

DEPARTMENT OF ELECTRICAL AND ELECTRONICS ENGINEERING

Date: 18-10-2022

To,

The Principal
KKR & KSR Institute of Technology and Sciences,
Vinjanampadu,
Guntur-17.

Respected Sir,**Sub.:** Requisition-Hackthan -Reg.

I bring to your kind notice that the department would like to conduct a Hackthan program for the IV-B.Tech., I-semester students (EEE and ECE II , ECE III).

Program details

Mode : Off-line
Date : Three Days (20-10-2022 to 22-10-2022)
Duration : 8AM to 8PM
Title : Hackthan program
Resource person : In association with MAD BLOCKS., Hyderabad .

Budget:

Honorarium : --
Traveling Allowance : --
Food/Accommodation : Lunch
Total in Rs. : --

In this connection I am requesting you to provide permission for conducting the program. Please give permission to use **SEMINAR HALL**. Please give permission to use **Guest House** to accommodate 5 persons.

Thanking You,

Yours Sincerely


HOD- EEE

Permitted
[Signature]
18/10/22

**KKR&KSR Institute of Technology and Sciences
(Autonomous)**

Vinjanampadu, Guntur, Andhra Pradesh-522017

Approved by AICTE, New Delhi and Permanent Affiliation from JNTUK, Kakinada
Accredited with "A" Grade by NAAC & NBA Accreditation Status for 4 UG (CSE, ECE, EEE, ME) Programs

**Three days Hackathon
from 20th to 22th October, 2022 By MadBlocks Team**

1. Objective of the Event:

HACKATHON is an event where people engage in rapid and collaborative engineering over a relatively short period of time such as 24 or 48 hours. They are often run using agile software development practices, such as sprint-like design wherein computer programmers and others involved in software development, including graphic designers, interface designers, product managers, project managers, domain experts, and others collaborate intensively on engineering projects, such as software engineering. To build innovative skills, the Department of EEE, KKR & KSR Institute of Technology and Sciences hosts a Hackathon. The Hackathons major objective is to create functioning software or hardware by the end of the event. Hackathons tend to have a specific focus, which can include the programming language used, the operating system, an application, an API, or the subject and the demographic group of the programmers. In other cases, there is no restriction on the type of software being created or the design of the new system.

2. About the MadBlocks:

MADBLOCKS TECHNOLOGIES PRIVATE LIMITED is a private limited company based in Rangareddi, India and was incorporated on 08/05/2019. MADBLOCKS TECHNOLOGIES PRIVATE LIMITED is a mca provider company with the industrial and NIC code of 93090 as per the official records.

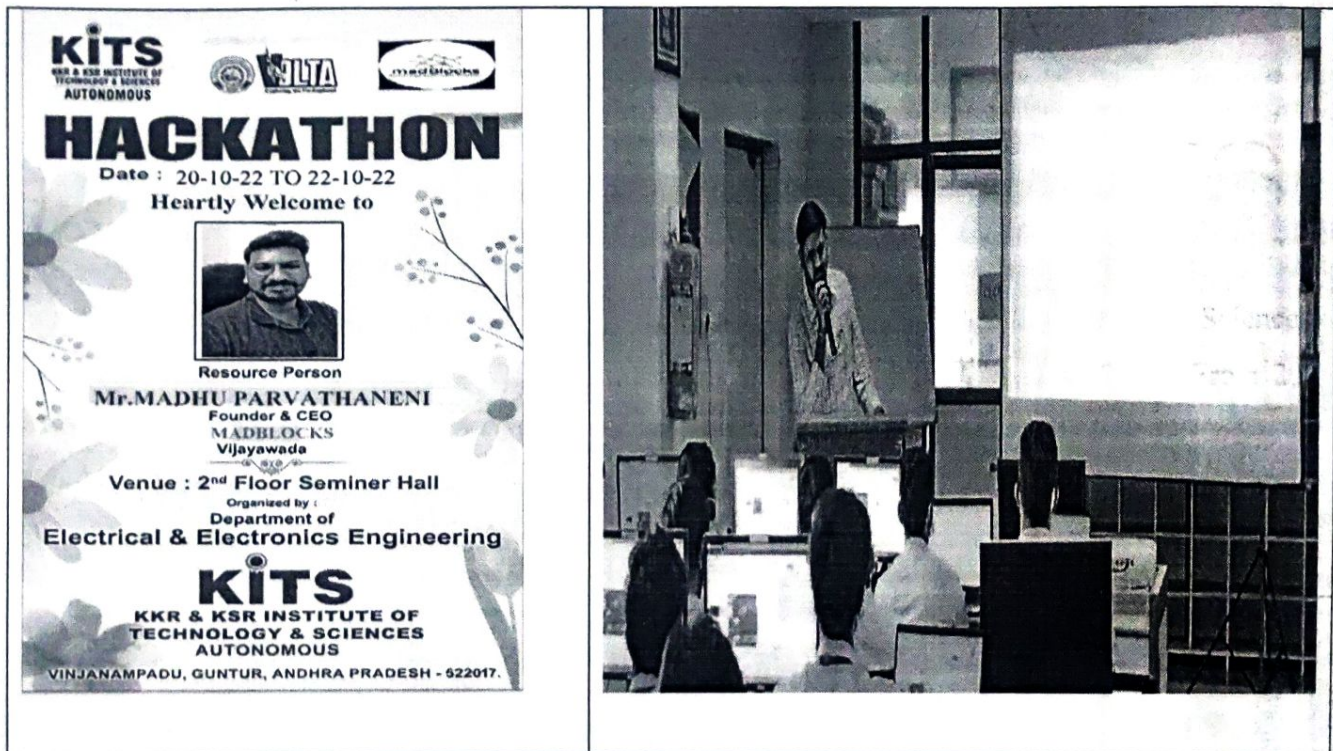
Mr. Madhu Parvathaneni, CEO, madBlocks Academy, has been in the market since 2010 and has developed a product called "Mad Makerspace" that is critical today since engineers are problem solvers. With initiatives like Learn on Campus, Innovate on Campus, and Start on Campus, we are continually competing with our competitors. MadBlocks' goal is to instill creativity on campus so that it becomes a culture. Opportunities abound wherever Innovation thrives.

3. Date & Venue of the Event:

The event is organized in KKR & KSR Institute of Technology and Sciences, Vinjanampadu, Guntur, Andhra Pradesh in Seminar hall from 8.00 AM to 5:00 PM. From 20th October, 2022 to 22nd October, 2022.

4. No. of Participants: 62

5. Event Photographs:



6. Benefits in terms of learning/Skill/Knowledge obtained.

Hackathons provide an opportunity for participants to experiment with new ideas, explore new technologies, and build prototypes of their products in a short amount of time. Resource persons Madhu Parvathaneni and his Team gave their best to the students and enlightened students with their sound knowledge. He explained that importance of hackathon is a research field that studies how to handle. The ultimate goal is to make the use of solving problems autonomously. However, we do have many successful applications. For example, the knowledge acquired through learning can be used both for problem solving and for reasoning. In fact, the skill for problem solving itself should be acquired through learning. Also, methods for problem solving are useful both for reasoning and planning. Further, both natural language understanding and computer vision can be solved using methods.

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HEAD OF THE DEPARTMENT
KKR & KSR Institute of Technology & Sciences
Vinjanampadu, GUNTUR-17.