KKR&KSR Institute of Technology and Sciences

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

HACKATHON REPORT

NAME OF THE EVENT: HACKATHON

1. **Objective of the Event**: The main aim of Hackathon is to develop Innovative skills in their minds. Intense problem-solving environments like hackathons facilitate the creation of innovative ideas and concepts. The main idea behind a hackathon is to identify a problem and work collaboratively to create technologies that solve that problem.The Hackathon provides an opportunity for participants to learn something new.

2. **About the Program/Event**: An Hackathon is a design sprint-like event in which computer programmers and others involved in software development, including graphic designers, interface designers, project managers, and others, often including domain experts, collaborate intensively on projects. Hackathons typically start with one or more presentations about the event, as well as about the specific subject. Then participants suggest ideas and form teams, based on individual interests and skills. Then the main work of the hackathon begins, which can last anywhere for 36 hours.

3. **Details of External Participants** (If any): NIL

4. **Details of Resource Persons** :

   Name: Madhu parvataneni

   Designation: Director, madBlocks

   Email: parvathanenimadhu@gmail.com

5. **Venue of the Event**:Seminar Hall, KKR&KSR Institute of Technology & Sciences, Guntur

6. **Date & Time of the Event**:30 /09/2019 , 01/10/2019 & 8:10 am to 5:20 pm

7. **No of Students participated**: 80

8. **Year, Branch and Section of Students**: II year, ECE

9. **No of Faculties participated**: NIL

10. **One Student Member Feed Back**:

   I am Sk. Akhila, pursuing II year SEC-3 in KKR &KSR Institute of Technology and Sciences with ECE discipline "We have hackathons, which are pretty fun. A lot of people get really excited about them, and they can build whatever they want for the company — it could be crazy, practical, whatever. We actually wind up implementing a lot of those things throughout the year. It pushes a lot of thinking. It's pretty amazing what people can get done in 24 hours. Sometimes we talk about a new product feature and it can take three months to build. Then someone will prototype it.. I have participated in Hackathon. First of all I want to thank my college management who provided such facility for all of us to learn and experience about all the technical sessions.The Session is Very useful and Informative. This Hackathon helps me a lot to develop innovative knowledge. This Hackathon provided a great platform to implement my ideas. Finally, I can say that this will be useful to me in future.

11. **Promotion of the Event on the Social Media Website**: (Link and Screenshot)
    https://m.facebook.com/photo.php?fbid=118374546227193&id=100041639447228&set=a.118356706228977&source=48

12. **Promotion of the Event on the University/college Website** :
    http://kitsguntur.ac.in/site/admin/up_files/sd19.pdf

13. **Event Photographs from different angles covering all the students, Banner and speaker (Include 4 or 6 photographs in the Document and send those photos**

14. **2 minutes video of the event (Drive Link Only)**

https://drive.google.com/open?id=161Dy3mfSNRCa3CfG9iqgIQ6EAft5EVNa

15. **Benefit in terms of learning/Skill/Knowledge obtained** :

- Exploring new technologies.

- Driving business innovation.

- Sourcing incubation programs.

- Creating potential startups.

- Branding of products or an organization.

- Creating solutions for social causes.

- Analyzing data to make predictions.

- Rewarding innovative thinking.

16. **Remarks:**

- It is nice to see so many young and enthusiastic participants and good regional and gender Balance amongst you.
- It is very helpful in future to implement their ideas as a application.
- It helped students to think in a innovative way.

17. **Experiences and Output of the Session :**

Participants work in teams and use design thinking and innovative learning practices to ideate and collaborate on a host of possible solutions. It improves innovative skills along with creativity. The students experiences that how to implement their ideas practically. The students gain practical knowledge in one hackathon that they learnt in a months of classes.