



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: 28th and 29th August 2014

DURATION: 24 hours.

LOCATION: VAAGDEVI COLLEGES ,Warangal

ORGANIZERS:

Faculty Coordinators:

- Mr. Salim Amirali Jiwani

Organizing Team:

- | | |
|------------|--------------|
| • Sriraj | • Tharun |
| • Meghana | • Vrushank |
| • Vinay | • Ricky |
| • Varsha | • Goutham |
| • Ruchitha | • Praduthuna |
| • Pranay | • Vimal |
| • Somesh | • Sravani |
| | • Yashshree |

Number of Volunteers: 30



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 the local level of hackathon where they will be competing with different zonal winners.

BOOTCAMPS CONDUCTED:

□VAAGDEVI COLLEGES

Date: 13th August 2024.

Guests: Sai Kiran Katapally (Founder of SUMVN), SUMVN team

No of students attended: 245

The boot camps for a pre-qualifier round of the hackathon were conducted by the VIBA organizing team where our guest Mr. Sai Kiran and the SUMVN team who are the local lead of Space Apps Hyderabad, introduced our students to the event and its importance. They gave a presentation on how the event was conducted back in 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 career. They talked about their plans to start a Space Apps Community to help students interact with each other and build up their projects for the 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 the previous year on which the students need to on work and gave them detailed information about what the themes dealt with. The students were also made to join the interactive session where they had the opportunity to have a clear picture of the event.



ABOUT THE EVENT

PREVIOUS YEAR CHALLENGES ON WHICH THE STUDENTS WORKED ON:

- Our Ecological Neighbourhood
- Ideate and Create
- Warning! Danger Ahead
- The Earth and us
- Planetary Blues

NO OF PARTICIPANTS ATTENDED: 110

NO OF TEAMS REGISTERED: 30

AGENDA OF THE EVENT:

Day 1:

S.No	SESSION	TIME	VENUE
1.	Registrations	9:30 to 11:00	ground
2.	Inauguration by guests	11:00 to 11:15	Auditorium Hall
3.	Introduction to NASA Space Apps Challenge	11:15 to 11:30	Auditorium Hall
4.	Team Introduction and Elevator Pitching	11:30 to 12:40	Auditorium Hall
5.	Lunch	12:40 to 13:30	Auditorium Hall
6.	Working on ideas	13:30 to 15:30	Auditorium Hall
7.	Talk by Sai Kiran	15:30 to 16:00	Auditorium Hall
8.	Mapping and processing on Ideas	16:00 to 18:00	Auditorium Hall
9.	Break	18:00 to 18:30	Auditorium Hall
10.	Mentoring on ideated teams	18:30 to 21:30	Auditorium Hall
11.	Dinner	21:30 to 22:30	Auditorium Hall
12.	Networking and Prototyping	22:30 to 00:00	Auditorium Hall



Viswambhara Educational Society

VAAGDEVI COLLEGE OF ENGINEERING

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Day 2:

S.No	SESSION	TIME	VENUE
13.	Networking and Prototyping	00:00 to 01:30	Auditorium Hall
14.	Fun session	01:30 to 02:30	Auditorium Hall
15.	Validation of Ideas	02:30 to 03:30	Auditorium Hall
16.	1st round of Scrutinization	03:30 to 06:30	Auditorium Hall
17.	Freshup and Breakfast	06:30 to 07:00	Auditorium Hall
18.	2nd round of Scrutinization	07:00 to 08:30	Auditorium Hall
19.	Final Pichings	08:30 to 8:45	Auditorium Hall
20.	Awarding Ceremony	08:45 to 09:10	Auditorium Hall
21.	Closing ceremony	09:10 to 09:30	Auditorium Hall



ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Up to 30 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 the challenges they were given. The mentoring was provided to students by experts on Android development, Web development, Artificial Intelligence and Blockchain. They were also mentored on projects related to Civil, Electrical, Electronics, and Mechanical backgrounds.

Students were able to interact with the mentors from SUMVN get valuable input from them and validate their ideas and work on the loopholes their ideas might have. After this, the mentor validated the ideas of the students. During the first scrutinization, each team was given 3 to 5 minutes of time to pitch their idea among which the 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 Hyderabad)
- Mr. Neeraj sai (Local Lead of Space Apps)
- Mr. Venkat sai (Space Apps Team)

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 boot camp, where they were asked to update about the progress about the project that they presented on the day of the hackathon.



RESOURCES PROVIDED:

- Printing brochures and posters.
- Food (dinner and breakfast).
- Tea and snacks.
- Electricity.
- Wi-fi.
- Water supply.
- Faculty in charge.
- Photography.
- Social media support.
- Transportations.
- Kits, ID cards, and Tags.
- Momentos.
- Certificates.

Results:

- The event was successful with 110 participants.
- Among 30 teams 3 top teams were selected for the next round of the local level of Hackathon.
- The winners were chosen to attend the Bootcamp..

Feedback and learning points:

Principal:

Dr. K. Prakash

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

Coordinator:

Mr. Salim Amirali Jiwani

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



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- The bootcamp was good, we expected the speaker Mr. Saikiran Garu properly appraise the scenarios of pitching elements and the team filtration process of the next round & Local Leads mentioned that this is not a final hackathon there will be one more level of hackathon where finalists need to work on 2024 challenges.
- We got to know about the no. of participants and had a chance to listen to their ideas which were all unique and innovative. It was a good experience to be in ICRISAT for the first time.

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 layman and young students.

PRINCIPAL
Vaagdevi College of Engineering
Bollikunta Warangal-506003

Principal Signature and stamp