INSTITUTION'S INNOVATION COUNCIL
(Ministry of HRD Initiative)

BHARATI VIDYAPEETH COLLEGE OF ENGINEERING NAVI MUMBAI

Presents

LOOP

Build | Break | Refine

24 HOURS OFFLINE

NATIONAL LEVEL HACKATHON

LOOP

24 HOURS NATIONAL HACKATHON

Prize Pool: ₹1,00,000 /-

- 1ST Place — ₹40,000 /-
- 2ND Place — ₹25,000 /-
- 3RD Place — ₹15,000 /-
- Special Prize — ₹20,000 /-

Details:

Venue: Bharati Vidyapeeth College Of Engineering
Navi Mumbai

Date: 20TH February 26'

Time: 09:00 AM Onwards

Team: 3 - 6 Members

Organized By
Innovation & Robotics Lab

ABOUT US

Loop is a 24-hour National Level Hackathon aimed at encouraging students to solve real-world and institutional problems using advanced technologies. The event focuses on innovation beyond basic application development, promoting impactful solutions in automation, robotics, AI systems, and smart infrastructure.
Participants will collaborate, ideate, and build solutions that have practical relevance and future scalability.

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What sets Loop apart is its focus on depth over speed. Rather than encouraging surface-level prototypes, the hackathon challenges participants to think in systems—considering failure, iteration, scalability, and real-world constraints from the very beginning. Teams are evaluated not only on what they build, but on how they think, refine, and justify their solutions.

LOOP IS NOT JUST ABOUT BUILDING FAST

IT'S ABOUT BUILDING RIGHT.

OUR PATRONS

Chief Patron

Hon'ble Dr. Vishwajit Kadam

Secretary & Pro Vice Chancellor

Bharati Vidyapeeth Pune

Patron

Dr. Vilasrao Kadam

Director

Bharati Vidyapeeth's

Educational Complex, Navi Mumbai

Hackathon Chairperson

Dr. Sandhya Jadhav

Principal

Bharati Vidyapeeth College of Engineering,

Navi Mumbai

RULES

1. **Who can Participate:**

- Any **Undergraduate** who are doing **Bachelor's Degree** in any field.
- **Team Size** must be 3 - 6 members only
- Inter College team participation is allowed

2. **Submission Requirements:**

- Each team must prepare a PowerPoint or Canva presentation (PPT) using the official template provided by the organizing committee.
- Teams are required to submit the following on the Unstop dashboard:
  - Final PPT
  - Prototype (code repository link, screenshots, or working demo)
  - Optional video presentation explaining the solution
- All submissions must be completed on or before Monday, 30 January 2026.
- Late submissions will not be accepted under any circumstances.

3. **Originality & Authenticity:**

- All submitted content must be original work created by the participating team.

4. **Prototype & Video Guidelines:**

- The prototype should clearly demonstrate the core idea and functionality of the proposed solution.
- The optional video presentation (if submitted) should:
- Be concise and clearly explain the problem, solution, and demo
- Not exceed the time limit specified in the submission guidelines
- Submissions without a working prototype may receive lower evaluation scores.

5. **Evaluation Process:**

- Teams will be evaluated only on the basis of their submitted materials, including:
  - Powerpoint Presentation
  - Prototype (Live link / screenshots , Figma/G-Drive links)
  - Optional video presentation
- Evaluation criteria include:
  - Innovation & originality
  - Technical complexity
- The decision of the Evaluation Committee and Judges shall be final and binding.

6. Confidentiality & Fair Play:

- Participants must not share, publish, or disclose any problem statements, evaluation materials, or solutions outside the scope of the event.
- Any breach of confidentiality or attempt to gain unfair advantage will result in disqualification.

7. **Communication & Updates:**

- All official communication, announcements, and updates will be made exclusively through:
  - Registered email IDs
  - The Unstop platform
- Team leaders are responsible for regularly checking their emails and the platform for updates.

8. **Code of Conduct & Acknowledgment:**

- Participants are expected to maintain professional and ethical conduct throughout the event.
- Any form of misconduct, misbehavior, or violation of hackathon rules may lead to disqualification at the discretion of the organizing committee.
- By submitting entries for the Online Evaluation Round of Loop, participants confirm that they have read, understood, and agreed to abide by all the above terms and conditions.

NOTE:

SPECIAL PRIZE CRITERIA WILL BE DETERMINED BY THE JUDGES ON THE DAY OF HACKATHON.

TIMELINE

Day	Timing	Activity/Session
DAY 1	9:00 - 10:00 AM	Participants Registration
DAY 1	10:00 - 10:30 AM	Opening Ceremony & Announcements
DAY 1	10:30 - 01:30 PM	Hackathon Begins
DAY 1	01:30 - 02:30 PM	Lunch Break
DAY 1	02:30 - 05:00 PM	Mentor Screening & Guidance (Round 1)
DAY 1	05:00 - 05:30 PM	Tea & Snacks Break
DAY 1	05:30 - 08:00 PM	Development continues
DAY 1	08:00 - 09:00 PM	Dinner
DAY 1	09:00 - 11:00 PM	Mentor Screening & Guidance (Round 2)

Date	Timing	Activity/Session
DAY 1	11:00 - 11:30 PM	Midnight Fun
DAY 1	11:30 - 12:00 AM	Coffee/Snacks Break
DAY 2	12:00 - 03:00 AM	Mentor Screening & Guidance (Round 3)
DAY 2	03:00 - 05:00 AM	Development Continues
DAY 2	05:00 : 05:30 AM	Tea/Coffee Break
DAY 2	07:30 - 08:30 AM	Breakfast
DAY 2	08:30 - 10:00 AM	Development Continues
DAY 2	10:00 - 10:30 AM	Submissions
DAY 2	10:30 - 12:00 PM	Evaluation by Judges
DAY 2	12:00 PM Onwards	Winner Announcement & Prize Distribution

PROBLEM TRACKS

Detailed problem statements will be revealed during the hackathon.

Problem track 1:

Title: Build for Failure & Reliability

Description:
Intelligent systems that learn, adapt, or predict with limited, noisy, or incomplete data.

Problem track 2:

Title: Human + Machine Decision Systems

Description:
Solutions where automation assists humans under uncertainty, without replacing judgment.

Problem track 3:

Title: Less Data, Better Results

Description:
Systems that detect early warning signs, handle degradation, and prevent catastrophic failure.

Problem track 4:

Title: Trust, Safety & Verification

Description:
Systems that establish authenticity, detect risk, or ensure long-term trust in digital or physical environments.

Problem track 5:

Title: Cybersecurity & Law Enforcement Innovation

Description:
Design innovative solutions addressing real-world challenges in cybersecurity, digital forensics, and law enforcement. Ideas may focus on crime prevention, threat detection, privacy, surveillance analytics, or data integrity, using modern technologies to create secure, ethical, and scalable impact..

Problem track 6:

Title: Student Innovation

Description:
Design and prototype a scalable system that resolves a clearly defined inefficiency, demonstrating a measurable improvement in performance, cost, or user experience.

Constraint:
The system must demonstrate behavior under at least one imperfect condition (noise, delay, partial failure, ambiguity, or misuse), not just ideal inputs.

Note:

Problem tracks are designed for student thinking and innovation while Problem Statements are short product-oriented examples.

Participants may choose either a track or a problem statement, and there is no fixed mapping or evaluation difference between them—choose what best fits your idea.

PROBLEM STATEMENTS

Problem Statement 1:

Title: AI-Powered Competitive Exam Performance Analytics Platform

Description:
Build an intelligent analytics platform that transforms raw competitive exam and mock-test data into personalized, question-level insights and adaptive study recommendations. The system should continuously learn from new test data and clearly show how preparation guidance improves over time.

Problem Statement 2:

Title: AI-Driven Project Intelligence for Engineering Teams

Description:
Build an intelligent project management system that continuously analyzes tasks and team communication to generate real-time insights, summaries, and alerts—reducing manual reporting and coordination overhead. The system should feel proactive and "always aware," not just a passive task tracker.

Problem Statement 3:

Title: Intelligent Deepfake Detection and Trust Verification System

Description:
Build an intelligent monitoring system that continuously analyzes structural stress/strain data to detect early signs of fatigue and predict failure risks in critical infrastructure like bridges. The system should convert raw sensor signals into clear, actionable health insights and alerts for proactive maintenance.

Problem Statement 4:

Title: Vision-Only Drone Intelligence for Obstacle Avoidance & Real-Time Video Analytics

Description:
Create an AI-powered drone intelligence system that operates exclusively on monocular RGB video feeds, without relying on depth sensors or additional hardware.
The system should enable a drone to perceive its environment visually and autonomously avoid obstacles in real time, while simultaneously processing live video streams to detect, track, and count objects of interest.

Problem Statement 5:

Title: Intelligent Drone Perception, Tracking & Autonomous Navigation

Description:

- Build an intelligent drone system capable of real-time video analytics, vision-based target tracking, and autonomous path planning in dynamic environments.
- The system should process live drone video feeds to detect, track, and count objects of interest, while simultaneously maintaining a robust visual lock on moving targets, even in the presence of occlusion, motion blur, and rapid motion.
- In parallel, an autonomous navigation component should be developed where a reinforcement learning–based agent learns to plan optimal flight paths within a simulated environment containing dynamic obstacles. The navigation intelligence should leverage perceptual insights from video analysis to make informed movement decisions.

More Problems Coming Soon!

CONTACT US

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Good Luck To All Participants !