NASA

SREYAS
INSTITUTE OF ENGINEERING AND TECHNOLOGY

Organized By
Space app
India

N A S A

INTERNATIONAL

SPACE APPS

CHALLENGE

2022

Hackathon

25 & 26 June 2022

SPACE APPS CHALLENGE EVENT REPORT

(Pre-Qualifier Round)

CONCEPT:

The International Space Apps Challenge is an international mass collaboration focused on space exploration that takes place in different cities around the world. The event embraces collaborative problem solving with a goal of producing relevant open-source solutions to address global needs applicable to both life on Earth and life in space. NASA is leading this global collaboration along with a n umber of government collaborators and over 100 local organizing teams across the globe.

DATE: 25th – 26th June, 2022

DURATION: 24 hours

LOCATION: Sreyas Institute Engineering College, Nagole

Team Leads:

- Rishwanth Cheguri, Space App India team
- Aditya Yashwanth Kanchikacharla , Space App India team
- Mahesh Cheruku , Space App India team
- Chakradhar Sangepu, CEO of SUMVN and Space App India Telangana lead

Organizing Team:

- GANGAPURAM VISHAL
- S. AKHILA
- M.AKASH REDDY
- MARAM UJWALA
- M.HIMA BINDU

- PABBOJI AARTHI
- JARUPULA JAYARAM
- PARUPALLY JAGADEESH
- KAKUMARI TEJASHWAR
- P.SAI PRANITH

- SAMA JEEVITHA
- KALLU MANVITHA
- VANGALA SHIVANI
- K. SRAVAN KUMAR REDDY
- MUKKA SHIVAKUMAR
- KANTHALA VINEETH REDDY
- KONDAMADUGULA LAKSHMI SIVA KANTH REDDY
- DACHEPALLI SATHVIK
- DUBBAKA SAI SANJITH
- M.TRINATH REDDY
- G. SIRI REDDY
- G.SAI KIRAN
- D.MAANVEETH REDDY
- P. SAHITHYA
- T. VIDYA
- S. SANDEEP KUMAR
- SOMANI BHAVANI
- YAGGADI ANJANI VARMA
- BELIDE SHREYA

Number Of Volunteers: 29

GOALS:

- To bring forth innovative ideas and solutions to the problem statements provided by the Space Apps Team.
- To encourage students to know about hackathon culture and how to solve real time issues or problems using NASA open date.
- To form Space Apps student community in tier 2 and tier 3 colleges
- People selected in Pre-Qualification will be sent to local level of hackathon where they will be competing with different zonal winners.

BOOTCAMPS CONDUCTED:

SREYAS ENGINEERING COLLEGE, HYDERABAD:

GUESTS FOR INAUGURATION:

- Sai Kiran Katapally (Founder of SUMVN and Space App India)
- Anumanthu Shanthi Priya, Space App India Co-Lead
- Gollapalli Shirisha, Space Apps Telangana Co-Lead
- Domalapally Vamshi, Space Apps India Co-lead

SPACE APPS TEAM:

- Rishwanth Cheguri, Space App India team
- Aditya Yashwanth Kanchikacharla , Space App India team
- Mahesh Cheruku , Space App India team
- Chakradhar Sangepu, CEO of SUMVN and Space App India Telangana lead

Mentors

- Manish Kumar Gutta, Founder and CEO of Outshade Digital Media
- Y.V.N Phani Kishore, Co-founder of GYAN ASTRA IT solutions
- Kalyan Dixit, International Technical Speaker

Final Jury

- Sai Akshay, CO-founder of ABtechville
- Katapally Saikiran, Founder of SUMVN and Space App India
- A. Bharadwaj, Co-founder, ABTechVille and Product Manager at IoT research labs

No of Students attended: 195

The boot camps for pre-qualifier round of hackathon were conducted by Sreyas Institute of Engineering College, Hyderabad organizing team where our guest Mr. Sai Kiran, introduced our students about the event and its importance. They gave presentation on how the event was conducted back in 2019,2020 and 2021. They spoke about how the pre-qualifier event would be conducted in the college including the procedure to register, innovate and a few tips on how to pitch an idea and also about the impact it would create on their carrier. They spoke about their plans to start a Space Apps Community to help students interact with each other and build up their projects for next year's challenges. It would be a technical community which would ensure to teach students new skills and encourage them to work on their projects and ideas. They introduced the challenges of previous year on which the students need to on work and gave them a detailed information about what the themes dealt with. The student was also made to join the interactive session where they had the opportunity to have a clear picture about the event.

 ABOUT THE EVENT

CHALLENGES ON WHICH THE STUDENTS WORKED ON:

- Home Planet at Your Fingertips
- Scanning for Life forms
- Sleep Shift Scheduling Tool
- Orbital Scrap Metal – The Video Game V2.0
- Let's Connect
- Data Discovery for Earth Science
- Show the World the Data!
- A Flood of Ideas

- Make Sense Out of Mars
- Fly-by-Wireless
- 1D, 2D, 3D, GO!
- Don't Forget to Can Opener.
- Mission to the Moon!
- Virtual Space Exploration
- Warming Planet, Cool Ideas
- Where the Tall Things Are Found
- Internet on the Ocean 18
- 1UP for NASA Earth
- Invent Your Own Challenge
- Space App: The Documentary

NO OF PARTICIPANTS ATTENDED: 195

NO OF TEAMS REGISTERED: 49

AGENDA OF THE EVENT:

DAY 1:

S.NO	SESSION	TIME	VENUE
1.	Registrations	9:30 AM – 10:00 AM	Auditorium Hall
2.	Inauguration by guests	10:00 AM – 10:30 AM	Auditorium Hall
3.	Introduction to NASA Space Apps Challenge	10:30 AM – 11:00 AM	Placement Cell
4.	Team introduction and elevator pitching	11:00 AM – 12:40 PM	Placement Cell
5.	Lunch Break	12:40 PM – 1:30 PM	Placement Cell
6.	Working on ideas	1:30 PM – 2:30 PM	Placement Cell
7.	Talk by Sai Kiran	2:30 PM – 3:00 PM	Placement Cell
8.	Mapping and processing on ideas	3:00 PM – 5:00 PM	Placement Cell
9.	1st round of Scrutinization	5:00 PM – 6:00 PM	Placement Cell
10.	Break	6:00 PM – 6:30 PM	Placement Cell
11.	Mapping and processing on ideas	6:30 PM – 8:30 PM	Placement Cell
12.	Networking and Prototyping	8:30 PM – 9:30 PM	Placement Cell
13.	Dinner	9:30 PM – 10:30 PM	Placement Cell
14.	Mentoring session	10:30 PM – 1:00 AM	Placement Cell

DAY 2:

S.NO	SESSION	TIME	VENUE
15.	Fun Session	1:15 AM – 2:15 AM	Placement Cell
16	2nd round of Scrutinization	2:15 AM – 4:00 AM	Placement Cell
17	Validation of ideas	4:00 AM – 6:30 AM	Placement Cell
18	Break	7:30 AM – 8:00 AM	Placement Cell
19	Final round Scrutinization	8:30 AM – 9:30 AM	Placement Cell
20	Winners Announcement and closing ceremony	10:00 AM – 11:30 AM	Placement Cell

ABOUT THE EVENT (in detail):

The event began with an inauguration ceremony after which the pitching started. Up to 49 teams were registered and participated as a part of the pre-qualifier round. During the elevator pitch, each team was given about 2 minutes to register their team into the competition.

Post lunch, the students started working on their ideas from given challenges. The mentoring was provided to students by experts on android developing, web developing, artificial intelligence and blockchain. They were also mentored on projects related to Civil, Electrical and computer science backgrounds.

Students were able to interact with mentors from SUMVN and get valuable inputs from them and validate their ideas and work on the loopholes their ideas might have. After which the mentor validated the ideas of the students.

During the first scrutinization each team was given 3-5 minutes of time to pitch their idea among which top 11 teams were selected to move into the next round.

The second round of pitching started after breakfast after which top 3 teams were selected by the jury and awarded and other 2 teams where one is voting based and other is non-technical based.

MEMBERS OF THE JURY

- **Mr. Sai Kiran katapally** (local lead of Space Apps)
- **Mr. Manish Kumar** Gutta (Founder and CEO of Outshade)
- **Mr. Baradwaj Arvapally** (Co-founder, ABTechVille and Product Manager at IoT research labs)

The winners were selected based on how good presentation skills they have, their creativity, feasibility of idea and the open data sets used by the students finally technical sound.

RESOURCES PROVIDED:

- Food for participants (dinner and breakfast)
- Tea and snacks
- Banner
- Internet connectivity
- Systems
- Power Backup
- Audio System
- Projector
- Social media support
- Transportation
- Medals
- Certificates

Results:

- The event was successful with 196 participants
- Among 49 teams top 4 teams were selected for the next round of the local level of hackathons.
- The winners will be Participating in State and National levels of Space Apps

FEEDBACK AND LEARNING POINTS:

PRINCIPAL

Dr. Satyanarayana

Our students have got good exposure to the real time scenarios by attending the pre-qualification Hackathon organized by SUMVN at our college, and a new dimension thinking of the students has made them to innovate and explore the new ideas.

COORDINATOR

Mrs.Swathi Gowroju

The pre-qualification hackathon conducted at our college by SUMVN was very useful to our students in exploring their innovative skill and enhancing their knowledge levels.

- The bootcamp which held before the hackathon was good, as our students were very curious to be part of this hackathon, we got to know about the no. Of participants and had a chance to listen to their ideas which were all unique and innovative. Overall, it was good experience as it was the first hackathon in our college.
- We are looking forward for the next years hackathon and our best wishes for your future hackathons.

Future Development:

- To create a community called space Apps student community to ensure that the students learn about technology and build up their ideas into products and solve real time problem of world which will be addressing in upcoming hackathons which are going to be conducted in the future.
- To support the students selected to the next round of Space Apps Hackathon by providing relevant mentors and technical experts
- To support innovations in the community from layman and young students.

Winners of Space Apps Challenge at Sreyas Engineering College, Nagole.

Winner 1:
Team 26:

Project Title: APP ON ESCAPE DEBRIS

1. **M.Roshini**
2. **N.Pravallika**
3. **V.Vishnu Madhuri**
4. **P.Snigdha**

Winner 2:

Team 10:

Project Title: APP ON CARE CLUB

1. **K.Suprabhath**
2. **M.Nikhita**
3. **V. Mahalakshmi**
4. **S.Nithish Reddy**

Winner 2:

Team 38: Construction Resisting Earth Quake

Project Title:

1. **R.VAMSHI**
2. **G.MAHESHWARAO**
3. **S.KARTHIK**
4. **B.VIJAY KUMAR**

Winner 3:

Team 25:

Project Title: APP ON MENTAL HEALTH

1. **K.Ananth**
2. **Purba Senapati**
3. **Mohammed Zubair Ahmed**
4. **D. Sai Madhulika**

Winner 4: THROUGH VOTING

Team 13: Title:

Project:

1. **C. Sruthi Sri**
2. **V.Roshini**
3. **G.Meghana**
4. **T.Manasa**

Winner 1: NON- Technical

Team 22:

Project Title: DOCUMENTARY ON HACKATHON EVENT

1. **D.Goutham**
2. **Shreyas**
3. **Haneesh**
4. **Jayanth**