VISHWA VISHWANI
INSTITUTE OF SYSTEMS & MANAGEMENT
Approved by AICTE | Affiliated to Osmania University
Campus: Boston House, Thumkunta (P.O.), Shameerpet Road, Hakimpet (via)
Hyderabad - 500 078. T.S., Tel : 040 - 2322 8333, 2322 8399
email : info@vishwavishwani.ac.in, website : www.vishwavishwani.ac.in

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Delivering Values.

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 n umber of government collaborators and over 100 local organizing teams across the globe.

DATE: 29th – 30st July 2022

DURATION: 24 hours

LOCATION: VISHWA VISHWANI INSTITUTE OF SYSTEM AND MANAGEMENT

ORGANIZERS:

Team Leads:
• Sairam
• Sai Lalith
• B. Rishika
• R. Pravallika

Organizing Team:

- A. Tejas reddy
- Y. vasishta
- K. Keerthi
- K. Prashansa Naomi
- P. Akhilesh
- T. Neeraj Singh
- D.sreyesh
- G.MANOHAR
- Abdul Ateeb
- T. V. Anuhya
- N. Revanth
- P.Anusha
- A. Akshaya Reddy
- S. Malvika
- D. Abhinav
- Adepu Sam Cleopas
- J.Shravanthi
- B.Jhansi
- Zeeshan
- Mallapu Praneeth
- D. Ravi Teja
- M. Arum
- Nagendra
- S. Prudhvi
- B. Chetan
- Mubashir Jazil
- S. Pramod
- Vidisha Gurum
- K.Haritha
- Soumitra
- M. Ashish
- Suraj Joshi
- Mekala Angelina
- Y. Tanishq
- Laksh.S.Rathore
- B. Sahithi
- Rafatnaaz Bano
- Aasmi Saravagi
- P. Vamshi Krishna
- B.Swetha
- G.Israfeel
- Bharath
- Harsha Vardhan
- K. H. Indu
- B. R. Nikitha
- A. Nithya Shree
- R. Sharath
- J.Deekshitha
- Yogesh Pandey
- K.Sahithi

![Vishwa Vishwani Institute of Systems & Management logo]

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Number Of Volunteers: 20

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:
VISHWA VISHWANI INSITUTE OF SYSTEM AND MANAGEMENT

GUESTS:
• Sai Kiran Katapally (Founder of SUMVN and Space App India)
• Chakradhar Sangapu CEO of SUMVN
• Anumanthun Shanthi Priya (Space App National Co-Lead)
• Domalapally Vamshi (Space App National Co-Lead)
• Rishwanth Cheguri (Space App Telangana Co-Lead)

Mentors:
• Manish Kumar Gutta (Founder and CEO of out shade social media)
• Kalyan Dixit (International Tech Speaker and Mentor)
• Baradwaj Arvapally (Co-founder of ABTech Ville and R&D Manager at Safety Connect

No of Students attended: 500

" The boot camps for pre-qualifier round of hackathon were conducted by **VISHWA VISHWANI INSTIUTE OF SYSTEMS AND MANAGEMENT**, 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 2019,2020 and 2021. 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 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. "

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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
• Dust Yourself off
• 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
• 1UP for NASA Earth
• Invent Your Own Challenge
• Space App: The Documentary

NO OF PARTICIPANTS ATTENDED: 452

NO OF TEAMS REGISTERED: 113

AGENDA OF THE EVENT:

DAY 1:

S.NO	SESSION	TIME	VENUE
1.	Registrations		Auditorium Hall
2.	Inauguration by guests		Auditorium Hall
3.	Introduction to NASA Space Apps Challenge		Auditorium Hall
4.	Team introduction and elevator pitching		Auditorium Hall
5.	Lunch Break		Auditorium Hall
6.	Working on ideas		Auditorium Hall
7.	Talk by Sai Kiran		Auditorium Hall
8.	Mapping and processing on ideas		Auditorium Hall
9.	1st round of Scrutinization		Auditorium Hall
10.	Break		Auditorium Hall
11.	Mapping and processing on ideas		Auditorium Hall
12.	Networking and Prototyping		Auditorium Hall
13.	Dinner		Auditorium Hall
14.	Mentoring session		Auditorium Hall

DAY 2:

S.NO	SESSION	TIME	VENUE
1.	Fun Session		Auditorium Hall
2.	2nd round of Scrutinization		Auditorium Hall
3.	Validation of ideas		Auditorium Hall
4.	Break		Auditorium Hall
5.	Final round Scrutinization		Auditorium Hall
6.	Winners Announcement and closing ceremony		Auditorium Hall

ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Up to 113 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 katapall**y (local lead of Space Apps)
• **Dr. Kaushik Madakasira** (Center head ACIC CBIT research and Entrepreneurship foundation)

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 29th of July 2022, where they were asked to update about the progress about the project that they presented on the day of the hackathon.

INFRASTRUTRE RESOURCES PROVIDED:

• Food for participants (lunch, dinner and breakfast)
• Tea and snacks
• Banner
• Internet connectivity
• Systems
• Power Backup
• Audio System
• Projector
• Medical support
• Social media support
• Transportation
• Momentous
• Certificates
• Id Cards (Students, organizing team, volunteers)
• T-Shirts

Results:

• The event was successful with 452 participants

• Among 113 teams top **6 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. P. Chakravarthi

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

Faculty Coordinator
Prof Mir Irfan Ul Haque
Mr. S.V. Suresh Raju

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 as it was the first hackathon in our college

• 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.

TEAM NO: 1	TEAM NO: 2	TEAM NO: 3
M. Sriram Chandra T. Arathi Reddy V.Akshitha Goud E. Deekshith Goud	V. Sanath kumar Y. Dharani A.Kalyan Kumar Sruthi	Mahesh Aravind Lekh Srisai babu

TEAM NO: 4	TEAM NO: 5	TEAM NO: 7
Vaishnavi Kusuma Karthik Damodar	Mohammed Adil Sanjana Bai Sanskrithi Yanamala Pavani	Anju Yamuna Anusha Riya

TEAM NO: 8	TEAM NO: 9	TEAM NO: 10
Srinivas Lakshman Supriya Jeevan	Vaishnavi Pattewar Sahil Jakhotia Y.Ramesh T. Sai Krishna Reddy	V.Radha yadav K. Athul Raj Abhishek Pawar

TEAM NO:11	TEAM NO: 12	TEAM NO: 13
Keerthi Srujana Wajid Zubair	Akhil Shiva Sudarshan Santhosh	Neeraj kumar Sri lekha B P Sindhura

TEAM NO: 14	TEAM NO: 15	TEAM NO: 16
G. Kavyasri Shri B. Karthik J. Poojasri G. Pavan kumar	Rhema Vishal Nikila Abhishek	Sai teja K.supriya Sam T.Sushma
TEAM NO: 17	**TEAM NO: 18**	**TEAM NO: 19**
D. S. Aneesha N.Akash Keerthana M. Srujana	K. Rahul Hasmitha K. Haritha Sreeja	Nikitha Gayathri Shalini Preethika
TEAM NO: 20	**TEAM NO: 21**	**TEAM NO: 23**
Kavya Rakshitha Bhargavi Madhuri	Pravalika Amani Bala charan Ramana	Vineeth Yuva saiteja Saalam Annapurna
TEAM NO: 24	**TEAM NO: 25**	**TEAM NO: 26**
K.Srikanth Sai Prasad Sowmya A.chandana	V. Naga Sai Deepika N.Pooja V.Phaneendra Anisha kumari	Tejasvini susmitha Anusha Patro Aachi kalyan

TEAM NO: 27	TEAM NO: 28	TEAM NO: 29
Bhavya Manasa Srija Raviteja	Arunkumar Chandana Shivareddy Gowthami	Y. Varun V.Varun Raj Vamsi P. Sai Priya
TEAM NO: 30	**TEAM NO: 31**	**TEAM NO: 32**
S.Kranthi Deepak B.Bharath Kumar Y.VenuVaraprasad Keethana Goud	Charan Abhilasha Rithika Pawan kumar	T. Usha M. Niharika Y. Gaurav Goud N. Kiran Kumar
TEAM NO: 33	**TEAM NO: 34**	**TEAM NO: 35**
Kavyasree Sagar Madhu sree Nandhini	Bhavitha Usha sri Usha Bhavani G.Pravalika	Kranthi Manoj Dayakar Shashidhar
TEAM NO: 36	**TEAM NO: 37**	**TEAM NO: 38**
Niharika Deeksha Sudhin Sai Kiran	Vishwa Rohit Shravani O. Harika	Kirthi Ananth ram K. Sushma Affren

TEAM NO: 39

Harsha
Savitha
Santosh
Sugandini

TEAM NO: 40

HS.Uday
M.Akshaya
karthikeya
G.Aditya vardhan

TEAM NO: 41

Sanjay
Rakshith
Ridvesh

TEAM NO: 42

Amrutha Palepu
Neha Goud
Alekhaya Reddy
Ruchirashankari Bandi

TEAM NO: 43

ATHIRATH
SUMIRAN
MUNEER
PUNEET KUMAR

TEAM NO: 44

K. Deepthi
I. Bhavya
B. Pravalika
A. Mani Chandhana

TEAM NO: 46

A. Vaishnavi
D. Sunandha
B. Kavya
B.Nishitha

TEAM NO: 47

ABHINASH
P. SHARATH CHANDRA
MADHAV
HIMAWAT

TEAM NO: 49

B. Pradyumna
VSK. Varun Mahidhar
J. Sowmith
Shashank Gattogi

TEAM NO: 50

P. Shravya
P. Shreya
V. Venkatesh
Rithvik bandu

TEAM NO: 51

KOUSHIK REDDY
KRISHANG
VIJEETH Reddy
SAI NATH

TEAM NO: 52

G. Gnyapika
U.Vidya
Manisha
Aamer khan

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Winners of Space Apps Challenge at -
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Winners:

Team 107: SAI LALITH & TEAM
Project: Organizing committee
1. Sai Lalith
2. Sairam
3. Y. Tanishq
4. T. V. Anuhya

Team 64: MEGHANA & TEAM
Project: Documentary
1. K. Nandini
2. Uppala Meghana
3. K. Sindhu
4. C. Laxmi Priya

Team 109: URE PRODUCTIONS
Project: Documentary
1. T. Neeraj Singh
2. D. Abhinav
3. Abdul Ateeb
4. Laksh.S.Rathore
5. Aasmi Saravagi
6. Rafatnaaz Bano

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Team 41:

Project: Invent your own challange

1. M. Ridvesh Gupta

2. A . Rakshith

3. Sai Sanjay

4. M. Sri Bhavana

Team 11 :

Project: Documentary Team

1. A. Keerthi

2. B.srujana

3. MD. Wajid

4. Zubair Akhtar

TEAM 000: PGDM Team

1. Bothuku Amani

2. Pola Balcharan

3. Pravalika

4. Thaneeru Venkat

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విశ్వవిశ్వాని ఆధ్వర్యంలో 'నాసా ఇంటర్నేషనల్ స్పేస్ చాలెంజ్'

సాక్షి, సిటీబ్యూరో: నగరానికి చెందిన విశ్వవిశ్వాని గ్రూప్ ఆఫ్ ఇనిస్టిట్యూషన్స్, ఎస్ఏయూఎంవీఎన్ సంయుక్త ఆధ్వర్యంలో నాసా ఇంటర్నేషనల్ స్పేస్ చాలెంజ్ 2022ను నిర్వహించారు. ఇందులో భాగంగా పీజీడీఎం, ఎంబీఏ, బీబీఏ, బీఎస్ కంప్యూటర్స్ విద్యార్థుల కోసం ఏర్పాటు చేసిన రెండు రోజుల హ్యాకథాన్ను విశ్వవిశ్వాని గ్రూప్ ప్రెసిడెంట్ జీఎస్ఎస్ వెంకటేశ్వర్ రావు తుంకుంట క్యాంపస్లో ప్రారంభించారు. ఈ హ్యాకథాన్లో ప్రొఫెసర్ మీర్ ఇర్ఫాన్ ఉల్హక్, ఎస్.వీ ఆధ్వర్యంలో 110 జట్లుగా 450 మంది విద్యార్థులు పాల్గొన్నారు. ప్రపంచవ్యాప్తంగా ఉన్న ఆవిష్కర్తలు, శాస్త్రవేత్తలు, మార్గదర్శకులతో విద్యార్థులు అనుసంధానం కావడానికి ఇదో మంచి వేదికగా నిర్వాహకులు పేర్కొన్నారు. ఇందులో భాగంగా చండీఘడ్లో జరిగే జాతీయ పోటీకి ఆరు జట్లు ఎంపికయ్యాయి. ఇందులో పాల్గొన్న విద్యార్థులందరికీ నాసా స్పేస్ యాప్ ద్వారా పార్టిసిపేషన్ సర్టిఫికేట్ అందజేస్తారు. కార్యక్రమంలో డా. చక్రవర్తి, డా. ఎం.మదన్మోహన్ రెడ్డి, డా.భరత్భూషణ్ సింగ్, కాటపల్లి సాయికిరణ్, చక్రధర్ సంగెప్ప, అనుమంతు శాంతిప్రియ, దోమలపల్లి వంశీ, రిశ్వంత్ చేగూరి తదితరులు పాల్గొన్నారు.

NASA INTERNATIONAL SPACE APP CHALLENGE HACKATHON HELD

Vishwa Vishwani Group of Institutions, Hyderabad in association with SUMVN organised a 'NASA International Space App Challenge 2022'. A two days Hackathon for its PGDM, MBA, BBA and BS (Computers) Students at its sprawling campus located at Thumkunta, Hyderabad. The Hackathon was inaugurated by Vishwa Vishwani Group President Mr. GSS Venkateshwar Rao. A total of 450 students representing 110 teams participated in the Hackathon under the mentorship of Prof. Mir Irfan Ul Haq and Mr. S.V. Suresh Raju. The Hackathon; one of the biggest human endeavour to seed innovation to solve world's problems and find management solutions, was an opportunity for students to get connected with innovators around the world, network with mentors, scientists and get exposure of an international competition. Six teams with innovative ideas were shortlisted for the National competition to be held in Chandrigarh, while all the other students who participated were awarded a participation certificate by NASA Space App.