CMR COLLEGE OF ENGINEERING & TECHNOLOGY

(UGC Autonomous)

Kandlakoya, Medchal Road, Hyderabad, Telangana, India -501401

EK BHARAT SHRESHTHA BHARAT
CENTRE FOR ENGINEERING EDUCATION RESEARCH &
CENTRE FOR INNOVATION & ENTREPRENEURSHIP
MHRD's INSTITUTION INNOVATION CELL

Dev Jam 1.0 Online Hackathon Report

Objective:

With an aim to create awareness amongst the students and help them understand the reality behind taking part in an actual 36-hour hackathon, the management of CMR College of Engineering and Technology, Medchal District, Telangana, has taken this initiative to start a 36-hour hackathon, bringing in a diversified set of problem statements, keeping in mind the innovative brains and amazing talents of the young pioneers. The objective of this hackathon is to throw light on the efforts and the outcomes of being part of such an event and keep them prepared to face yet tougher competitions ahead in the future, like the Smart India Hackathon (SIH). Connecting with like-minded individuals, engaging in collaborative computer programming, patience, perseverance, creativity to use existing simple objects and build efficient things, exposure to new technical skills and improved problem-solving skills are a guaranteed take away from this event or any such events of the similar kind.

Agenda:

Dev Jam 1.0 Agenda	
Day – 1 (June 1, 2020)	
Time	**Event**
8:00 AM	Reporting of student teams, creating repositories and setting up the tools.
10:00 AM	Address By Patrons and Jury
10:30 AM	Allotment Of Teams For The Jury
11:00 AM	Round 1 - Evaluation Begins
1:30 PM – 2:00 PM	Lunch Break
5:00 PM	Round 2 - Evaluation Begins
Day – 2 (June 2, 2020)	
2:00 PM	Students should start preparing presentations
3:00 PM	Round 3 – Evaluation Begins
8:00 PM	Hackathon Ends

Poster:

Organizing Dev Jam 1.0:

The hackathon is the brainchild of several intuitive minds of our organisation, with fuelling endeavours put into this to make this programme a grand success. Following is the workflow of Dev Jam 1.0.

Step 01: Registrations had poured into this event, with the organisation reaching out to all its sister-concern colleges of the CMR Group Of Institutions. With a minimum size of 4 and a maximum size of 6, teams have been formed by the students with at least 2 girls and 2 boys amongst them. The registration process involved the team leaders filling in the details of their team members and other necessary information through Google Forms.

Step 02: Emails were sent to all the team leaders, which invited them to join the Telegram group, where they could post any of their queries regarding the hackathon. All the updates of the event were also regularly posted by the organisation in the same platform.
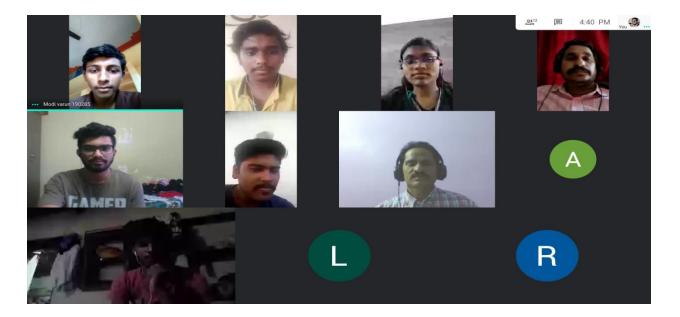
Step 03: Acknowledgements on the platform in which Dev Jam 1.0 was being conducted, i.e, the GitHub, were continuously posted on the group. It was ensured that the other inputs such as the working of the GitHub platform and how the hackathon would be conducted were properly understood by the participants.

Step 04: A day before the event, all the team leaders were contacted through Whatsapp to ensure proper communication. Also, groups of 10 teams each were formed, with each group assigned with a volunteer who would act as a Single Point of Contact (SPOC) for better workflow on the day of the hackathon.

Step 05: Dev Jam kick-started at 8 am. All the participants were required to fill a Google Form to mark their presence for the competition after which the teams had been assigned with team numbers on the basis of first come first serve order. The teams were then asked to create private GitHub repositories, whose collaboration rights were to be given to the student volunteers who were the SPOCs.
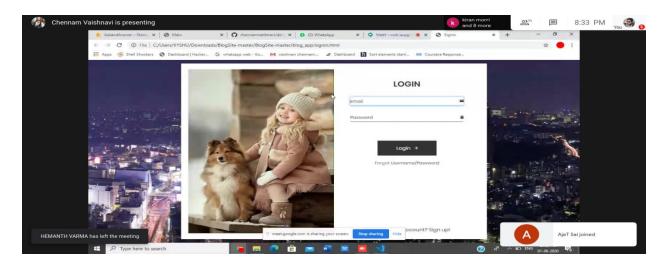
Step 06: On the same morning, the Jury were given guidelines regarding the rules and regulations to be followed on the day of the hackathon, through Google Meet.

Step 07: Phase 1 of Evaluation began at 11 am, where teams were invited individually for evaluation purposes through Google Meet. The SPOCs were given the responsibility to get the teams to the evaluation phase on Google Meet for their individual sessions.
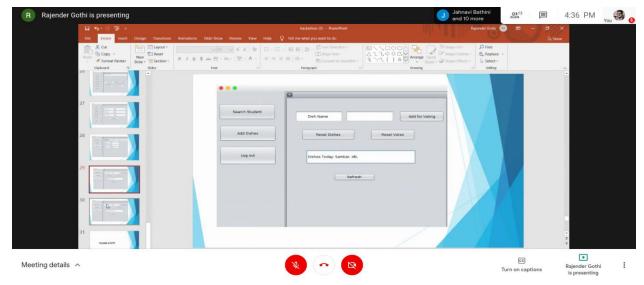
Step 08: Participants were given an entire night to work on the respective solutions for their problem statements. Monitoring sessions were held throughout the night in order to have regular checks on their progress. Google Meet was once again the platform for this, with the SPOCs active enough to monitor as well as address any issues throughout the night.

Step 09: Phase 2 of Evaluation commenced from 7 am of the next day. The teams were asked to join the same sessions of the Google Meet, which they had attended earlier for Phase 1 of Evaluation. The teams were to complete their solutions and get their presentations ready for Phase 3 of Evaluation by 3 pm of that day.

Step 10: In Phase 3 of Evaluation which began at 4 pm, the same procedure was followed as its preceding evaluating phases. Each group of 10 teams was assigned with a panel of 2 Jury members. Later on, two groups of 10 teams each were combined, resulting in single groups of 20 teams with a panel of 4 Jury members each.

Step 11: Phase 3 Of Evaluation was carried out successfully through Google Meet again, with 8 minutes of presentation time (by presenting their respective screens) and 2 minutes of Q&A.

Step 12: All the scores were collected from the Jury. The Valedictory Session commenced form 8:15 pm that day through Google Meet, and the results were thus announced.

Drive link to valedictory session: [Link](#)

Our Esteemed Jury:

S. No	Name of The Jury Member	Phone Number	E-Mail
1.	Dr G S Ramesh	89195 35633	ramesh_gs@vnrvjiet.in
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6.	Dr CH Mallikarjuna Rai	98492 74032	professorcmrao@gmail.com
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11.	Dr P. Pavan Kumar	89771 40144	dr.ppk97531@gmail.com
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13.	Dr G. Malini Devi	98850 16061	gmalini12@gmail.com

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Prize Money Sponsor for 1st Prize:

CMR College of Engineering & Technology, Kandlakoya, Medchal Road, Telangana, India - 501401

Prize Money Sponsor for 2nd & 3rd Prize:

Code Now Technologies Pvt. Ltd.

Winner Cheques:

Conclusion:

In spite of appalling times such as these, where the world is fighting against the deadly pandemic, students have been provided with an opportunity to take part in an event of such grandeur. With the active participation of the teams and the effective ideas of their minds brought into reality, the Dev Jam 1.0 has been a grand success. The availability of additional resources would have further extended the reach of this event, thus making it accessible to a wider audience and a splendid platform for all those brilliant minds and creative solutions out there.