

# Solution Challenge



Google Developer Student Clubs

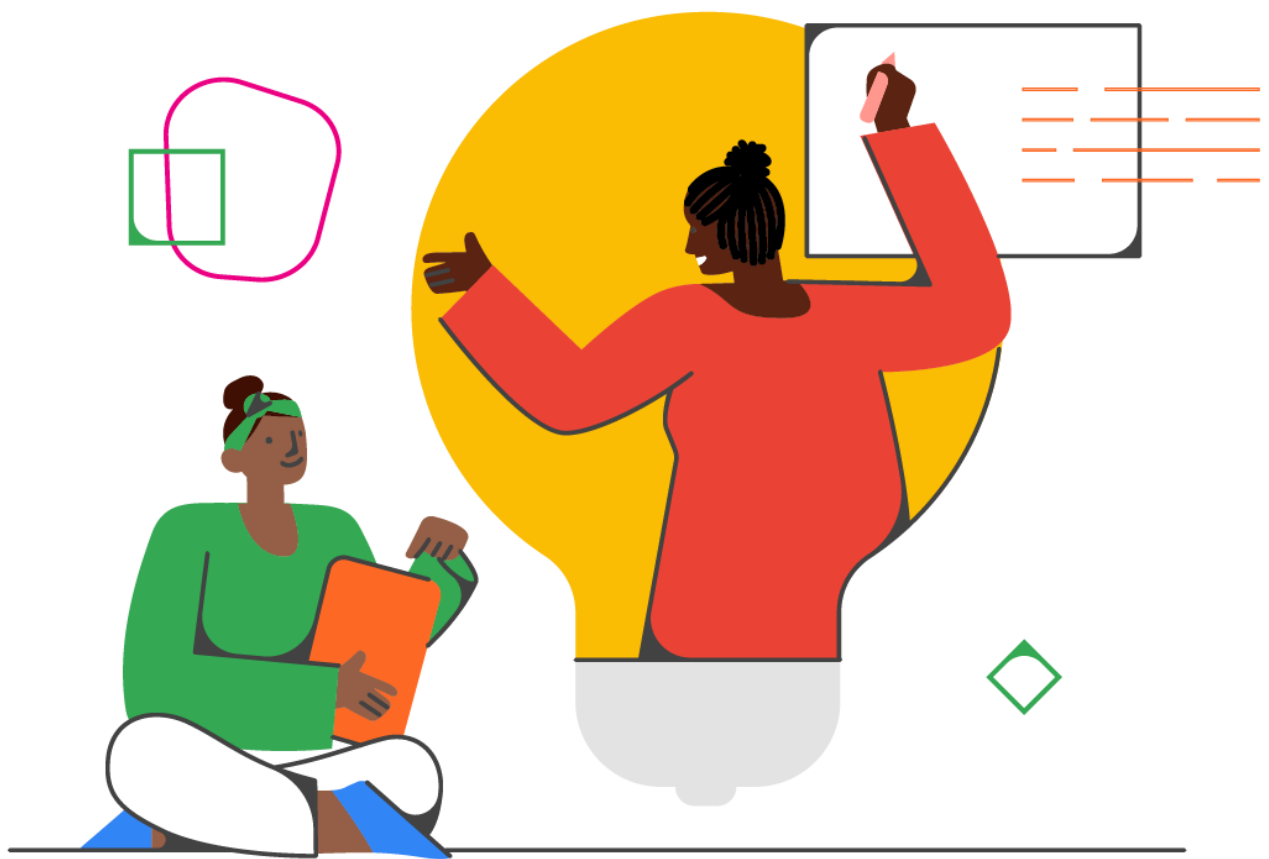
Bakhtiyarpur College of Engineering

## BROCHURE '22



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# What is the Solution Challenge?

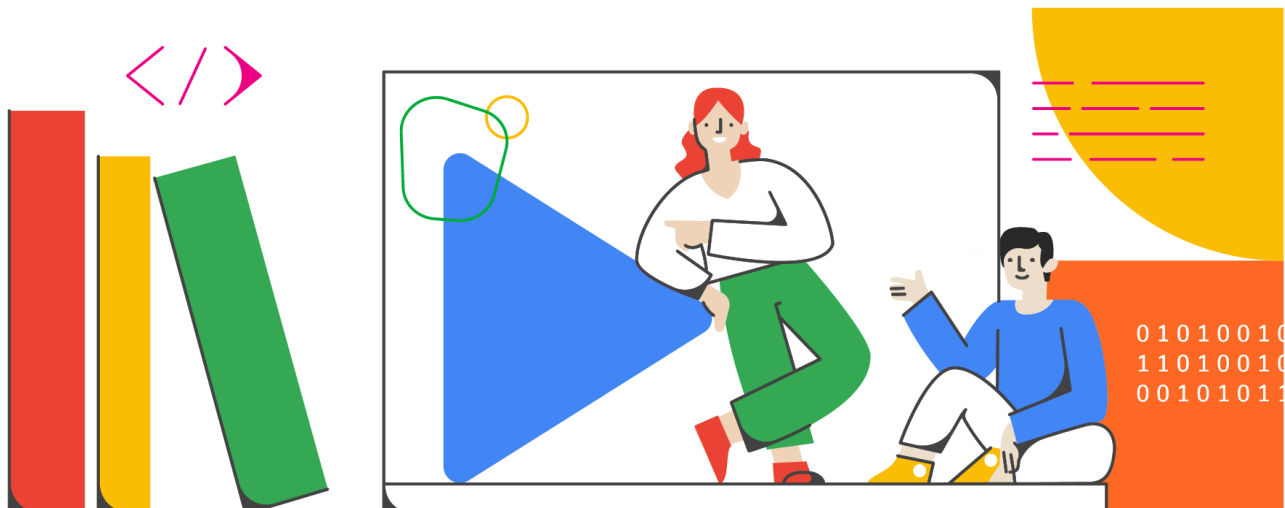
Have you ever felt inspired to build something that can help improve the lives of those you care about? Google Solution Challenge brings you the **golden & global opportunity** for the same.

The Google Solution Challenge is an annual contest where you can show your skills by developing a solution that solves and addresses one or more of the **United Nations' 17 Sustainable Development Goals** using one or more Google products or platforms.

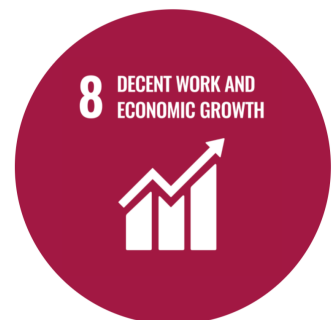
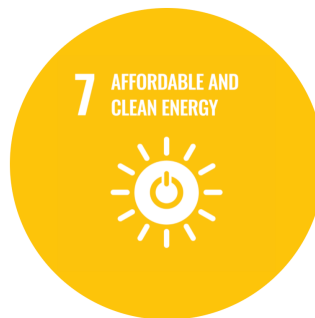
The year ahead brings more opportunities for helping each other and giving back to our communities.

With that in mind, we invite students around the world to join the **Google Developer Student Clubs 2022 Solution Challenge!**

This year, see how you can use **Android, Firebase, TensorFlow, Google Cloud, Flutter**, or any of your favourite Google technologies to promote employment for all, economic growth, and climate action, by building a solution for one or more of the UN Sustainable Development Goals.



# UN 17 Sustainable Development Goals



# The Complete Process

## Getting Started

Step 1: Join a Google Developer Student Club

Step 2: Register for the 2022 Solution Challenge by submitting this form.

Step 3: Form a team (maximum 4 members)

Step 4: Select a United Nations Sustainable Development Goal

## Design & Build

Step 5: Identify a Solution

Step 6:

- Learn & build Design the front-end interface
- Design the back-end technology

Step 7: Test your solution

Step 8: Iterate



## Submissions & Judging

Step 9: Record a demo video and submit by March 31st, 2022

Step 10: Top 50 solutions announced (mid-April)

Step 11: Top 50 mentoring (May)

Step 12: Top 10 finalists announced (June)

Step 13: Top 3 winners announced live on YouTube (July)

Step 14: Celebrate all the 2022 Solution Challenge participants!



## Prizes

All participants receive a Google Developers digital profile badge and an official certificate.

### Top 50 teams

Receive customised mentorship from Googlers and experts to take solutions to the next level, a branded T-shirt, and a certificate.

### Top 10 finalists

Receive additional mentorship, a swag box, and the opportunity to showcase solutions to Googlers and developers all around the world at Demo Day live on YouTube.

### Contest Finalists

In addition to the swag box, each individual from the additional seven recognized teams will receive a Cash Prize of **\$1,000** per student.

Winnings for each qualifying team will not exceed **\$4,000**.

### Top 3 winners

In addition to the swag box, each individual from the top 3 winning teams will receive a Cash Prize of **\$3,000** and a feature on the Google Developers Blog.

Winnings for each qualifying team will not exceed **\$12,000**.



# Judging Criteria

A panel of judges from Google will use the following criteria to evaluate and score all submissions.

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## IMPACT - 60 POINTS

1. Does the entry establish a clear challenge focused on one or more of the United Nations 17 Sustainable Development Goals? Is it explained in a clear manner with specific Sustainable Development Goal targets they are looking to solve for? **[10]**
2. How effectively does the solution address the challenge identified by the team? **[20]**
3. Is there evidence of the next step? Does the team display a plan for future extension if they were to continue? **[10]**
4. Is there evidence that the solution has been thoroughly tested with real users? **[10]**
5. Is there evidence that the solution was iterated upon based on user feedback? **[10]**

## TECHNOLOGY - 40 POINTS

1. Does the solution implement all the technical components needed to solve the challenge? **[10]**
2. Has the team clearly explained what Google technology they used, why and included guidance on how to run their code? **[10]**
3. Does the video demonstration show the working solution and how a user will interact with the solution? Does the demonstration highlight how the Google technologies are implemented and also mention the value the technology provides the users? **[10]**
4. Has the team made effective product and technical decisions for their solution? **[10]**

# Timeline ...



## Last March

### **Project Submission**

Put your solution into action. Record a video of a successful demo (maximum 2 minutes long) and submit it. **The submission form will open on March 15, 2022.**



## Late April

### **Top 50 Teams selected**

After judges review all submissions against the evaluation criteria, the top 50 Solution Challenge teams will be announced.



## May

### **Mentoring for top 50 teams**

The top 50 teams receive mentorship from Google and Google Developer Experts to improve their solution and resubmit it for the top prize.



## June

### **Top 10 finalists announced**

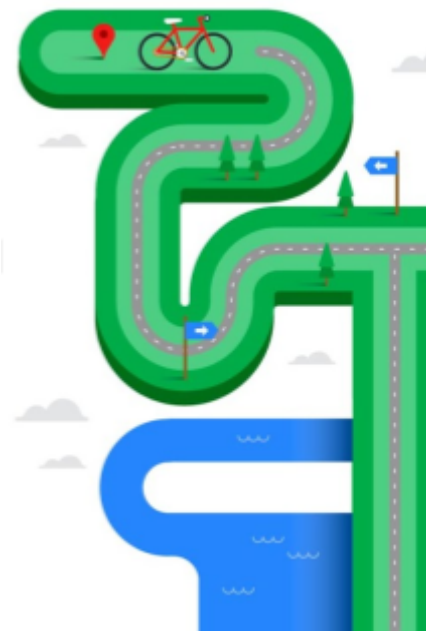
Finalist teams will be announced and begin to prepare for the 2022 [Solution Challenge Demo Day](#).



## July

### **3 winning teams announced live on YouTube**

All 10 finalists will showcase their solutions during the 2022 [Solution Challenge Demo Day](#), and the 3 winning teams will be announced!





# FAQs



- **Can my solution solve a problem outside of the scope of the 17 Sustainable Developer Goals?**

For Solution Challenge 2022, we **require** your submitted solution to solve for at least one or more of the 17 SDGs. When you have submitted your solution, please review all the [17 SDGs](#) to understand which SDG your solution is focused on and what SDG targets you are looking to solve for.

- **Can one student or team submit with multiple submissions if they've contributed to both projects?**

No. The Terms and Conditions state "LIMIT ONE (1) ENTRY PER PERSON," so each student can only be a part of one submission.

- **Can I still participate in the Solution Challenge if there is no Developer Student Club at my university?**

Yes, as a student you can still participate as long as you team up with **at least one** student at an existing GDSC university. You must join the GDSC community through the GDSC event platform. We recommend you to then reach out to the GDSC lead for guidance on how to join or form a team with their community.

- **What is a Solution Demo? What should it feature?**

The solution demo is a demonstration video that shows the most important part of your application. When evaluating, our judges will use the demonstration video to understand how a user will interact with the application.

Note that your video is limited to 2 minutes, so focus on what's really important!

From the video, we want to understand how the user interacts with your application and its features. We don't need to know about every little feature detail, we care far more about the core value your solution is adding. So focus on the most important features and functionalities for the user.

- **In addition to Google’s developer tools, we used developer tools that were not created by Google. Does that still qualify?**

Yes. As per the [Terms and Conditions](#), we require that your submissions “Use of one or more Google products or platforms including.” In addition to that, however, you can also use developer tools that Google did not develop.

- **Does our project have to be deployed for submission?**

No, it does not have to be deployed. If the project is deployed, this will help our judges get a better understanding of what you’ve built, but it is not required.

- **The submission form asks us for a link to our repository. How can we share our code repo while also keeping our code private?**

If you want to keep your repo private, you must use a private repo on Github and add [gdsc.solutionchallenge@gmail.com](mailto:gdsc.solutionchallenge@gmail.com) as a collaborator, or we won't be able to view the codebase and therefore will have to disqualify your submission.

If you’re running a public repository on Github, Bitbucket, or similar version control system, you can simply give us the link.

Below is the relevant section from the Terms and Conditions:

*The link should direct the judges to a repository containing your code, which can be hosted on a Version Control System, such as Github or Bitbucket. In that repository, you should include a README.txt or README.md file in the root directory. This file should contain clear instructions on how to run your code for us to be able to test out the solution.*

- **I started working on a project before the solution challenge started -- can I submit it?**

Yes -- it would be eligible for submission as long as it was built after April 12, 2021.

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For collaborations & more info you may feel free to contact our GDSC BCE Patna through our social media handles.

[Instagram](#) [LinkedIn](#)

# 2021 Solution Challenge Winners

Read more about them [here](#).

## Helpier Intro Demo Q&A

Solution Challenge  
Demo Day  
Google Developer Student Clubs



[Click Here To Play Video](#)

### Helpier - Canada

Helpier's goal is to encourage a new social norm of volunteering in people's daily routines in their local neighbourhoods. The app facilitates neighbours helping neighbours through a gamified volunteering system.

## DementiCare Intro Demo Q&A

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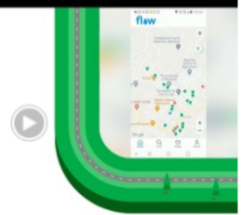
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### DementiCare - Singapore

DementiCare is an app equipped with many features to complement caregiving for Dementia patients such as sending urgent notices, SOS, and creating a patient dashboard.

## Flow Intro Demo Q&A

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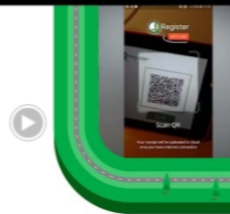
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### Flow - Cameroon

Flow is a mobile application that helps users easily find clean water sources nearby using Google Maps.

## QRegister Intro Demo Q&A

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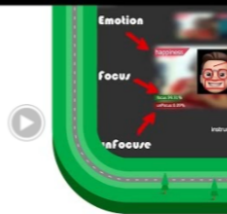
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### QRegister - Turkey

QRegister removes the need of physical paper receipts upon transactions and instead encourages the use of QR codes for users to virtually keep track of all their receipts.

## E-Owl Intro Demo Q&A

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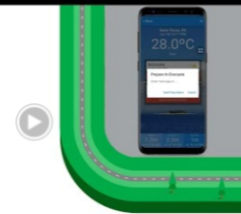
[Click Here To Play Video](#)

### E-Owl - Egypt

E-Owl is a virtual education platform for professors to be able to create virtual meetings, exams, posts and for students to be able to check their grades and assignments online.

## I-RISE Intro Demo Q&A

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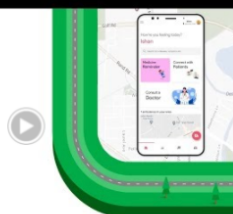
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### I-RISE - Philippines

(I-RISE) is a disaster risk management system that aims to bridge the information gap between local government units, disaster risk management offices, and the island communities of Tubigon, Bohol.

## Swaasthy Intro Demo Q&A

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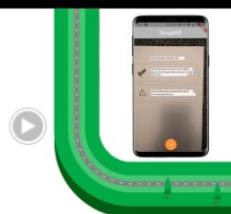
[Click Here To Play Video](#)

### Swaasthy - India

Swaasthy is an app made to uplift user's health. It contains everything from medicine reminder functionality to make an SOS call to nearby ambulances to getting an appointment with a virtual doc.

## SimplAR Intro Demo Q&A

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### SimplAR - Germany

SimplAR assists affected people by leveraging the power of Natural Language Processing: the user can take a picture of any text, which is then simplified into an understandable version, following the Plain Language guidelines.

## Game Your Fit Intro Demo Q&A

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[Click Here To Play Video](#)

### Game Your Fit - Indonesia

Game Your Fit keeps track of your movements in real time using your smartphone's movement sensors to promote exercising by gamifying the whole experience.

## Eye of God Intro Demo Q&A

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Demo Day  
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### Eye of God - India

"Eye of God" offers an easy-to-use navigation system for visually impaired people, acting as their "virtual-cane" to help them navigate to their destination all by themselves without needing the assistance of other people.



# Solution Challenge '22

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**So, what are you waiting for? Register Now. ASAP !!!**

[Click Here to Register](#)

[Click Here for More Details](#)



**All The Very Best to all the Participants**

- Regards GDSC BCE Patna

*Touchwood !!*