.

This international platform gave students the opportunity to bring projects to life for a wide range of applications. We were amazed to see innovation and creativity ideas are brought to the community this year.

The students were presented with problem statements 24 hours before the hackathon, out of which, they have to solve one of the questions through one of the below-mentioned domains.

The Domains for this year's Space Apps Challenge were as follows:

1.Machine Learning

2.Internet of Things

3.Robotics

4.Model Making.

KIIT E-Cell, with the help of KIIT University, brought NASA Space Apps Challenge for the first time ever in Odisha. KIIT E-Cell conducted one of the biggest hackathons of the year which also serves as an innovation and incubation program featuring one of the most diverse section of participants from all over the city ranging from school students to graduates pursuing their degrees in applied sciences.

- 32 teams participated in this hackathon who worked on multiple domains ranging from AI, AR/VR, drones and other problems, providing new innovative and brilliant solutions.

- The students were given 20 problem statements, among which they had to choose one and ideate upon and eventually build a prototype around their solution.

- The participating students were provided with lunch and snacks during breaks and intervals and were always assisted by a point of contact available throughout their tenure during the hackathon.

- Participants were provided with expertise and guidance on their solutions by mentors, the idea of incubating to patenting the solutions and ideas were discussed and agreed upon.

- Some of the students were also provided with internships, wherein their potential was recognized and future avenues were provided to these meritorious students.

- A total of 9 teams were shortlisted after their presentation and 3 teams were selected from there for the next round.

- Think again labs recognized the effort and input put in by the organizing committee and facilitated E-Cell for its commendable job with a certificate of appreciation.

MEMBERS OF THE JURY:

1. Arijit Hajra, Founder & CEO, Think Again Lab

2. Sayandeep Majumdar, Co-founder n CTO, Think Again Lab

3. Naina Singh, Co-founder n COO, Think Again Lab

The winners were selected based on how technically sound they were, their creativity and the open data sets used by the students.

RESOURCES PROVIDED:

- Printing brochures and posters.
- Food (lunch).
- Electricity.
- Wi-fi.
- Water supply.
- Photography.
- Social media support.
- Kits, ID cards, and Tags.
- Momentos.
- Certificates.

Results:

After brainstorming for 4 hours and thorough evaluation processes 9 teams got selected for presentation round. After a very interesting presentation session, where every team was at par, the top 3 teams were announced and the name of selected teams are-

1. Brahmos

They had chosen 'Virtual Space Exploration' as their problem statement, for which they came up with the astounding idea of "generating VR environments for the moon's south pole from terrain maps from NASA and 3D models and making VR environment for a virtual tour" as their solution statement.

2. Titans

They had chosen 'Spot the fire' as their problem statement, for which they came up with the solution statement as " Using solar-powered sensor nodes that monitors the environmental parameters and will have a correlation with an event forest fire. It will also generate email alerts accordingly".

3. Spacasso

They had chosen 'Artify the Earth' as their problem statement , for which they proposed the solution statement as "Using Neural Style Transfer, the input spectral and geographical image data is transformed into a stylistic and artistic rendition of the data which can help to invoke interest in said geographical data and may provide inspiration to artist".

These top 3 teams got selected for the next level of NASA space apps challenge.

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Highlights of the Event:

- The event began with the questionnaire round where the participants were asked in advance to write down questions regarding their career and future. All of these were answered by Mr. Arijeet Hajra, CEO and Founder, Think Again Lab.
- It was followed by the division of groups and the teams were allocated their respective rooms where they worked upon the problem statements which they had ideated on.
- The members of the jury shortlisted 9 teams to present their projects in front of the audience accepting questions from them.
- This engaging session ended with 3 teams bagging the top positions and distribution of awards, giving them a chance to compete in the next round of the NASA Space Apps Challenge.
- There was a very interesting Twitter and Instagram challenge conducted for the participants, the winners of which were given goodies.

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 problems 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 the layman and young students.

Piyush Prasad

PIYUSH PRASAD

Chairman (2019-2020)

KIIT Entrepreneurship Cell

KIIT ENTREPRENEURSHIP CELL BHUBANESWAR

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