Approved by AICTE • Affiliated to JNTUK • Accredited by NBA, NAAC with 'A` Grade

Recognized by UGC under sections 2(f) and 12(B) of UGC Act, 1956

99498 76662, 99897 76661 Email: office@aec.edu.in Website: www.aec.edu.in

# 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 number of government collaborators and over 100 local organizing teams across the globe.

**DATE:** 09<sup>th</sup> – 10<sup>th</sup> August, 2023

**DURATION: 24 hours** 

LOCATION: Aditya Engineering College, Surampalem

Number Of Volunteers: 15

## **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:**

## Aditya Engineering College, Surampalem:

**GUESTS:** Sai Kiran Katapally (Founder of SUMVN and Space App India) and SUMVN Team.

Mr. Sri Ganesh (Astronomer and Andhra Pradesh State Lead)

#### No of Students attended:133

The boot camps for pre-qualifier round of hackathon were conducted by Aditya Engineering College, Surampalemorganizing team where our guest Mr. Sai Kiran, introduced our students about the event and its importance. They gave a 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 also 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.

**NO OF PARTICIPANTS ATTENDED: 133** 

**NO OF TEAMS REGISTERED**: 50

## **AGENDA OF THE EVENT:**

S.NO	Schedule	Timings
	Day1 -09 <sup>th</sup> August2023	
1	InaugurationandIntroductionoftheteam	10:00 AM-10:15 AM
2	IntroductionofNASASpaceAppsChallenges	10:15AM-11:00 AM
3	TeamIntroductionandElevatorPitching	11:00AM-11:45 AM
4	GuestTalk	11:45AM -12:25PM
5	LunchBreak	12:30PM-13:30PM
6	WorkingonIdeas	13:30PM-15:45PM
7	SnacksBreak	15:45PM -16:00PM
8	MentoringSession	16:00PM -17:00PM
9	1 <sup>st</sup> roundofScrutinization	17:00PM-18:00PM
10	MappingandProcessingonideas	18:00PM-19:00PM
11	DinnerBreak	19:00PM-20:30PM
12	MappingandProcessingonideas	20:30PM-21:30PM
13	NetworkingandPrototyping	21:30PM-22:30PM
14	MentoringSession	22:30PM -01:00AM
8	Day2 -10 <sup>th</sup> August2023	× 3 × 4
15	FunSession&RefreshmentBreak	01:00AM-02:00AM
16	2 <sup>nd</sup> RoundofScrutinization	02:00AM-04:00AM
17	ValidationofIdeas	04:00AM-06:30AM
18	BreakfastBreak	06:30AM -08:00 AM
19	FinalRoundofScrutinization	08:00AM-08:30AM
20	WinnersAnnouncementandClosingCeremony	08:30AM-10:00AM

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

The event began with an inauguration ceremony after which the pitching started. Up to 50 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 katapally (local lead of Space Apps)
- Mr.Sri Ganesh (Astronomer and Andhra Pradesh State Lead)
- Ms. Anishka Kothapelly (Telangana Lead SUMVN)
- Mr. Neeraj Thakur (Haryana Lead SUMVN)
- Mr. BaradwajArvapally (Co-founder, ABTechVille and Product Manager at IoT research labs)

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 09<sup>th</sup> of August 2023, where they were asked to update about the progress about the project that they presented on the day of the hackathon.

#### **RESOURCES PROVIDED:**

- Food for participants (breakfast, lunch and dinner)
- Tea and snacks
- Banners
- Internet connectivity
- Systems
- PowerBackup
- Audio System
- Projector
- Social media support
- Certificates

#### Results:

- The event was successful with 133participants
- Among 50 teams top 3 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. M. Sreenivasa Reddy

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.

## Winners of Space Apps Challenge at Aditya Engineering College, Surampalem

#### **Team 11: Dream Makers**

- 1. G.chandinipriya
- 2. k.suryakala
- 3. N.Swapanabharathi
- 4. K.Navyasri

## Team 04: Tech Dynamos

- 1. P.Sathwik
- 2. K. Niharika

## Team 10: KANYARASI

- 1. K Sravya
- 2. P Nikhila
- 3. N Pooja sri
- 4. K Surekha rani













