

ECHELON INSTITUTE OF TECHNOLOGY

An Initiative by “The Last Centre”



CodeQuest: Unleash Your Innovation

DATE:

TIME:

VENUE:

A **HACKATHON(CodeQuest: Unleash Your Innovation)** is an event where individuals or teams come together to collaborate intensively on software or hardware projects, typically over a short period, often ranging from a day to a weekend. Participants work on innovative solutions to specific challenges or simply explore their creativity, often with a focus on programming, design, and problem-solving.

➤ **Hackathons are organized in colleges for several reasons:**

- **Skill Development:** They provide students with an opportunity to apply and enhance their technical skills in a practical setting, fostering learning and growth.
- **Networking:** Hackathons facilitate interaction and collaboration among students, faculty, industry professionals, and sometimes even alumni, creating valuable networking opportunities.
- **Innovation and Creativity:** They encourage participants to think outside the box and come up with innovative solutions to real-world problems, fostering creativity and entrepreneurship.
- **Community Building:** Hackathons help build a sense of community within the college by bringing together individuals with shared interests and goals.
- **Industry Engagement:** Many hackathons are sponsored by companies or organizations looking to engage with students, recruit talent, or showcase their products and technologies.

Overall, hackathons serve as platforms for learning, collaboration, innovation, and community building within the college environment.

HACKATHON EVENT

SCHEDULE

EVENT 1: QUIZ

Managed by

Description:

The Quiz Event is an exciting opportunity for participants to test their knowledge and understanding of various topics related to technology, programming languages, computer science concepts, and current trends in the industry.

About the event:

The quiz consists of multiple-choice questions, each with a designated point value based on the level of difficulty. Participants compete individually or in teams, depending on the event's format. Questions may cover a wide range of topics, including but not limited to software development, cybersecurity, artificial intelligence, data science, and emerging technologies.

EVENT 2: IDEA PITCHING

Managed by

Description:

The Idea Pitching event is an integral part of the hackathon where participants have the opportunity to present their innovative project ideas to a panel of judges and fellow participants. It serves as a platform for individuals or teams to showcase their creativity, problem-solving skills, and potential contributions to the hackathon theme or challenge.

About the event:

Participants are given a limited time, typically a few minutes, to pitch their ideas in a concise and compelling manner. They are encouraged to clearly articulate the problem they are addressing, their proposed solution or project concept, and the

potential impact or value of their idea. Visual aids, such as slides or prototypes, may be used to enhance the presentation and convey key points effectively.

EVENT 3: TIME BOUND CODING

Managed by

Description:

Time-Bound Coding is a core activity in hackathons where participants are given a specific duration, typically ranging from a few hours to a couple of days, to develop functional software solutions or prototypes. It challenges participants to work efficiently under pressure, prioritize tasks, and deliver results within the allotted time frame.

About the event:

Participants form teams or work individually to tackle predefined challenges or themes provided by the hackathon organizers. They utilize their programming skills, creativity, and problem-solving abilities to develop innovative solutions, ranging from web applications and mobile apps to software tools and hardware prototypes.

EVENT 4: ROBOTICS HURDLE RACE

Managed by

Description:

The Robotics Hurdle Race is an exhilarating competition within the hackathon where participants design, build, and program autonomous or remote-controlled robots to navigate through a series of obstacles or hurdles in a racecourse.

About the event:

Participants form teams and are tasked with constructing robotic vehicles capable of traversing a designated racecourse filled with various obstacles, such as ramps, hurdles, loops, and barriers. The robots may be controlled

remotely by team members or programmed to operate autonomously using sensors and algorithms.

EVENT 5: UI/UX WEBSITE

Managed by

Description:

The UX/UI Website Design Challenge is a creative competition within the hackathon where participants conceptualize and design user-centric websites or web applications with a focus on user experience (UX) and user interface (UI) design principles.

About the event:

Participants, either individually or in teams, are tasked with creating prototypes or mockups of websites or web applications that address specific user needs, solve real-world problems, or align with the hackathon theme. They leverage design tools, such as Adobe XD, Figma, Sketch, or InVision, to develop wireframes, mockups, and interactive prototypes that showcase their design vision and functionality.

EVENT 5: GRAPHIC DESIGNING

Managed by

Description:

The Graphic Design Challenge is an engaging competition within the hackathon that focuses on visual communication and creativity. Participants are tasked with creating eye-catching and compelling graphics, illustrations, or multimedia content that effectively convey information, evoke emotions, and enhance the overall presentation of projects or promotional materials.

About the event:

Participants, either individually or in teams, are given specific design prompts or themes related to the hackathon's objectives or sponsor requirements. They use graphic design software such as Adobe Photoshop, Illustrator, or Canva to develop their designs, incorporating elements such as typography, imagery, color palettes, and layout composition.

REQUIREMENTS OF THE SESSIONS:

In order to make this event a success, we require the following:

- Duration: 2 days
- Banner Funds: We need funds to create banners for promoting the event across the campus and on various digital platforms.
- Accommodation: Travelling Cost
- Refreshment : Providing appetizers and supper during the session.
- Each hackathon event should be scheduled in a particular room.