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Snapdragon Multiverse Hackathon - Columbia University

FEB

6

Friday, February 6

11:00 AM - Feb 7, 7:00 PM



Register to See Address

New York, New York

Registration



Approval Required

Your registration is subject to host approval.

Welcome! To join the event, please register below.

[Request to Join](#)

About Event

Enter the Snapdragon Multiverse at Columbia University!

Join the Center for Smart Streetscapes (CS3) on February 6-7, 2026, for an immersive hackathon, sponsored by Qualcomm and Samsung, where innovation meets connectivity. Teams of 3–5 will dive into the future of multi-device communication, building experiences that redefine how devices work together.

Every team will receive a Copilot+ PC powered by Snapdragon® X Series processors as the central control hub and a Samsung Galaxy S25 featuring Snapdragon 8 Elite. Want to go further? Bring your

own Snapdragon-powered devices or microcontrollers to craft seamless, intelligent cross-platform solutions.

From syncing sensors to orchestrating edge workflows to designing multi-screen interactions, this is your chance to prototype the next generation of connected computing within the Snapdragon ecosystem.

Form your team, pick a track, and start creating. Each challenge is designed to showcase Snapdragon's power across PCs, phones, and microcontrollers—your playground for limitless innovation.

This event is open to all developers including students from any university as well as industry professionals.

Register by January 21, 2026!

IMPORTANT: Note that each team member must register individually. The team name and proposal must be the same for all team members.

Please answer the following registration questions and submit an abstract of your team's project proposal for consideration by **January 21st**. We will confirm your team's registration at least ten days prior to the event date.

Only one project proposal per team.

See official rules [here](#).

Track 1: Real-time CV Assistant

Platforms: Compute, Mobile device

AI Branch: Computer Vision, Edge AI

Objective: Develop an application performing real-time computer vision analysis (object tracking, scene understanding, anomaly

detection, or gesture recognition) optimized for on-device inference, optionally enhanced by cloud augmentation.

Example: License plate detection app to track cars coming in and going out of a parking lot.

Track 2: Conversational AI Companion

Platforms: Compute, Android, Cloud, or Wearable

AI Branch: Natural Language Processing, Generative AI

Objective: Build an interactive conversational AI application capable of voice or text-based interaction, delivering real-time contextually aware responses for tasks like wellness coaching, tutoring, coding assistance, or creative storytelling

Example: AI dungeon master that can be used to create and narrate dungeons and dragons adventures.

Track 3: RL Agent Arena

Platforms: Compute, Cloud, Microcontroller

AI Branch: Reinforcement Learning, Simulation

Objective: Build an interactive environment representing a real-world scenario and train an agent or team of agents to solve the scenario. Bots should have access to the environment state at a minimum, but models could use AI tools or data augmentation techniques to improve their performance above the baseline environmental inputs.

Example: Build a bot to dynamically handle traffic lights at an intersection in a simulated environment.

Submission Requirements

Each team must submit a proposal for an AI use case application leveraging open source software that would run natively on a Snapdragon-powered laptop.

The proposal must be the work and/or idea solely owned by the team members.

Prizes

Top Prize (selected by judges):

One (1) Meta Quest 3 512GB All-n-One Mixed-Reality Headset for each member of the team

Qualcomm DevRel support to complete application

Blog + Live Stream opportunities

Team's Choice (team popular vote, by location):

One (1) Ray-Ban Meta AI Glasses for each member of the team

Qualcomm DevRel support to complete application

Blog + Live Stream opportunities

Expect hands-on support, networking, marketing, and amplification opportunities as well as prizes for the winning teams. Don't worry – there will be swag for everyone! Note that the winners will be selected overall, not per track.

Let's come together and re-define what multi-device collaboration looks like – powered by Snapdragon.

Registration open until January 21st – secure your spot today!

Only one project proposal submission per person is allowed.

Snapdragon and Qualcomm branded products are products of Qualcomm Technologies, Inc. and/or its subsidiaries.

Questions? Email streetscapes@columbia.edu.

Location

Please register to see the exact location of this event.

New York, New York

