

Edge AI Developer Hackathon Finale

Qualcomm Technologies x
New York University

Event Information Guide

Table of Contents

..... 1

Event Information Guide..... 1

Event Details 2

 Overview 2

 Description 2

 Event Schedule 3

 Logistics 3

 What to bring..... 3

Event Kick-off / Master Class..... 3

Loaner Agreements..... 4

Mentors 4

Project Submission Requirements..... 4

Team Demos 5

Judging 5

Evaluation Criteria 5

Prizes 6

Swag..... 6

Resources..... 6

 Qualcomm Developer Resources..... 6

 DevRel Edge AI Sample Apps..... 7

 AI Hub..... 8

Support..... 8

Event Details

Overview

Edge AI Developer Hackathon Finale

September 13–14, 2025

Location: NYU Tandon School of Engineering | Brooklyn, NY

Address: NYU Classroom 370J 1201 / 370 Jay Street

Target Platform: Copilot+ PC powered by Snapdragon® X Elite processor

Description

Get ready, New York – the final chapter of our global Edge AI Developer Hackathon series is landing at NYU on September 13-14!

This isn't a recap – it's a culmination. The energy, innovation, and ambition built across our global series all lead to this moment. This finale is designed for teams to bring their boldest ideas to life using edge AI technologies.

Students and industry professionals will form teams of 3-5 to build next-gen on-device applications on Copilot+ PCs powered by Snapdragon X series processors.

Why Participate:

- It's the last and most high-impact hackathon in our global hackathon series
- We're looking for the highest quality applications – ones that push boundaries and redefine what's possible at the edge
- A chance to receive Qualcomm support to continue development and a chance to publish your app on the Windows App Store
- Opportunity for your app to be spotlighted at Snapdragon Summit – the ultimate stage for breakthrough technologies
- Prizes for the winning teams and cool swag for everyone

No matter what you build, this is your moment to shine! Shape the future of edge AI with us.

Registration open until August 31 – secure your spot today!

Each team of three to five developers will receive one Copilot+ PC with the Snapdragon® X Elite to develop an AI application during the event. Spots are limited!

Only one project proposal submission per person is allowed.

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

Event Schedule

Saturday, September 13

11 am | Check-in
12 pm | Lunch
12:30 pm | Event Kick-Off
1:00 pm | **Hack begins**
5 pm | Dinner
8 pm | Participants must leave campus

Sunday, September 14

9 am | Participants return
11-1 pm | Lunch
1:00 pm | **Application submission deadline**
1 – 4 pm | Team App Demos
4 – 4:15 pm | Device collection
4 – 4:45 pm | Evaluation & Judging
4:45 – 5 pm | Winners Announced
5 – 7 pm | Social reception & networking

Logistics

- Meals, coffee, and refreshments will be provided throughout the event
- Each team may work onsite until 8pm on Saturday night. Everyone must leave the building until 9am the following morning, Sunday September 14.
 - Teams may take their Qualcomm-provided laptop as long as the Team Lead has signed and returned the Loaner Agreement.

What to bring

- Comfortable clothes
- Water bottle
- Laptop & charger
- Resume (if interested in sharing with Qualcomm Recruiter at the Social Reception on Sunday)

Event Kick-off / Master Class

Event kickoff will include introductions from the sponsors and a master class - an overview of Qualcomm's AI Stack, recommended tools to use during the hack, and a brief walk through of a sample app.

Loaner Agreements

Each team that takes a device will need to complete a loaner agreement. One person from the team should fill out the form (name, home address, and signature) and return to a Qualcomm employee prior to receiving a device.

Mentors

5-10 industry experts will be onsite and available to help teams when they are stuck. Mentors are available to help teams stay unblocked and on track – not to build their project for them.

Project Submission Requirements

- Teams must consist of 3 – 5 developers
- One application submission per team
- Each team must submit an application that demonstrates an edge AI use case leveraging open source software that would run natively on a Snapdragon-powered laptop.
- The application must be the work and/or idea solely owned by the team members.

To be considered for the prize, your submission must meet the following basic criteria:

- i. The application shall not include any closed-source existing code; all codes shall be open for consumption and available to the public.
- ii. The application must be provided in a GitHub repository, with the following files in addition to your code:
 1. A README file with the following information:
 - a. An application description;
 - b. Names and emails of all Eligible Individuals on the Team;
 - c. Setup instructions from scratch, including dependencies if applicable;
 - d. Run and usage instructions; and
 2. An open-source license (please refer to <https://choosealicense.com> for help choosing).
 3. A **packaged executable file for windows (.EXE)** that includes all functionality for the app to streamline judging and Windows app store submission. A **packaged windows app (.MSIX)** is also acceptable.
- iii. The application must be runnable using your provided instructions.
- iv. The application and most components must run on the edge (hybrid edge/cloud is acceptable, but the majority should run locally on device).

- v. The application must be capable of being successfully installed and run on the Platforms for which it is intended and must function as depicted in the text description.
- vi. The application must be developed and/or commercially ready to the extent that it may be deployed on app store or other open source platform for users to download.
- vii. The GitHub repository containing your application must be submitted by the Submission Period. Such GitHub repository must be submitted via Microsoft Forms. The link to the Form will be provided by Sponsor at the beginning of the onsite event.
- viii. (Optional) – The following components are highly recommended but not mandatory:
 - 4. Tests and testing instructions to verify the app setup;
 - 5. Notes section containing additional information not covered in the application description;
 - 6. References used while developing the application; and
 - 7. Well-commented code.

Team Demos

Each team will have 5 minutes to talk about and demo their application. They should highlight the technology used especially edge technologies.

Each demo will be timed and be held to only 5 minutes so each team is able to present.

Judging

We will have 2 winning teams. After each team has a chance to demo, each team will vote for their favorite application (one vote only and can't vote for their own team) and the judges will also evaluate each application. Highest scoring application will win the Top Award and the team with the most votes from participants will win the Popularization Award.

We will have ~5 judges for the event. Judges can also be mentors.

Evaluation Criteria

Submissions will be judged on the following criteria (total points possible: 100):

- ii. **Technical Implementation** (40 points)
Evaluation based on NPU utilization, latency and performance, and energy efficiency.
- iii. **Application Use-Case and Innovation** (25 points)
Evaluation through the lens of problem solving, creativity and uniqueness, and user experience.
- iv. **Local Processing and Privacy** (15 points)
Evaluation based on on-device execution and privacy and security.

- v. **Deployment and Accessibility** (10 points)
Evaluation based on ease of installation and use.
- vi. **Presentation and Documentation** (10 points)
Evaluation based on the clarity of explanation during the presentation, and code quality and documentation.

Prizes

Top Prize (selected by judges):

- One (1) Meta Quest 3 512GB All-in-One Mixed-Reality Headset for each member of the team (MRP: 600 USD)
- Qualcomm DevRel support to complete application
- Blog + Live Stream opportunities

Team's Choice (team popular vote):

- One (1) Ray-Ban Meta AI Glasses for each member of the team (MRP: 400 USD)
- Qualcomm DevRel support to complete application
- Blog + Live Stream opportunities

*The Top Prize winner cannot be the Team's Choice award winner

Swag

Swag will be available for all participants.

Resources

Qualcomm Developer Resources

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|---|---|
| Qualcomm Developer Home | https://qualcomm.com/developer |
| Windows on Snapdragon Core Developer Docs | https://docs.qualcomm.com/bundle/publicresource/topics/80-62010-1/core-app-overview-.html?product=1601111740057789 |
| Windows on Snapdragon AI Developer Docs | https://docs.qualcomm.com/bundle/publicresource/topics/80-62010-1/ai-app-development.html?product=1601111740057789 |
| Qualcomm Developer Hackathon Projects | Awesome Qualcomm Developer Projects |
| Join Qualcomm Developer Discord | https://discord.com/invite/qualcommdevelopernetwork |
| Upcoming Qualcomm Developer Events | https://www.qualcomm.com/developer/events |

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|---------------------------------------|---|
| Deep-dive Qualcomm Developer Projects | https://www.qualcomm.com/developer/project |
| Qualcomm Developer YouTube | https://www.youtube.com/qualcommdev |

DevRel Edge AI Sample Apps

Extensible python sample apps that can be forked as starting points for projects. Star to save for later!

| Name | AI Type | Link |
|---|---------|---|
| NPU Chatbot w/ AnythingLLM | Gen AI | https://github.com/thatrandomfrenchdude/simple_npu_chatbot |
| NPU Pose Detection w/ AI Hub | CV | https://github.com/quic/Pose-Detection-with-HRPoseNet |
| Edge Agent w/ LM Studio | Gen AI | https://github.com/thatrandomfrenchdude/local-agent |
| Live Transcription w/ AI Hub Whisper | Audio | https://github.com/thatrandomfrenchdude/simple-whisper-transcription |
| Python, JS, C/C++, and C# Packaging Guide | | https://github.com/carrycooldude/onnx-msix-samples |
| Reinforcement Learning on the NPU w/ AI Hub | RL | https://github.com/thatrandomfrenchdude/cart-pole-ppo |
| Run an ONNX model on Rubik Pi | Gen AI | https://github.com/ramalamadingdong/onnx-rubikpi |
| Run a TF Lite model on Rubik Pi | CV | https://github.com/ramalamadingdong/rubik-tflite |

AI Hub

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|------------------------|---|
| Qualcomm AI Hub Models | https://aihub.qualcomm.com |
| AI Hub Getting Started | https://aihub.qualcomm.com/get-started |
| AI Hub Slack Community | https://qualcomm-ai-hub.slack.com/ |

Support

We will have mentors available to ask questions in person.

Additionally, feel free to reach out on Qualcomm Discord for 24/7 support:

<https://discord.com/app/invite-with-guild-onboarding/qualcommdevelopernetwork>