



शिक्षा मंत्रालय  
MINISTRY OF  
EDUCATION



**SVERI's College Of Engineering ,  
Pandharpur  
(An Autonomous Institute)**

**Department of Computer Science and Engineering**

**Proudly Presents**



**CHAKRAVAYUH 1.0**  
**THINK. INNOVATE. BUILD. WIN.**

# **BROCHURE**

**link for registration**

**Register For Hackathon**

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## ABOUT SVERI

Whenever synergy of young, enthusiastic, sincere, qualified and experienced patriots is created, the institutions of monumental nature come into existence. Shri Vithal Education & Research Institute (SVERI) is a excellent example of this..

SVERI, a Charitable Trust, embarked on its first ambitious project and established Engineering, College at Pandharpur with approval from All India Council for Technical Education (AICTE), New Delhi and Government of Maharashtra. The Engineering College is an A grade institution accredited by National Board of Accreditation (NBA), An ISO 9001:2008 certified Institution and is accredited by the Institution of Engineers (India), Kolkata.

To continue with the developmental process. SVERI has started B. Pharmacy and D. Pharmacy courses from the academic year 2006-07 and a Diploma in Engineering (Polytechnic) from the academic year 2008-09.

## ABOUT IEEE BOMBAY SECTION

IEEE is the world's largest professional association dedicated to advancing technological innovation and excellence for the benefit of humanity. IEEE and its members inspire a global community through IEEE's highly cited publications, conferences, technology standards, and professional and educational activities.

On 13th July 1976, the Bombay Section was formed (IEEE Geographic Unit Organizing Document – Bombay) with a Territory of Maharashtra, Goa, Gujarat (which later separated to form a Section itself on 15th August 1990), Madhya Pradesh (which now includes newly formed Chhatisgarh) and Diu & Daman UT (Except Pune Metropolitan City which is separate Section from 26th June 2010), closely followed by Bangalore & Delhi.



# ABOUT CHAKRAVYUH 1.0

Step into the world of innovation and creativity with Chakravyuh 1.0, a high-energy, 24-hour hackathon designed to bring together coders, innovators, and designers under one roof to build, collaborate, and push the boundaries of technology!

This is more than just a competition—it's an adrenaline-fueled journey of problem-

solving, teamwork, and breakthrough ideas. Participants will have the opportunity to learn cutting-edge skills, develop groundbreaking products, and create websites, applications, and solutions that tackle real-world challenges—all while racing against the clock!

With expert mentors, a dynamic learning environment, and a supportive community, Chakravyuh 1.0 offers a platform to network with industry leaders, gain hands-on experience, and turn ideas into reality. Whether you're a seasoned developer or a passionate beginner, this is your chance to innovate, compete, and leave a lasting impact on the world.

Are you ready to break barriers and conquer the challenge? Join us and be part of something extraordinary!

## PARTICIPANTS

A team of UG Engineering students is eligible to participate in the hackathon. A team should have a minimum of 2 and a maximum of 4 members. Team members can belong to different colleges, different academic years, different departments.



# SCHEDULE

ACTIVITY	START	ENDS
Official Announcement	27th Jan	-
Registration	23rd February	19th March
Problem Statement Release	11th March	-
Offline Hackethon	21st March	22nd March
Result Declaration	22nd March	



# THEMES





# GLIMPSES





# GUIDELINES FOR CHAKRAVYUH 1.0

- Participants are required to adhere to the code of conduct displayed on the website and the one provided by link
- Projects submitted must be developed exclusively during the hackathon duration only.
- The intellectual property of the submitted project belongs to the developing team, the industry sponsors, and SVERI's College of Engineering, Solapur.
- Teams must consist of **2 to 4 members**. It is encouraged to form teams with members from diverse domains and branches. Inter-college teams are allowed.
- Problem statements will be released at the start of the event
- Submissions must include:
  1. Code Repository (GitHub, GitLab, etc.)
  2. Presentation (Slides, Demo Video, or Documentation)
  3. Working Prototype
- Food, internet, and workspace will be provided for offline events.
- Accommodation will be provided by the college only for the event days.
- The hackathon may be offline
- Any misbehavior towards participants, student coordinators, or faculty will not be tolerated.



# CONTACT US



[chakravyuh@sveri.ac.in](mailto:chakravyuh@sveri.ac.in)



[chakravyuh-hack](#)

+91 8669233747



## Our Advisers

Dr. B. P. Ronge

Principal

SVERI's COE Pandharpur

Dr. M. S. Mathpati

Dean Student

SVERI's COE Pandharpur

Dr. S. P. Pawar

HoD CSE Department,

SVERI's COE Pandharpur

Ms. K. I. Chouhan

IEEE Co-ordinator

SVERI's COE Pandharpur

Mr. P. D. Mane

ICON Co-ordinator

SVERI's COE Pandharpur