Department of Information Science and Engineering, Computer Science and Engineering, and Master of Computer Applications

Hack4Humanity Hackathon
13th and 14th December
(24 hour Hybrid Hackathon)

Hackathon Report

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1. Executive summary

The Hack4Humanity Hackathon, organized by the ISE Department in collaboration with the CSE and MCA Departments of MSRIT, was an impactful event aimed at fostering innovative solutions to societal challenges. This hackathon focused on addressing the pressing issues of digital accessibility for people with disabilities and connecting low-income groups to educational and economic opportunities. By emphasizing inclusivity and accessibility, the event encouraged participants to develop solutions that could create tangible, positive impacts.

Objective

The primary objective of Hack4Humanity was to inspire participants to leverage technology and creativity to design solutions that bridge gaps in digital accessibility and economic inclusion. The hackathon problem statement revolved around making digital platforms more inclusive for underserved communities, thereby providing them with better access to education and employment.

2. Introduction

The Hack4Humanity Hackathon, organized collaboratively by the ISE, CSE, and MCA Departments of MSRIT, was designed to inspire innovation and address critical social challenges. With a focus on inclusivity, the event emphasized the need for technological

solutions to bridge gaps in digital accessibility and economic opportunities for marginalized communities.

Purpose and Theme of the Hackathon

1. Addressing Accessibility Challenges for People with Disabilities:

Digital platforms play a central role in education, employment, and daily life, but they often remain inaccessible to individuals with disabilities. This hackathon aimed to motivate participants to create user-friendly, accessible solutions that cater to the diverse needs of differently-abled individuals. By addressing these challenges, the hackathon sought to empower this community and enhance their participation in society.

2. Bridging Gaps in Education and Employment for Low-Income Groups:

Economic inequality restricts access to quality education and stable jobs for underprivileged groups. Hack4Humanity encouraged participants to build tools and platforms that connect these individuals to opportunities and resources. Solutions targeting affordability, scalability, and usability were a key focus, ensuring impact for underserved communities.

3. Fostering Innovation and Inclusivity in Technology:

Innovation thrives when diverse perspectives are embraced. Hack4Humanity provided a platform to showcase how technology can address systemic inequities and foster inclusion. By integrating empathy into the problem-solving process, participants were challenged to think beyond technical feasibility and consider broader societal impact.

Importance of the Event

This hackathon underscored the role of technology as a force for social good. It provided a space for students and professionals to develop practical solutions to real-world problems, enhancing their technical, creative, and collaborative skills. By engaging with complex issues and proposing innovative solutions, participants were encouraged to view themselves as change-makers in a rapidly evolving digital landscape.

Hack4Humanity was not just a competition but a movement to align technological innovation with empathy and inclusivity. The event set a precedent for how academia, industry, and young talent can work together to address societal challenges, paving the way for a more equitable future.

3. Event details

3.1 Event Timeline

The Hack4Humanity Hackathon was conducted in two distinct phases to ensure a thorough and engaging evaluation process:

1. Online Phase:
The online phase of the hackathon was hosted on the Unstop platform on December 13th, 2024. Participants were tasked with completing specific milestones within designated timeframes. These milestones were designed to assess the feasibility, creativity, and preliminary execution of their proposed solutions. Teams that failed to submit their progress by the given deadlines were disqualified, ensuring that only disciplined and proactive teams advanced to the next phase.

2. Offline Phase:
The offline phase took place on December 14th, 2024, at MSRIT. It was a live, in-person evaluation held across four labs, with simultaneous assessments conducted by the judges. This phase ran from 9:00 AM to 1:00 PM and provided an opportunity for teams to present their final solutions through demonstrations and detailed discussions. The offline phase enabled judges to evaluate the functionality, user experience, and overall impact of the projects in a hands-on setting.

3.2 Participation Statistics
The hackathon witnessed a robust level of participation, reflecting the enthusiasm and commitment of the MSRIT community and beyond:

Total Registrations: The event initially attracted 79 teams, comprising students and professionals eager to tackle the given problem statement.
Qualified for Offline Submission: Out of the initial registrations, 52 teams successfully cleared the online phase by meeting all the milestone requirements. These teams advanced to the offline phase to showcase their solutions in person.

3.3 Judging Process
The evaluation of projects during the hackathon was meticulously planned to ensure fairness and rigor:

Number of Judges: A panel of four judges with expertise in technology, design, and social impact presided over the evaluations.
Evaluation Labs: To streamline the assessment process, the offline phase was conducted in four separate labs, allowing simultaneous evaluations. This setup minimized delays and ensured that each team received adequate attention and feedback.
Evaluation Criteria: Judges assessed the projects based on five key criteria:
Innovation/Creativity: The uniqueness and originality of the solution.
Functionality: The practicality and technical execution of the solution.
User Experience: The ease of use and accessibility of the platform or tool.

Impact: The potential of the solution to address the problem effectively and create meaningful change.
Presentation: The clarity, structure, and persuasiveness of the team's pitch.

3.4 Problem Statement

The central theme of the hackathon revolved around inclusivity and accessibility, encapsulated in the following problem statement:

"Digital platforms are often inaccessible to people with disabilities, and low-income groups lack access to education and jobs. A solution is needed to make platforms inclusive and connect these groups to economic opportunities."

This statement challenged participants to think deeply about the systemic barriers faced by these underserved communities. Teams were encouraged to design solutions that:

Improve digital accessibility for individuals with disabilities, enabling them to navigate and utilize platforms with ease.
Bridge the gap for low-income groups by providing affordable and scalable solutions that connect them to educational resources and job opportunities.
Leverage technology as a tool for empowerment and inclusion, ensuring that the benefits of innovation are accessible to all.
The problem statement underscored the hackathon's commitment to addressing real-world issues and inspiring participants to create impactful, empathetic solutions.

4. Hackathon structure

4.1 Online Phase

Platform: The hackathon was hosted on Unstop, an online platform that facilitated all the submissions, communication, and tracking of progress throughout the event.
Milestones:
Participants were given specific milestones to complete and submit within predefined deadlines. These milestones could range from initial ideation and concept submission to functional prototypes, and eventually the final solution.
The milestones were set in a way to ensure consistent progress across all teams, encouraging them to develop their ideas step by step.
Each milestone submission was reviewed and assessed by the organizers, with feedback provided to help guide teams through the process.
Elimination Criteria:
Elimination took place for teams that failed to meet the set deadlines or did not submit the required milestones on time.

Teams that missed submissions were disqualified from further participation, ensuring that only those teams who maintained a consistent work ethic and met the deadlines continued on to the next phase.

4.2 Offline Phase

Venue: The offline phase of the hackathon was held at MSRIT (M S Ramaiah Institute of Technology), utilizing four separate labs for the teams to present their final solutions. These labs were equipped with all the necessary resources for teams to prepare their final presentations.

Team Presentations:

Each participating team presented their final solution to a panel of judges.

The presentations usually included demonstrations of the product or solution developed during the hackathon, as well as an explanation of the design process, problem-solving strategies, and any challenges faced.

Judging Criteria:

Teams were evaluated based on predefined judging criteria, which typically included:

Innovation: How creative and novel the solution was.

Technical Complexity: The technical depth and sophistication of the solution.

Implementation: How well the idea was executed in terms of functionality and usability.

Presentation: The clarity and impact of the final presentation, including how well the team communicated their ideas and solutions.

Team Collaboration: How effectively the team worked together to complete the project.

Outcome: Based on the evaluation, teams were either awarded prizes, given honorable mentions, or provided feedback for further improvement.

5. Evaluation criteria

The projects in the hackathon were evaluated based on several key parameters that helped judges assess the quality and potential of each solution. These parameters ensured a holistic view of the projects, considering everything from the initial idea to its real-world applicability and presentation. Below is a detailed explanation of each evaluation criterion:

1. Innovation/Creativity: Originality and Uniqueness of the Idea

Innovation and creativity are central to the success of any hackathon project. Judges assess how original and unique the idea is compared to existing solutions. This criterion examines:

Novelty: Does the project introduce a new concept or approach, or is it based on existing technologies and ideas? A truly innovative project brings something fresh to the table, whether in its core concept, technology stack, or problem-solving approach.

Out-of-the-box Thinking: Does the project break conventional boundaries? Creative solutions often involve unconventional ideas, fresh perspectives, or unique applications of existing technologies to address problems in new ways.

Differentiation: How different is the solution from what is already available? A creative idea should offer an alternative or better way of doing things, providing distinct value to the target audience or market.

2. Functionality: Feasibility and Reliability of the Solution
Functionality evaluates whether the project works as intended and its practical viability in the real world. A project can be innovative, but if it lacks functionality, its impact will be limited. The key aspects of functionality include:

Feasibility: Is the solution achievable with the current technology and resources? Judges will look at how well the team was able to implement their solution within the given timeframe and the technical constraints.

Reliability: Does the solution perform consistently and without errors? A functional product must be stable and robust, ensuring it operates as expected across different environments and use cases.
Scalability: Can the solution handle increased usage or larger datasets in the future? A well-implemented solution should have the capacity to scale with growth, ensuring it remains useful in the long term.

3. User Experience: Ease of Use, Accessibility, and Design
User experience (UX) is one of the most critical aspects of evaluating any project, as it directly impacts how end-users interact with the solution. This parameter evaluates:

Ease of Use: Is the solution intuitive and easy to navigate? A user-friendly interface and a smooth user journey are essential to ensuring that users can interact with the product without confusion or frustration.

Accessibility: Does the solution cater to users with diverse needs and abilities? Accessibility is key to ensuring that the product is usable by everyone, including people with disabilities. Features like screen readers, voice commands, or adaptive layouts can enhance accessibility.

Design: How visually appealing and consistent is the design? Aesthetic considerations, like colors, typography, and layout, contribute to the overall user experience. Good design makes the product not only pleasant to use but also enhances its functionality.

Responsiveness: Does the solution adapt to various devices and screen sizes? In today's digital age, ensuring that a project works seamlessly across different platforms, such as mobile devices, tablets, and desktops, is essential for a successful UX.

4. Impact: Potential of the Solution to Create Meaningful Change
The ultimate goal of most hackathons is to create solutions that can lead to significant improvements or changes in the world. This criterion assesses the potential impact of the project:

Social Impact: Does the solution address an important societal issue? Projects that tackle problems like climate change, social inequality, or health disparities are highly valued for their potential to make a difference.

Scalability of Impact: Can the solution have a broad and long-lasting impact? A solution with scalable potential can expand and reach a wider audience, thus multiplying its positive effects.

Sustainability: Is the solution sustainable over time? Impactful solutions are not only short-term fixes but also have enduring value that can contribute to long-term change. This can include sustainability in terms of resources, economic viability, and continued support or updates.

Real-World Applicability: How applicable is the solution in the real world? A solution with high impact should solve an existing, tangible problem or address an unmet need in the market or community.

5. Presentation: Clarity, Organization, and Delivery of the Project
The way a project is presented can significantly influence how its value is perceived. Effective communication of the project's concept, implementation, and potential is crucial for convincing the judges and audience of its worth. Key elements include:

Clarity: Is the project easy to understand? The presentation should clearly outline the problem being solved, the approach taken, and how the solution works. This is especially important for complex or technical solutions, as clarity ensures that the judges can easily grasp the concept.

Organization: Is the presentation logically structured? A well-organized presentation flows smoothly, covering all important aspects, from the problem statement to the solution's

features and the results achieved. A logical progression helps keep the audience engaged and makes the information digestible.

Delivery: How confident and engaging is the presentation? Effective delivery involves not only explaining the solution well but also showcasing the team's enthusiasm, passion, and commitment to the project. A strong delivery can leave a lasting impression on the judges.

Visual Aids: Are there visual aids, such as slides or demos, to enhance the presentation? Good visuals help explain the concept and make the presentation more engaging. Demos or prototypes can showcase the solution in action, providing concrete evidence of its functionality and effectiveness.

6. Awards and prizes

The hackathon concluded with a grand ceremony where the top-performing teams were rewarded for their hard work, innovation, and problem-solving skills. The awards were designed to recognize and celebrate the excellence and achievements of the participants. The winners were given cash prizes, and all participants received certificates acknowledging their participation in this competitive event.

Prize Breakdown:

First Prize: ₹10,000

This prestigious award was presented to the team that demonstrated exceptional creativity, technical proficiency, and overall execution. Their solution not only met the challenge requirements but also went above and beyond in terms of impact, innovation, and functionality.

Second Prize: ₹7,000

The second-place winners showcased impressive solutions that were both functional and innovative, though they slightly lagged behind the first prize winners in terms of overall execution. Nevertheless, their hard work and ingenuity were acknowledged with a substantial cash prize.

Third Prize: ₹5,000

The third-place team's solution was highly functional, practical, and well-received. Though they may have been slightly outperformed by the top two teams, their project still demonstrated great potential and skill, earning them recognition and a cash reward.

Winners of the Hackathon:

Error 404
Tanish Mehta
Moazam Showkat
Siddharth Kannan

This team emerged as the First Prize winners. Their solution was highly praised for its originality, functionality, and impact, making them stand out from the other teams. They effectively solved a challenging problem with a creative and well-executed solution, showcasing impressive technical skills and innovation.

Millibytes
Urvi Umesh
Pranav MK

This team secured the Second Prize. Their project was both technically sound and creative, demonstrating excellent collaboration and problem-solving capabilities. The judges were particularly impressed with the way they implemented their solution, as well as their ability to explain the process and impact clearly during their presentation.

Strivers
Aarib Anwar
Vaishnavi Ravi Kumar
Ayush Prabhat
The Third Prize was awarded to Strivers. Their project was well-executed, and although it may not have had the same level of innovation as the top two teams, it still presented a strong and practical solution that had clear real-world applications.

Certificates for Participants:
All participants, regardless of their ranking, were awarded certificates of participation. These certificates acknowledged their dedication, hard work, and contribution to the hackathon. Participating in such an event, especially with the challenges posed by tight deadlines and high expectations, was an achievement in itself. The certificates served as a reminder of their effort and experience gained during the event.

These awards and certificates helped foster a sense of accomplishment and recognition among all participants, motivating them to continue pursuing their passion for technology and innovation. The prizes not only rewarded the winning teams for their outstanding performance but also encouraged other participants to keep pushing the boundaries of their potential in future hackathons and projects.

7. Key highlights

The hackathon featured several standout elements that contributed to its overall success. These highlights ensured that the event was not only competitive but also educational and enriching for all participants. Here's a detailed look at the key aspects of the hackathon that made it unique and impactful:

1. Milestone-Based Elimination Ensured Consistent Effort

One of the key features of this hackathon was the milestone-based elimination process. Instead of simply judging teams at the end of the event, the hackathon included several intermediate milestones that participants had to meet within specified deadlines. This structure was beneficial for several reasons:

- Consistent Progress: The milestone approach helped maintain a steady pace throughout the event. Participants were required to show incremental progress at each stage, ensuring that teams didn't wait until the last minute to complete their projects.
- Focus on Execution: By breaking the competition into smaller milestones, teams were forced to focus on execution, testing, and refining their solutions progressively. This not only ensured that participants worked efficiently but also prevented the overwhelming task of finishing everything at once.
- Early Identification of Issues: Teams that struggled to meet milestones early on could identify issues with their approach, technology stack, or workflow. This early intervention allowed them to pivot and improve, thereby reducing the likelihood of failure towards the end.
- Fair Evaluation: The milestone system provided a more balanced evaluation, considering not just the final result but the journey and process undertaken by each team. This kept participants on track and encouraged them to maintain a high standard of work throughout the event.

2. Multidisciplinary Collaboration Between Departments Enriched the Event

The hackathon encouraged multidisciplinary collaboration between various departments, which proved to be an enriching experience for everyone involved:

- Diverse Skill Sets: Teams were composed of participants from different academic backgrounds, bringing together a rich variety of skills, such as coding, design, business analysis, and marketing. This mix fostered creative problem-solving and innovative solutions as each team member brought a different perspective and expertise to the table.

- Cross-Departmental Learning: Participants from various departments had the opportunity to learn from each other. For example, engineers could gain insights into user experience design, while designers could understand the technical challenges involved in implementation. This interaction helped in broadening participants' knowledge and enhancing their understanding of how different domains contribute to the development of a solution.
- Networking and Collaboration: The hackathon provided a platform for students and professionals from different disciplines to network and collaborate on solving real-world problems. This collaboration not only enriched the quality of solutions but also created a space for participants to build connections that could prove valuable in their future careers.
- Innovation Through Diverse Perspectives: The multidisciplinary nature of the event promoted innovation by encouraging participants to think beyond their individual areas of expertise. The fusion of technology, design, and business ideas often resulted in solutions that were more holistic, user-centric, and feasible in real-world applications.

3. Direct Interaction with Judges During Offline Evaluation Helped Participants Refine Their Solutions

The offline evaluation phase of the hackathon played a crucial role in helping teams refine their solutions. One of the standout aspects was the direct interaction with judges, which allowed teams to receive real-time feedback and guidance:

- Immediate Feedback: During the offline evaluation, teams had the opportunity to present their solutions directly to the panel of judges. This direct communication allowed the judges to ask clarifying questions and provide valuable feedback on areas that could be improved.
- Refinement of Solutions: With immediate insights from the judges, teams could refine their solutions on the spot, addressing any gaps or concerns raised during the presentation. This allowed teams to enhance the final product before submitting it for final evaluation.
- Constructive Criticism: Judges provided constructive criticism, focusing on both strengths and areas for improvement. This helped participants understand where their solutions excelled and where they could push for better functionality, user experience, or scalability.
- Personalized Guidance: Teams received personalized guidance based on their specific projects. This one-on-one interaction allowed the judges to focus on the individual needs of each team, providing feedback tailored to their unique challenges.

- Enhanced Learning Experience: For many participants, this phase was an invaluable learning opportunity. Direct interaction with industry professionals and experts gave participants the chance to gain insights into real-world problem-solving and receive advice that would be useful beyond the hackathon.

8. Challenges faced

While the hackathon was a great success, several challenges arose during its planning, execution, and evaluation phases. These challenges were part of the learning experience and helped in refining the overall structure for future events. Below is a detailed look at some of the main obstacles faced during the hackathon:

1. Maintaining Strict Adherence to Milestone Deadlines

One of the biggest challenges in organizing the hackathon was ensuring that all teams adhered to the milestone deadlines. While the milestone-based approach helped maintain consistent progress, it also presented several logistical difficulties:

- Time Management for Teams: Hackathons often attract participants who are eager to work on their ideas, but balancing a hackathon with academic schedules, personal commitments, and other projects can make meeting deadlines challenging. Some teams struggled with time management, resulting in missed milestones.
- Managing Delays: When teams missed milestone deadlines, it created a ripple effect, potentially causing delays in the entire event. Organizers had to stay on top of these delays and manage rescheduling or adjustments to ensure that the competition continued smoothly without disrupting the overall timeline.
- Strict Milestone Requirements: The need to submit progress reports and updates at each milestone required participants to focus not only on development but also on documentation and tracking their progress. For some teams, this added layer of complexity proved to be difficult to manage, especially when unexpected technical hurdles arose.
- Communication: Keeping all teams informed about upcoming deadlines, and ensuring they understood the importance of meeting those deadlines, was a challenge. Some teams faced issues with understanding or remembering the time constraints, leading to confusion or frustration.
- Ensuring Fairness: For teams that did meet their deadlines, ensuring that their efforts were recognized appropriately in the evaluation process became a challenge. Organizers had to make sure that teams who followed the timeline were not unfairly overshadowed by others who missed deadlines.
- Despite these challenges, the milestone system ultimately helped ensure that the teams stayed focused and worked steadily toward their final solution. The

organizers learned a great deal from managing the deadlines and were able to fine-tune their approach for future events.

2. Coordinating Multiple Labs and Judges Simultaneously

Another significant challenge faced was the coordination of multiple labs and judges simultaneously during the offline phase of the event. With the event spanning over several labs at MSRIT and multiple judges evaluating the teams, the logistics became complex:

- Managing Multiple Venues: The offline phase required effective coordination between four different labs, each hosting different teams. Organizers had to ensure that the labs were equipped with the necessary infrastructure, such as power supplies, internet access, and proper seating arrangements for both teams and judges. This meant that organizers had to manage physical space efficiently and make sure there was no overlap or conflict between teams using the labs.
- Judges' Availability and Coordination: With several judges involved, managing their schedules and ensuring that each judge was assigned the right teams to evaluate required careful planning. Judges had to be given clear guidelines on how to assess the projects and what criteria they should focus on during their evaluations. Aligning all the judges' schedules, ensuring they were available at the right times, and facilitating smooth transitions between teams were logistical challenges.
- Real-time Updates and Communication: During the offline evaluation phase, real-time communication between the event organizers and judges was critical. If any issues or delays arose, organizers needed to quickly communicate updates to judges and teams. This required a reliable system of communication, as well as a proactive approach to managing any on-the-ground disruptions that occurred.
- Judging Process Consistency: Ensuring that all judges followed the same evaluation criteria and provided consistent feedback across the different labs was essential to maintain fairness. Organizers had to be diligent in reminding judges of the evaluation parameters and ensuring they applied the same standards to each team's presentation.

Despite these challenges, the organizers were able to manage the coordination of multiple labs and judges efficiently. They relied on a well-organized system and clear communication to ensure smooth proceedings and minimal disruption during the offline evaluation.

3. Ensuring Participants Understood the Problem Statement Clearly

A third major challenge was ensuring that all participants clearly understood the problem statement and the specific requirements of the hackathon:

- Complexity of Problem Statements: The problem statements provided to the participants were sometimes multifaceted, requiring them to address both technical and functional aspects. Some participants struggled to fully grasp the scope of the challenge, leading to confusion about what was expected of them. It was crucial for the problem statement to be clear, concise, and easy to interpret.
- Misalignment of Expectations: At times, teams misunderstood certain aspects of the problem statement, leading to misalignment between what they delivered and what was expected by the judges. This was especially true when problem statements included multiple layers of complexity or ambiguous phrasing. The organizers had to be proactive in addressing any questions or clarifications teams had regarding the problem statement.
- Time Constraints: With the tight timeline of the hackathon, some teams were forced to make assumptions or proceed without fully understanding the problem statement, which affected the quality of their solutions. Organizers had to make sure there was enough time during the initial phase for teams to seek clarifications, review the problem, and align their approach accordingly.
- Communication Channels for Clarification: Organizers set up communication channels where teams could ask questions, but some teams failed to leverage these opportunities, leading to confusion. Making sure all participants were aware of these channels and encouraged to seek clarifications was key to ensuring that everyone was on the same page.
- Revisions and Updates to the Problem Statement: Occasionally, the problem statement had to be refined or updated based on participant feedback. Handling these revisions and ensuring all teams were informed without disrupting their progress required careful management.

Despite these challenges, the organizers worked diligently to provide clear guidance and support to participants, ensuring that any misunderstandings or issues with the problem statement were addressed promptly. Regular check-ins and a responsive help desk helped mitigate confusion and ensure that teams were on track.

9. Outcomes and impact

The hackathon not only provided a platform for participants to showcase their technical skills but also encouraged them to consider broader societal impacts. The outcomes and lasting effects of the event highlighted the importance of empathy, accessibility, and real-world problem-solving, leading to meaningful contributions from all involved.

1. Encouraged Participants to Design Solutions with Empathy for Underserved Communities

One of the core objectives of the hackathon was to inspire participants to design solutions that addressed real-world challenges, particularly for underserved or marginalized communities. This emphasis on empathy-driven design ensured that participants considered the needs of those who are often overlooked in the development of digital technologies:

- Understanding Diverse Needs: Participants were encouraged to think beyond the typical user base and focus on creating solutions that would have a positive impact on communities with limited access to resources or technology.
- Social Responsibility: By tackling challenges faced by underserved groups, participants began to understand the importance of social responsibility in tech development. The event shifted the focus from purely technical achievement to designing solutions that can bring about tangible change in society.
- Inclusive Innovation: Solutions designed with empathy not only solved problems but also contributed to creating more equitable access to technology, ensuring that digital platforms and services cater to a wider audience.

2. Highlighted the Importance of Accessibility and Inclusivity in Digital Platforms

The hackathon underscored the critical importance of accessibility and inclusivity in the design and development of digital platforms. As the tech industry continues to grow, ensuring that digital solutions are accessible to all users—regardless of their abilities, backgrounds, or resources—is paramount:

- Design for All: Participants were encouraged to integrate accessibility features such as easy navigation, text-to-speech, and multi-language support into their solutions. This helped raise awareness about the need for products and platforms that cater to individuals with disabilities or those in underserved areas.
- Expanding the User Base: The hackathon highlighted that inclusive design does not just benefit marginalized communities but can also help expand the overall user base, leading to more widespread adoption of technologies.
- Creating Equitable Solutions: Teams were encouraged to focus on solutions that prioritize equal access to information, products, and services. By integrating inclusive design principles into their solutions, participants ensured that they were building products that could be used by a wider range of individuals, regardless of their technological literacy or physical limitations.

3. Inspired Students to Think Critically About Real-World Problems and Create Meaningful Solutions

Beyond technical skills, the hackathon inspired participants to think critically about real-world problems and how their work could make a difference:

- Problem-Solving with Purpose: The hackathon emphasized that technology should not just be a tool for innovation, but also a means to solve pressing global issues. Students were motivated to tackle problems related to healthcare, education, environmental sustainability, and social inclusion, fostering a sense of purpose in their work.
- Innovative Thinking: By encouraging participants to step outside their academic frameworks and focus on practical solutions, the event inspired students to think innovatively and critically. This experience helped them connect theory with practice and understand the broader societal impact of their work.
- Meaningful Impact: Participants recognized that their solutions could lead to lasting change—whether it was improving access to essential services, creating more sustainable systems, or supporting marginalized communities. This understanding led to deeper engagement with the problem statements and more thoughtful solutions.

10. Acknowledgements

We would like to extend our sincere gratitude to everyone who contributed to the success of the hackathon. This event would not have been possible without the collective efforts of the organizing departments, faculty members, sponsors, judges, and participants.

Institution: A special thanks to MSRIT for providing the infrastructure and support that enabled us to host such a successful event.

Sponsors: We are grateful to our esteemed sponsors, including the IEEE Computational Intelligence Society, CSI Bangalore Chapter, and the Institution Innovation Council for their valuable support in making this event a reality.

Student Coordinators: We would like to acknowledge the hard work and dedication of the student coordinators, who played a pivotal role in ensuring the smooth running of the hackathon. Our sincere thanks to Jeevitha, Shri Ram, Shree Lakshmi, Shreya R, and Sameeksha P for their unwavering commitment.

Faculty Convenors: A heartfelt thank you to our faculty convenors for their guidance and mentorship:
Dr. Anita Kanavalli (ISE)
Dr. S Ajitha (MCA)
Dr. R China Appala Naidu (CSE)

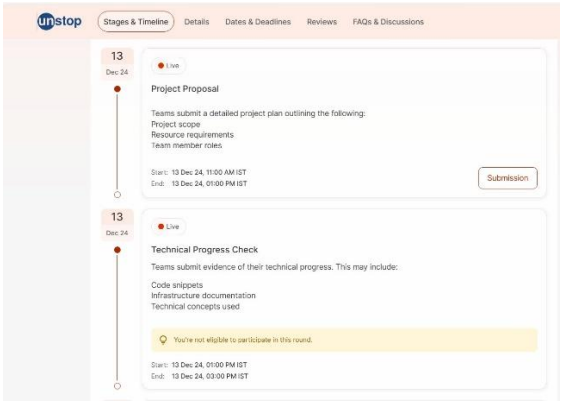
Faculty Coordinators: We are grateful to our faculty coordinators for their constant support throughout the event:
Dr. Sumana Maradithaya (ISE)
Dr. Sruthi G (ISE)
Dr. D Evangelin Geetha (MCA)
Dr. Sushma B (CSE)

Judges: Our sincere thanks to the panel of judges for their valuable time and expertise in evaluating the participants' projects:
Rishabh Priyadarshi
Shreehari Wadawadagi
Mr. Arun Kumar
Manoj R K

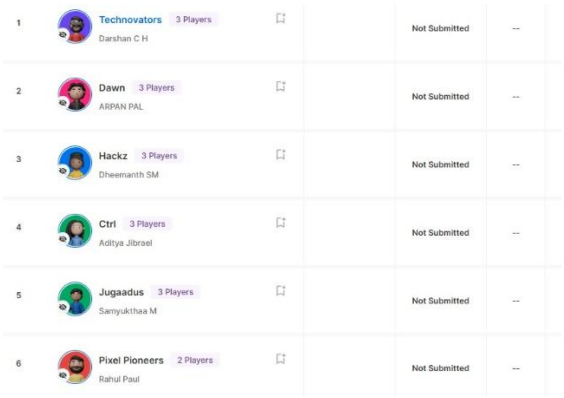
Participants: Lastly, we would like to express our gratitude to all the participants for their enthusiasm, creativity, and hard work.

Your innovative solutions and determination made this event truly memorable

11. Appendices



Milestones of the participants in the Unstop website



Elimination of the participants

Inauguration of the offline submissions

Participants showcasing their prototype

Handing over thankyou letters to the judges

S.NO	Team Name	Team Lead Name
1	Team Scratch	Animeeth Ghosh
2	choco	Manu Smriti
3	Binary	Srushti S
4	Strivers	AARIB ANWAR
5	The Secret Coders	Ankit Kumar
6	SnackOverflow	Nabhanyu B M
7	Sleep(100)	Akash
8	Tech9Baaz	Patel Jashmin Kumar
9	CodeAid	Niketana L
10	SKY	Vidushi Gupta
11	Crakzzz	DHRUV GUPTA
12	The Bug Buster's	Gireesh Hegde
13	Nexus	Harsh Gaurav

S.NO	Team Name	Team Lead Name
14	Error404	Tanish Mehta
15	mavericks	Sanvi Nikkam
16	Losers	Shakthivel M
17	Humans for Humanity	Ruthwik Bhargav N
18	Super Shanmugans	Atharv Kulkarni
19	HUMANITECH	Abhishek L Gowda
20	BridgingGaps	Paridhi Khemka
21	Socket Synergies	Kumar Kaushik
22	404 Brain_Not_Found	Ishan Chitkarsh
23	Walter Black	Manjunath Patil
24	Minions	Anurag Singh
25	Haxx	KARTIK SUNDARRESH
26	YJ	Jeeth Bhavesh

S.NO	Team Name	Team Lead Name
27	TOXIC	Vishnu J
28	SyntaxError	Ankita Jaka
29	Millibytes	Urvi Umesh
30	Loserz	Blen Pinto
31	ACT	C christopher
32	NO GPA	Deepika T
33	Alpha	Samrudh p
34	SCORPIO	Vedang Srivastava
35	Helptech	Parnika N
36	Humanity hackers	Mahantesh Patil
37	Natural stupidity	HARSH RAJ
38	Vs Le club	VATSAL Kumar
39	Bug de'buggers	Amith Braggs

S.NO	Team Name	Team Lead Name
40	MSV	Vishwas Desai
41	SANDWICH.APK	KRISHNA KAPALE
42	KafkaBytes	Shubham Saurav
43	algorun	Sandeep Shivashettar
44	Astra	Nagashree N S
45	The boyz	Aneek Shah
46	System error	Shawn Avinash
47	Tech Triad	Shashwath Prabhu
48	Team rangnorock	Preetham Gowda
49	TED Hack	Sachin Kumar
50	Team karnaatabala	Basavaraj addnur
51	Russel stover	CHIRUDEEP KURALLA
52	Bits and bytes	Mudit sethia

The list of participants that got shortlisted for the final round