Hello everyone, we hope you are doing well. We are thrilled to present our solution for one of the challenges at the first edition of the GDG Hack. Allow us to begin with a brief introduction of our team: Malak, Anness, Abdelghafour, Yasser, and Imad Eddine.

In the field of human resources, event management represents a complex and time-consuming task. Event organizers are faced with the need to ensure the smooth running of every aspect of the event, especially by overseeing project submission and validation to showcase the participants' work. It is within this context that we have identified the central issue of our challenge, which revolves around event management.

Our solution entails creating a comprehensive system that encompasses the various stakeholders involved in events, ranging from HR administrators to mentors and participants. The system comprises a web platform with three distinct spaces: a first space for HR, allowing the management of participants, mentors, juries, as well as event creation and related information. A second space is dedicated to participants, enabling them to submit their work. Lastly, a third space is reserved for juries to review participants' work and assign scores.

The system also integrates a mobile application for participants and mentors. Participants can create an account, view upcoming events, receive notifications, and check-in on the day of the event by scanning a QR code. The application also allows participants to track the progress of the event agenda and select challenges of interest. They can also request mentor assistance in their specific category, with mentors being notified based on their availability through an NFC scoring system. Participants will have the opportunity to rate mentors and provide feedback. This feature will enable the HR department to identify mentors who best meet participants' needs, thus favoring them for mentoring roles in future events.

Additionally, participants will benefit from a 3D map to locate the hackathon venue. In an initial version, a 3D esi.

During submission, teams submitting their projects late will be notified of their tardiness. This will be taken into account during evaluation by the jury, which may result in penalties for their delay. Furthermore, our platform offers increased flexibility to HR managers to manage different types of events. They can assign weights to each evaluation criterion (design, code, etc.) depending on the nature of the event (hackathon/Ideathon). Our solution stands out for its unique feature during code submission via our platform. These codes will be reserved and used to generate statistics later on. Additionally, interesting projects can be leveraged to enhance the club's marketing efforts and attract sponsors. Therefore, our solution benefits not only the HR department but also the marketing department.

Participants will also be able to view their results later via the mobile application. They will know if they were the best team in a specific criterion (design, code, etc.), which will motivate them even if they did not win the overall challenge. This transparency and ability to track their progress encourage participants to fully engage and continue to improve. During all the competition period, participants will receive periodic motivational messages to uplift their spirits and encourage them to stay focused on their work.

This solution is also perfectly adaptable, even in the case of online events, as it supports the entire event process from start to finish. Moreover, it offers the possibility to connect mentors via the application in a very simple manner, which was not possible in traditional online events. Another major advantage of our solution is that it centralizes all event stakeholders into one system, without the need to use different platforms. This significantly enhances the user experience by providing a single, coherent interface for all event-related interactions.