



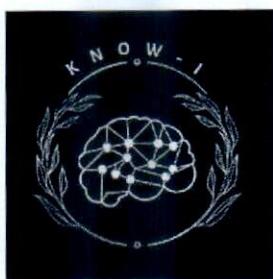
# SVCE

Sri Venkateswara  
College of  
Engineering

SVCE IQAC  
Consciousness for Quality

## KNOW - I

### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



## Report

on

### “HACKML 2.0”

**Venue: Facilio, Guindy**

**Date : 03<sup>rd</sup> May 2025**

**Time : 9.30 AM to 9:30 PM**

### Coordinators

1. Mrs. R. K. Kapila Vani, AP/CSE
2. Mrs. V. Radha, AP/CSE

### Convener

**Dr. R. Anitha, Professor & HoD/CSE**

Forwarded to Principal:

Dear Sir,

Faculty Coordinators,  
Knowledge Intelligence (KNOW-I),  
Department of Computer Science and Engineering,  
Sri Venkateswara College of Engineering,  
Sriperumbudur.

23<sup>rd</sup> April 2025

Approved  
The Principal

26  
25/4  
Sri Venkateswara College of Engineering,  
Sriperumbudur.

I am hereby forwarding the request letter for conducting an event (8 hour Inter colleg event) "HackML 2.0". The event will be conducted at Facilio, Guindy. The guy members for the evenr will be invited from the industry ensuring valuable insights. The expenses for the event will be covered through the registration fee from the participants. Kindly consider the request for approval.

Respected Sir,

Subject: Requesting permission to organize 'HACKML 2.0' on the 3rd of May, 2025.

The Students' Forum of the CSE Department has actively engaged students throughout the academic year 2024–2025 and aims to continue this momentum. Building on the grand success of HackML 1.0, we now propose to organize **HackML 2.0** in 2025, an **8-hour Inter-College Ideathon** designed to push the boundaries of AI and ML innovation through research-driven problem-solving.

The enthusiastic participation of students and consistent encouragement from the CSE Department for student-led initiatives have been pivotal in making such events successful. For this year's edition, we propose to host HackML 2.0 at **Facilio, Guindy**, with up to 20 teams from various institutions. A registration fee of Rs. 250 will be charged per team.

The event will be structured with multiple rounds of judging and continuous mentorship, facilitated by industry experts, distinguished alumni, and experienced faculty. Each round will encourage teams to ideate, refine their solutions, and collaborate, ensuring that both technical innovation and business potential are honed at every stage.

We are proud to announce that the judging panel will include:

- **Mr. Sidharth Sivasailam**, Head of Product Strategy and Management at TCS, and an esteemed alumnus(1997) of SVCE.
- **Mr. Mukundan M.A.**, Product Architect at Purpleslate.

A highlight of this year's HackML is that winning teams will be offered the opportunity to incubate their projects through the **TCS Incubation Cell**, along with mentorship from top industry professionals, giving students a rare opportunity to transform their ideas into impactful real-world solutions.

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## OBJECTIVES

- HackML 2.0 was designed to encourage critical thinking, creativity, and problem-solving through collaborative project development in a hackathon setting.
- The event aimed to offer participants hands-on experience in rapid prototyping and solution design based on real-world challenges.
- It emphasized technical skill, innovation, and teamwork, providing a platform for students to apply classroom knowledge in a time-bound, practical environment.

## CIRCULAR

 KNOW-I RESEARCH CLUB <know-i@vce.ac.in>  
to 2023bstudents, 2023cstudents, 2023tstudents, 2023ecstudents, 2023bctudents, 2023chstudents, 2023estudents, 2023mstudents  
Greetings from Know-I! 

We are thrilled to announce HackML, the flagship event organized by Know-I. This is your chance to showcase your innovation and entrepreneurship skills.

In HackML, participants are tasked with creating Micro-SaaS solutions by tackling provided problem statements. The participants are expected to develop a Minimum Viable Product (MVP) — a basic, working version of your idea that demonstrates its core value. Judges from TCS will evaluate the projects based on the pitch, financial feasibility, and overall potential.

**Event Details:**

- Date:** 3rd May 2025
- Venue:** Facilio, Guindy
- Time:** 9:30 onwards

**Registration via GForm:** <https://forms.gle/zjoJKLbcBb4Qk3Mj6>

 What's at stake?

- Exciting cash prizes
- Incubation opportunities
- Mentorship and support from TCS to turn your idea into reality!

If you have an entrepreneurial spark and a passion for tech-driven solutions, this is your moment!

Don't miss out — gather your team or fly solo, and be a part of HackML!

For further queries, contact:  
Arunima - 9840073069  
Clarinda Susan - 9444104800

Let's innovate, pitch, and impress! 

Greetings from Know-I!

Get ready to code, collaborate, and compete in HackML 2.0 — our internal machine learning-themed hackathon! This dynamic event invites passionate tech enthusiasts and innovators to take on real-world challenges and build impactful solutions in a high-energy environment.

Whether you're into AI, data science, web dev, or app building, HackML 2.0 is the perfect platform to showcase your creativity and technical talent. With only a limited time on the clock, teams will brainstorm, design, develop, and pitch their prototypes to a panel of industry experts.

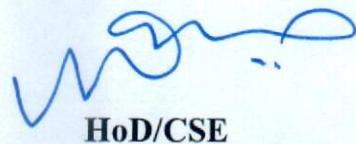
From ideation to implementation, HackML 2.0 will test your coding mettle, communication skills, and ability to think on your feet. Top teams will be shortlisted for an intense second round, followed by final judging and exciting prizes!

Date: 03.05.2025

Venue: Facilio Office, Guindy

Registration Link: <https://forms.gle/aEc2Pw1i4KDUpYbf7>

R.K Kapil Varma 2015/20  
CLUB COORDINATOR

  
HoD/CSE

## INVITATION



**SVCE** | Sri Venkateswara  
College of  
Engineering



ONLY FEW  
REGISTRATIONS LEFT!!



# 8 hours INTERCOLLEGE **IDEATHON**

Win exciting cash prizes & Internship opportunities!

**TEAM OF THREE!**



03<sup>RD</sup> MAY, 2025



FACILIO OFFICE, GUINDY, CHENNAI.



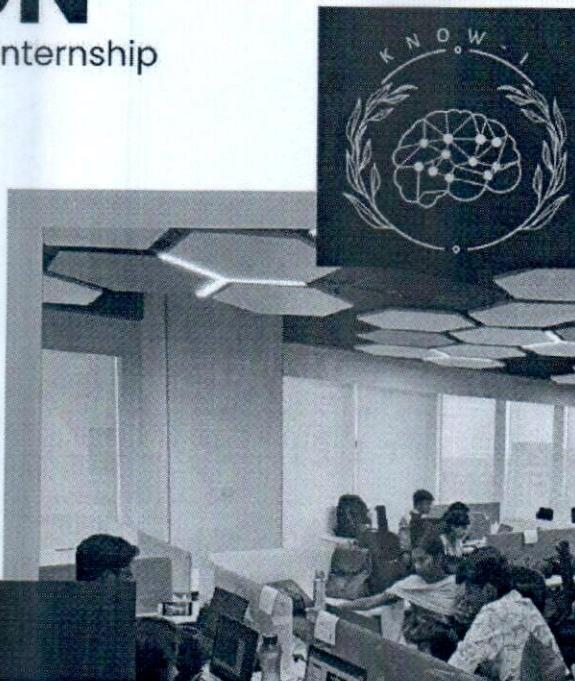
@Know\_i\_club



Know-I Research club



Know-I Research club



**REGISTER NOW**

## **AGENDA**

<b>TIME</b>	<b>EVENT</b>
9:30 AM	Inauguration Ceremony
10:00 AM	Hackathon Begins
12:15 PM	Round 1 Judging
5:45 PM	Round 1 Judging Ends
6:00 PM	Judges & Chief Guest Introduction
6:30 PM	Round 2 Starts (Top 6 Teams)
8:45 PM	Prize Distribution
9:00 PM	Valedictory Ceremony

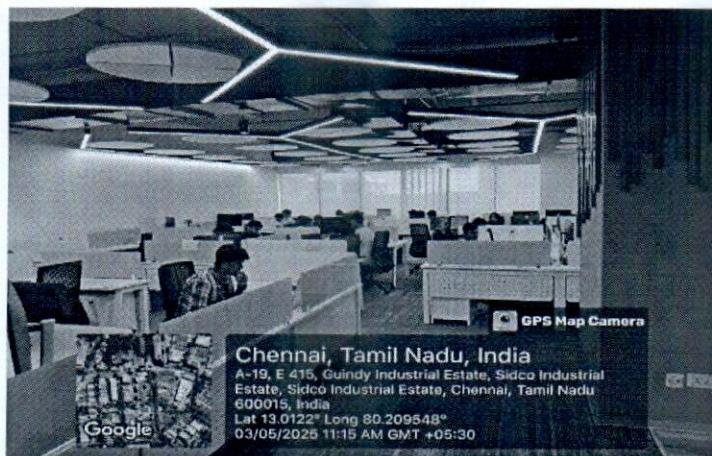
## REPORT

The HackML 2.0 Hackathon kicked off with a contagious buzz of excitement. From the moment participants started arriving, the atmosphere was filled with energy, curiosity, and a shared sense of purpose. Organized by the Department of Computer Science and Engineering, this wasn't just another academic event—it was a celebration of ideas, creativity, and teamwork. With over 50 students grouped into 12 enthusiastic teams, the space quickly transformed into a hub of lively discussion, quick sketches on whiteboards, and fingers flying across keyboards. Everyone was ready to take on real-world problems and test their skills in the fast-paced world of innovation.



What really made HackML 2.0 special wasn't just the coding or the competition—it was the atmosphere of curiosity, creativity, and shared excitement that filled the room from the very beginning. Students arrived not just with laptops and problem statements, but with open minds, ready to explore new ideas and take on challenges as a team. Teams were huddled together—sketching out solutions, troubleshooting code, and exchanging ideas with an infectious enthusiasm. The event officially began with a warm and lively inauguration at 9:30 AM, cheerfully hosted by Ms. Adithi, whose energy set the tone for the day.

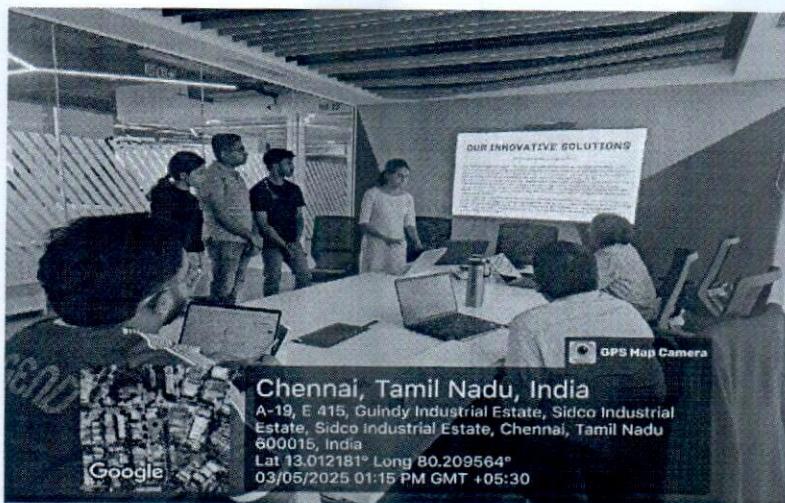
Mrs. V. Radha, the Club Coordinator, then delivered a heartfelt welcome that struck a chord with everyone. She encouraged students to take risks, embrace the process of learning through trial and error, and focus not just on building projects but on building confidence and resilience. Her words reminded everyone that HackML 2.0 was more than a technical event—it was a space for growth, experimentation, and meaningful connections.

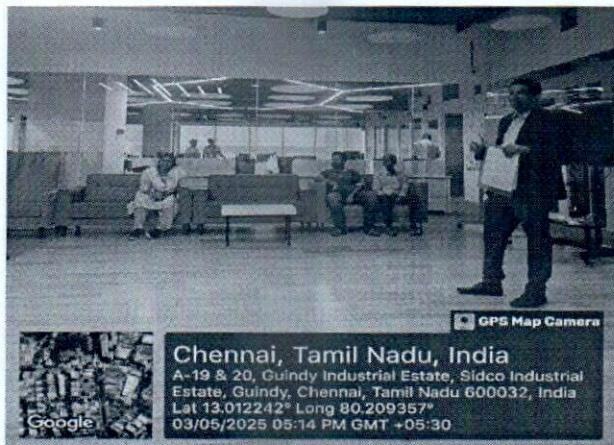


The HackML Hackathon officially commenced at 10:00 AM, marking the beginning of an intensive and intellectually stimulating day. Twelve teams, comprising over 50 participants, engaged with a range of real-world problem statements across domains such as artificial intelligence, machine learning, cybersecurity, healthcare, education, and environmental sustainability. As the event progressed, the workspace quickly transformed into a dynamic environment characterized by focused collaboration and innovation. Teams could be seen actively discussing ideas, designing solutions, and writing code with determination. Despite the time-bound and fast-paced nature of the hackathon, the atmosphere remained energized and collegial, driven by a shared commitment to excellence. Participants benefitted significantly from the guidance of experienced mentors and volunteers, who provided technical support, offered strategic insights, and helped teams stay aligned with their objectives. This mentorship was pivotal in fostering critical thinking, adaptability, and effective teamwork—core competencies essential to innovation. The event cultivated a

collaborative spirit, where participants freely exchanged ideas and supported one another, reinforcing an inclusive and growth-oriented culture throughout the hackathon.

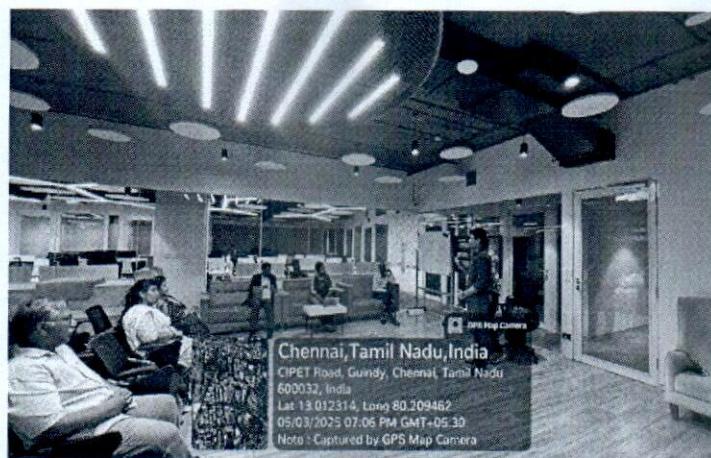
At 12:15 PM, the first round of judging began. Each team was provided the opportunity to present their progress, explain their approach, and demonstrate working prototypes to a panel of judges. The evaluation criteria included innovation, technical implementation, feasibility, and clarity of presentation. Judges offered constructive feedback, enabling teams to gain valuable insights and further enhance their solutions. This phase concluded at 5:45 PM. Subsequently, the judging panel and the chief guest were formally introduced at 6:00 PM. The panel included esteemed professionals—Mr. Sidharth Sivasailam, Head of Product Strategy and Management, Corporate Incubation at TCS; Mr. Mukundh M A, Product Architect at Purpleslate; and Mr. Vasanth V, Business Analyst at Facilio—who shared insights from their professional journeys and emphasized the importance of practical learning and industry-relevant innovation. Each judge delivered a brief address, encouraging students to move beyond academic theory and apply their skills to create impactful, real-world solutions.





Following the deliberation, six teams were shortlisted for the final round based on the overall quality and potential of their projects. Round 2 commenced at 6:30 PM, with the selected teams making final improvements and preparing for their concluding presentations. This phase tested not only the technical soundness of their solutions but also their ability to communicate their ideas effectively and justify the impact of their work. The level of preparation and focus demonstrated by all shortlisted teams reflected a high degree of professionalism and commitment.

At 8:45 PM, the much-awaited prize distribution brought the event to a celebratory high. Team HackTuah was announced as the winners, while Team Quad Core from SSN College of Engineering secured the runner-up position. Both teams were met with applause and genuine appreciation from their peers,

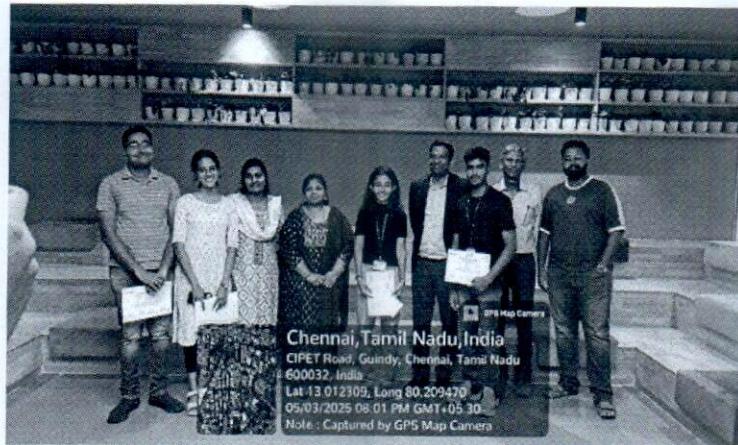


mentors, and faculty. The judges also shared their admiration for the quality of ideas and the effort each team had put in, noting how tough it was to decide the top entries. While the spotlight was on two teams, every participant walked away with valuable experiences—new technical skills, lessons in teamwork, and the joy of building something meaningful under pressure. More than a competition, HackML became a space for growth, collaboration, and inspiration for everyone involved.

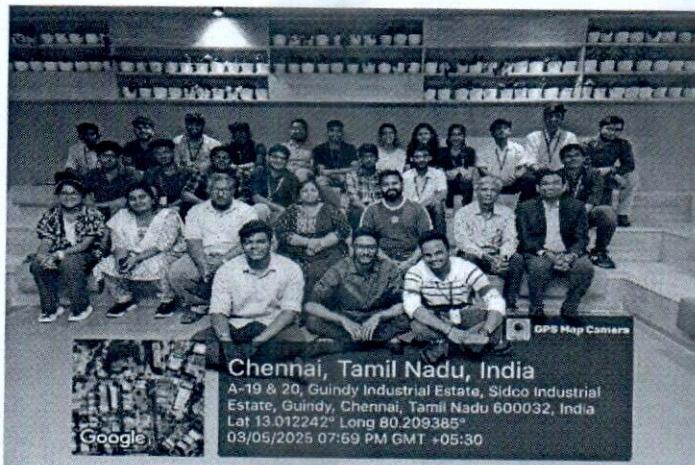


The day came to a heartfelt close with the valedictory ceremony at 9:00 PM, led by Dr. R. Anitha, Head of the Department of Computer Science and Engineering. In her address, she sincerely appreciated the enthusiasm, creativity, and persistence shown by all the participants. She spoke about how events like HackML go beyond the classroom, helping students connect their academic knowledge with practical, real-world challenges. Her words were both encouraging and inspiring, reminding everyone that learning through doing—

especially in a collaborative setting like this—helps build confidence, leadership, and a spirit of innovation. It was a proud moment for the entire department to see such energy, passion, and commitment from its students.



The event concluded with a warm Vote of Thanks delivered by Ms. Clarinda Susan. She extended her sincere appreciation to the participants for their dedication, to the faculty and mentors for their support, and to the panel of judges for their invaluable insights and encouragement. Her closing remarks emphasized the role of events like HackML 2.0 in fostering a culture of innovation and



problem-solving and in empowering students to explore the transformative potential of technology. The success of HackML 2.0 stood as a testament to the collective effort and enthusiasm of everyone involved. In conclusion, HackML 2.0 was a resounding success, not just as a competition, but as an academic experience that broadened students' technical and collaborative horizons. The

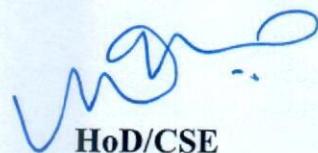
event highlighted the practical relevance of fields like Machine Learning, web development, and system design in addressing real-world problems. It nurtured essential skills such as rapid prototyping, teamwork, and

communication—critical for students pursuing careers in technology. More than just accolades, the hackathon instilled a sense of confidence, innovation, and community among participants, reinforcing the importance of experiential learning. Certificates were awarded to all participants, with special recognition for the winning teams as a token of their hard work and excellence.

## OUTCOME

- HackML 2.0 brought together over 50 students across 12 teams, fostering a dynamic environment of innovation, collaboration, and hands-on problem-solving through real-world challenges.
- Participants demonstrated strong technical skills and creative thinking while gaining practical experience in teamwork, project development, and pitching solutions under time constraints.
- The event emphasized the relevance of fields like machine learning and web development, helping students develop key skills such as rapid prototyping, effective communication, and adaptability.
- With valuable mentorship, industry insights, and recognition for excellence, HackML 2.0 successfully reinforced the importance of experiential learning and a community-driven approach to technological innovation.

R. K. Umapal Na<sup>m</sup>  
13/5/25  
CLUB COORDINATOR

  
HoD/CSE