THEMES

Problem Statement 1 : Develop a prototype of an automated device or machine that assists small-scale farmers in tasks such as planting, watering, or harvesting crops.
Problem Statement 2 : Design and construct a device or instrument capable of identifying and measuring the levels of pesticides or other chemical residues present in soil and food products, thereby verifying their organic status.

Problem Statement 1 : Develop a tool that helps students to manage their emotional and mental health.
Problem Statement 2 : Devise a fun, gamified way for students to build skills like problem solving, spatial thinking, negotiation, and pattern recognition.

Problem Statement 1 : Develop a small-scale, community alert system prototype that uses local resources to warn residents of impending natural disasters like floods, earthquakes, etc.
Problem Statement 2 : Design Solutions that can solve some of the pressing challenges of India such as handling medical emergencies, search and rescue operations, etc.

Problem Statement 1 : Accessibility and Inclusive Design- Creating innovative transportation and infrastructure solutions that are inclusive and accessible for people with disabilities, ensuring equal access to mobility options and enhancing the overall urban experience for everyone.
Problem Statement 2 : Devise an integrated solution that employs technology to reduce traffic congestion, while simultaneously incorporating features aimed at preventing road accidents and reducing the incidence of fatalities.

Problem Statement 1 : Develop products to ensure the availability of quality healthcare on an equitable, affordable and accessible basis with a special focus on underserved populations.
Problem Statement 2 : Create a tool that promotes healthy living among Indian youth, focusing on areas like nutrition, physical activity, and mental well-being.

Problem Statement 1 : Design a low-cost ATL Model/toolkit encompassing all the key segments of Tinkering.
Problem Statement 2 : Toys/Games for Education : Design Toys and Games that will help children (2 - 12 years) learn better in an interactive and fun way.

Problem Statement 1 : Design a Payload for a Satellite that can be launched into Space.
Problem Statement 2 : Build an All Terrain Rover that will explore the surface of other planets, and analyse its environment.

Any Other Problems