



# ACE Engineering College

**An Autonomous Institution**

(Sponsored by Yadala Satyanarayana Memorial Educational Society, Hyderabad)

Approved by AICTE & Affiliated to JNTUH

**B.Tech Courses offered :** CIVIL, EEE, MECH, ECE, CSE, IT, CSE-IoT, CSE-AI & ML and CSE-DS  
**NBA Accredited Courses:** CIVIL, EEE, MECH, ECE and CSE, Accredited by NAAC with A Grade

## 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:** 25th and 26th June 2024

**DURATION:** 24 hours.

**LOCATION:** ACE ENGINEERING COLLEGE, GHATKESAR

#### ORGANIZERS:

##### Faculty Coordinators:

- Durga Prasad
- Sreelatha

##### Organizing Team:

- Shravan Ergala ( FoundersLab)
- Shashank (NSS ACE)
- Aparna (NSS ACE)
- Chaitanya
- Sowmya
- Akshaya
- Srikar
- Lasya
- Upazna

**Number of Volunteers:** 8

#### 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
- 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:

### ❑ ACE ENGINEERING COLLEGE:

Date: 24<sup>th</sup> of JUNE 2024

Guests: Sai Kiran Katapally (Founder of SUMVN)

No of students attended: 120

The boot camps for pre-qualifier round of hackathon were conducted by the Founderslab/ ACE Engineering college organizing team where our guest Mr. Sai kiran who are local lead of Space Apps Hyderabad, introduced our students about 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 previous year on which the students need to on work and gave them a 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 about 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: 112

NO OF TEAMS REGISTERED: 28

### 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	Seminar Hall
3.	Introduction to NASA Space Apps Challenge	11:15 to 11:30	Seminar Hall
4.	Team introduction and Elevator Pitching	11:30 to 12:40	Seminar Hall
5.	Lunch	12:40 to 13:30	Seminar Hall
6.	Working on ideas	13:30 to 15:30	Seminar Hall
7.	Talk by Sai Kiran	15:30 to 16:00	Seminar Hall
8.	Mapping and processing on Ideas	16:00 to 18:00	Seminar Hall
9.	Break	18:00 to 18:30	Seminar Hall





10.	Mentoring on ideated teams	18:30 to 21:30	Seminar Hall
11.	Dinner	21:30 to 22:30	Seminar Hall
12.	Networking and Prototyping	22:30 to 00:00	Seminar Hall

#### Day 2:

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

#### ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Upto 28 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, Electronics and Mechanical backgrounds.

Students were able to interact with the 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 students.

During the first scrutinization each team was given 3 to 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 hyderabad)
- Mr. Neeraj Thakur (Local Lead Space Apps Hyderabad).
- Mr. Venkat Sai
- Mr. Harindra
- Mr. Tharun



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 (dinner and breakfast).
- Tea and snacks.
- Electricity.
- Wi-fi.
- Water supply.
- Faculty incharges.
- Photography.
- Social media support.
- Transportations.
- Kits, ID cards and Tags.
- Momentos.
- Certificates.

#### **Results:**

- The event was successful with 120 participants.
- Among 28 teams 4 top teams were selected for the next round of the local level of Hackathon.

#### **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.

#### **Winner's list of NASA SPACE APP CHALLENGE at ACE ENGINEERING COLLEGE –**

**Team number: 10**

**Idea: Orbital Scrap Metal – Video Game V2.0**

**Team leader: Hemendra**

**Team:**

Naveen

Praveen

Lasya

Dept. ECE

1st Year

**Team no: 15**

**Idea: (Tracking space station in 3D)**

**Department: CSE**

**Year: I**



Team leader: Nupur Gupta

Members:

G. Tejaswini

G. Meghana Reddy

BN. Pranavika

L. Gangothri

Team No: 8

Idea: smart agriculture advisor

TEAM LEADER: S YASHWANTH

TEAM:

M. Sai krishna

Ch. shleshitha

Dept: CSM

YEAR :2ND YEAR

Team No – 18

Idea: Home planet at your finger tips

Team leader- Sanjay Kumar



**PRINCIPAL**  
**ACE Engineering College**  
**Ankushapur (v), Ghatkesar (M)**  
**M.M. Dist.-501301 T.S.**