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Department of CSE-IOT (Internet of Things)

EVENT: PRAKALP 2026 – NATIONAL LEVEL IoT SPRINT

Date: 01-04-2026

Organized by: Department of Computer Science and Engineering (IoT)
Ramachandra College of Engineering

Venue:

Primary Event Venue: Ramachandra College of Engineering
Department Venue: Department of Computer Science and Engineering (IoT)
Hackathon Halls: Central Library
Location: Eluru, Andhra Pradesh

Introduction

The Department of CSE (IoT) organized PRAKALP 2026 – IoT Sprint, a 24-hour hackathon aimed at encouraging innovation and practical learning among students. The event provided a platform for participants to design and develop real-time IoT-based solutions using modern technologies such as NodeMCU and ESP32.

Objectives of the Event

- To encourage **innovation and creativity** in the field of Internet of Things (IoT).
- To provide **hands-on experience** in developing real-time IoT applications.
- To enhance students' **technical skills** in technologies like Arduino, ESP32, and NodeMCU.
- To promote **problem-solving abilities** through practical challenges.
- To develop **teamwork and collaboration** among participants.
- To bridge the gap between **theoretical knowledge and practical implementation**.
- To expose students to **industry-relevant tools and technologies**.

- To motivate students to build **smart and efficient IoT-based solutions** for real-world problems.

❖ National Recognition & Participation

PRAKALP 2026 was conducted as a **National Level Technical Hackathon**, attracting participation from students representing multiple colleges and universities. The event promoted competitive learning, cross-institutional collaboration, and exposure to diverse technological approaches in the field of Internet of Things. By engaging participants from various academic institutions, the hackathon strengthened the spirit of nationwide innovation and technical excellence.

Description of the Event

PRAKALP 2026 – IoT Sprint was a 24-hour continuous hackathon organized by the Department of Computer Science and Engineering (IoT), Ramachandra College of Engineering. The event was conducted in offline mode from April 1, 2026 (10:00 AM) to April 2, 2026 (10:00 AM), with the aim of fostering innovation and practical learning among students.

Prior to the hackathon, workshops were held on March 24 and 25, 2026, to train participants in key IoT technologies such as Arduino, ESP32, and NodeMCU. These sessions included both theoretical explanations and hands-on experiments, enabling students to gain a strong foundation for the competition. Participants registered in teams of 3 to 4 members and worked collaboratively to design and develop real-time IoT solutions. The hackathon was conducted across multiple venues including Central Library, accommodating several teams simultaneously.

Involved and Support Teams

We sincerely express our heartfelt gratitude to all the individuals and teams who contributed to the successful organization of **PRAKALP 2026 – IoT Sprint**.

We extend our special thanks to the **Management, Principal, and Head of the Department (HOD)** for their continuous support and guidance throughout the event.

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We are highly thankful to the **faculty coordinators** for their valuable mentoring, planning, and monitoring of both the workshops and hackathon sessions. Their dedication played a key role in ensuring the smooth execution of the event.

We also appreciate the efforts of the **student coordinators and volunteers**, who actively managed registrations, logistics, help desk and participant support with great enthusiasm.

Our sincere thanks to the **technical support team, mentors, judges, and external vendors** for their contributions in evaluation, guidance, and infrastructure support.

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Highlights of the Event

24-Hour Non-Stop Hackathon Experience
Participants worked continuously for 24 hours to transform ideas into working IoT prototypes.

National-Level Competition Platform
Students from multiple institutions competed and collaborated in a high-energy innovation environment.

Hands-On Technical Learning
Real-time implementation using ESP32, Arduino, NodeMCU, and cloud integration

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⚙Hackathon Highlights

24-Hour Non-Stop Hackathon Experience
Participants worked continuously for 24 hours to transform ideas into working IoT prototypes.

National-Level Competition Platform
Students from multiple institutions competed and collaborated in a high-energy innovation environment.

Hands-On Technical Learning
Real-time implementation using ESP32, Arduino, NodeMCU, and cloud integration.

Project Exploration

The project exploration segment of PRAKALP 2026 provided participants with an opportunity to ideate, design, prototype, and present innovative IoT-based solutions addressing practical real-world challenges. Teams conducted problem identification, requirement analysis, hardware selection, circuit design, coding, testing, and deployment within the 24-hour hackathon duration.

Participants explored project development methodologies including design thinking, rapid prototyping, iterative testing, and solution optimization. Each team presented their final prototype before the evaluation panel, explaining the project objective, implementation process, technical architecture, innovation aspect, and societal/industrial impact.

The project exploration phase enabled students to gain practical exposure to end-to-end product development, transforming conceptual ideas into functional IoT applications.

Winning Project – Solar Dryer 2.0

The **Solar Dryer 2.0: An AI-Driven Intelligent Solar Drying System for Optimal Dehydration and Preservation of Agricultural Products**, awarded **1st Prize in Project Exploration**, emerged as the most innovative solution of the event. The project integrated artificial intelligence with solar drying technology to optimize dehydration parameters such as

temperature, humidity, and airflow in real time for efficient preservation of agricultural produce.

The intelligent system utilized sensors, automated control mechanisms, and AI-based monitoring to ensure uniform drying, minimize spoilage, and improve product quality. By combining renewable solar energy with smart automation, the project demonstrated a sustainable and technologically advanced approach to agricultural preservation.

The solution was highly appreciated by the evaluation panel for its innovation, practical relevance, and potential impact on smart agriculture and post-harvest management.

⚙Technology behind the Innovation

Participants utilized modern hardware and software technologies to build their prototypes, including:

- Arduino and NodeMCU microcontrollers
- ESP32 development boards
- Sensors and Actuators for environmental and motion monitoring
- MQTT / HTTP protocols for IoT communication
- Cloud platforms for data monitoring and analytics
- Embedded C / Arduino IDE / Python for programming
- Mobile and Web Dashboards for remote device management

Learning & Technical Impact

The hackathon significantly enhanced the participants' ability to transform theoretical knowledge into practical solutions. Students gained experience in:

- Rapid prototyping of IoT applications
- Hardware-software integration
- Cloud connectivity and real-time monitoring
- Team-based agile development under time constraints
- Problem analysis and solution architecture design

OUTCOME OF THE EVENT

The PRAKALP 2026 – IoT Sprint event achieved its objective of promoting innovation and practical learning among students. Participants gained valuable hands-on experience in developing real-time IoT applications using technologies such as Arduino, ESP32, and NodeMCU. The pre-event workshops helped students strengthen their technical foundation, which enabled them to perform effectively during the hackathon.

The event enhanced students' problem-solving abilities, coding skills, and understanding of hardware integration. It also encouraged teamwork, collaboration, and time management, as participants worked continuously for 24 hours to complete their projects.

Additionally, the hackathon provided exposure to real-world challenges, motivating students to think creatively and develop efficient IoT-based solutions. Overall, the event contributed significantly to improving the technical competence and confidence of the participants, making it a successful and impactful learning experience.

❖ Event Achievements

The National Level PRAKALP 2026 – IoT Sprint successfully met its objective of promoting advanced technical learning and innovation among students. The event enabled participants to apply engineering principles in real-time product development and encouraged them to think critically about scalable technological solutions.

The national-level participation expanded students' exposure to diverse perspectives, competitive benchmarking, and peer learning. The event also strengthened institutional collaboration and elevated the reputation of the department by hosting a technically impactful national platform.

Student Participation

The PRAKALP 2026 – IoT Sprint witnessed active and enthusiastic participation from students of both internal and external institutions. A large number of students registered for the event and formed teams consisting of 3 to 4 members.

Participants were distributed across different venues, including SA114, SA107, and SA118, with a total of approximately 40 teams taking part in the hackathon. The event saw equal involvement from students with diverse technical backgrounds, promoting knowledge sharing and collaborative learning.

Students actively engaged in all phases of the event, including pre-event workshops and the 24-hour hackathon. Their participation reflected a high level of interest in IoT technologies and a strong commitment to innovation and problem-solving.

Overall, the event successfully attracted a significant number of participants, making it a vibrant and competitive platform for showcasing students' skills and creativity.

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Prakalp

CERTIFICATE OF PARTICIPATION

This is to certify that

Mr. / Ms. K KRUPA VARAM
of
RAMACHANDRA COLLEGE OF ENGINEERING (A), ELURU

has participated in the **Hackathon** conducted under **Prakalp 2026** organized by **Ramachandra College of Engineering (A),** Eluru-534007 on **1st & 2nd April 2026,** and showcased enthusiasm, teamwork and technical spirit in developing the solution titled

24 HOUR HACKATHON - IOT SPRINT

Presented on this 2nd day of April 2026.

CO-ORDINATOR PRINCIPAL

RAMACHANDRA COLLEGE OF ENGINEERING AUTONOMOUS

Prakalp

CERTIFICATE OF PARTICIPATION

This is to certify that

Mr. / Ms. SUMA KRISHNA SRI
of
RAMACHANDRA COLLEGE OF ENGINEERING (A), ELURU

has participated in the **Hackathon** conducted under **Prakalp 2026** organized by Ramachandra College of **Engineering (A),** Eluru-534007 on **1st & 2nd April 2026,** and showcased enthusiasm, teamwork and technical spirit in developing the solution titled

24 HOUR HACKATHON - IOT SPRINT

Presented on this 2nd day of April 2026.

CO-ORDINATOR PRINCIPAL

RAMACHANDRA COLLEGE OF ENGINEERING AUTONOMOUS

Prakalp

CERTIFICATE OF PARTICIPATION

This is to certify that

Mr. / Ms. B RAM CHARAN
of
RAMACHANDRA COLLEGE OF ENGINEERING (A), ELURU

has participated in the **Hackathon** conducted under **Prakalp 2026** organized by Ramachandra College of **Engineering (A),** Eluru-534007 on **1st & 2nd April 2026,** and showcased enthusiasm, teamwork and technical spirit in developing the solution titled

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Presented on this 2nd day of April 2026.

CO-ORDINATOR PRINCIPAL

RAMACHANDRA COLLEGE OF ENGINEERING AUTONOMOUS

Prakalp

CERTIFICATE OF PARTICIPATION

This is to certify that

Mr. / Ms. B YOGITHA SAI SRI
of
RAMACHANDRA COLLEGE OF ENGINEERING (A), ELURU

has participated in the **Hackathon** conducted under **Prakalp 2026** organized by Ramachandra College of **Engineering (A),** Eluru-534007 on **1st & 2nd April 2026,** and showcased enthusiasm, teamwork and technical spirit in developing the solution titled

24 HOUR HACKATHON - IOT SPRINT

Presented on this 2nd day of April 2026.

CO-ORDINATOR PRINCIPAL

❖ Innovation Showcase

During the 24-hour hackathon, participants developed a wide range of innovative IoT-based projects focused on solving real-world problems in domains such as smart homes, healthcare, agriculture, transportation, and industrial automation.

Some of the major project themes explored included:

- Smart Irrigation Systems using soil moisture sensors and ESP32
- IoT-Based Health Monitoring Devices for remote patient tracking
- Smart Energy Management Systems for efficient power consumption
- Home Automation Solutions with mobile/web controls
- Smart Waste Management Systems using sensor-based monitoring
- Industrial Safety Monitoring using real-time alert systems

These projects demonstrated creativity, technical depth, and practical application of IoT technologies in addressing contemporary challenges.

❖ Event Spotlight

The Department of Computer Science and Engineering (IoT), Ramachandra College of Engineering, successfully organized **PRAKALP 2026 – National Level IoT Sprint**, a prestigious 24-hour national hackathon designed to foster innovation, technical excellence, and interdisciplinary collaboration among students from institutions across the country. The event served as a dynamic platform for participants to conceptualize, design, and implement real-time IoT-based solutions addressing practical societal and industrial challenges.

✨Special Attractions & Hackathon Highlights

24-Hour Non-Stop Hackathon Experience
Participants worked continuously for 24 hours to transform ideas into working IoT prototypes.

National-Level Competition Platform
Students from multiple institutions competed and collaborated in a high-energy innovation environment.

Hands-On Technical Learning
Real-time implementation using ESP32, Arduino, NodeMCU, and cloud integration.

Expert Mentorship Sessions
Dedicated faculty mentors and technical experts guided teams throughout the event.

Live Project Demonstrations
Final prototype presentations before judges with real-time working model demonstrations.

Innovation Evaluation Panel
Projects assessed by academic and industry experts based on innovation, feasibility, and impact.

Awards & Recognition Ceremony
Outstanding projects and performers were honored with prizes and certificates.

Networking & Collaboration Opportunity
Participants interacted with peers from various institutions, encouraging idea exchange and teamwork.

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Grand Conclusion

PRAKALP 2026 – IoT Sprint was a highly successful and impactful event that provided a valuable platform for students to showcase their technical skills and innovative ideas. The combination of pre-event workshops and the 24-hour hackathon enabled participants to gain practical knowledge in IoT technologies such as Arduino, ESP32, and NodeMCU.

The event not only enhanced students' problem-solving abilities and teamwork skills but also encouraged them to develop real-time solutions for practical challenges. The active participation of students, along with the dedicated support of faculty and organizers, contributed to the smooth execution of the event.

Overall, the IoT Sprint achieved its objectives of fostering creativity, innovation, and hands-on learning, making it a memorable and enriching experience for all participants.

HoD **Dean -Academic** **Principal**

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■ PRAKALP 2026 – IoT Sprint Hackathon

IoT | Smart Automation | Embedded Systems | Industry 4.0

A 24-hour IoT-based innovation hackathon using ESP32, NodeMCU, Arduino

Evaluation Table – Round 2 (Total: 50 Marks)

Criteria	Marks
Feasibility Validation	20
System Design & Logic	15
Demonstration Quality	10
Technical Understanding	5
Total	**50**

5:30 PM – 6:00 PM | Snacks Break

6:00 PM – 8:30 PM | Round 3: Iterative Development – Phase 1

Activities:

- Prototype development begins
- Implementation of Modification 1

Evaluation Table – Round 3 (Phase 1) (Total: 50 Marks)

Criteria	Marks
Initial Implementation	20
Approach & Methodology	10
Progress Level	10
Team Coordination	10
Total	**50**

8:30 PM – 9:15 PM | Dinner Break

9:15 PM – 10:30 PM | Engagement Activities

- Technical quiz / interaction

10:30 PM – 1:30 AM | Round 3: Iterative Development – Phase 2

Activities:

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Criteria	Marks
Improvement from Phase 1	15
Innovation in Modification	15
Problem-Solving Approach	10
Stability & Functionality	10
Total	**50**

NIGHT SESSION

1:30 AM – 2:00 AM | Midnight Snacks

2:00 AM – 6:00 AM | Final Development Sprint

Activities:
- Final prototype completion
- Testing and debugging

Judges Role:
- Monitoring for fairness and originality

6:00 AM – 7:00 AM | Rest

7:00 AM – 8:00 AM | Breakfast

DAY 2 – APRIL 2nd

8:00 AM – 10:00 AM | Round 4: Final Pitch & Demonstration

Activities:
- Presentation and live demo

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Criteria	Marks
Innovation	10
Working Prototype	15
Real-Time Application Impact	10
Presentation Skills	5
Q&A Handling	10
Total	**50**

10:00 AM – 10:30 AM | Valedictory

- Final score consolidation
- Winner announcement
- Certificate distribution

Judging System – Cumulative Scoring

Round	Marks	Weightage
Round 1: Idea Submission	50	15%
Round 2: Concept Validation	50	15%
Round 3 (Phase 1)	50	20%
Round 3 (Phase 2)	50	20%
Round 4: Final Presentation	50	30%
Total	**250**	**100%**

ALL THE BEST, INNOVATORS!

"The best way to predict the future is to BUILD it."

— PRAKALP 2026 Organizing Team

PRIZES AWAIT THE BOLD

Winner: Rs. 15,000 **1st Runner-up: Rs. 10,000** **2nd Runner-up: Rs. 5,000**

Every participant receives a Certificate of Excellence.

■ PRAKALP 2026 – IoT Sprint Hackathon

IoT | Smart Automation | Embedded Systems | Industry 4.0

A 24-hour IoT-based innovation hackathon using ESP32, NodeMCU, Arduino

■ OBJECTIVES

- Encourage innovation in IoT-based solutions
- Solve real-world and industrial problems
- Provide hands-on learning with ESP32, Arduino, NodeMCU
- Develop working prototypes within 24 hours
- Promote teamwork, creativity, and technical skills

■ WHAT YOU CAN BUILD

- AI-Integrated Precision Agriculture Environments
- Wearable Biometric Healthcare Ecosystems
- Adaptive Cognitive Industrial Automation
- Next-Gen Smart-Grid City Infrastructures
- Distributed Intelligence for Environmental Monitoring

■ ■ EVENT FLOW

PHASE	TIME	DETAILS
Registration	8:30 AM	Participant onboarding
Inauguration	10:00 AM	Orientation & rules briefing
Round 1	10:30 AM – 1:30 PM	Idea submission & evaluation (Judges Evaluation)
Lunch Break	1:30 PM	Break
Round 2	2:15 PM – 5:30 PM	Simulation / concept validation
Round 3 (Phase 1)	6:00 PM – 8:30 PM	Initial prototype development
Round 3 (Phase 2)	10:30 PM – 1:30 AM	Iterative development
Final Sprint	2:00 AM – 6:00 AM	Final build & testing
Round 4	8:00 AM – 10:00 AM	Final presentation & demo

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■ TEAM GUIDELINES

- **Team Size:** 3–4 members
- One project per team
- Cross-domain teams encouraged

■ ■ TECH GUIDELINES

ALLOWED

- ESP32, Arduino, NodeMCU
- Sensors, actuators, IoT kits
- MQTT, HTTP, Cloud platforms
- Python, Embedded C, Web dashboards

NOT ALLOWED

- Pre-built or copied projects
- Plagiarized code
- Fully ready-made solutions

■ JUDGING SYSTEM & CUMULATIVE WEIGHTAGE

ROUND	FOCUS AREA	MARKS	WEIGHT
Round 1	Idea Submission & Relevance	50	15%
Round 2	Concept Validation & Logic	50	15%
Round 3 (Phase 1)	Initial Implementation	50	20%
Round 3 (Phase 2)	Refinement & Stability	50	20%
Round 4	Final Pitch & Grand Finale	50	30%
TOTAL		**250**	**100%**

■ ■ ROUND-WISE SCORING BREAKDOWN

R1: IDEA SUBMISSION

Innovation	15
Problem Relevance	10
Technical Feasibility	15
Presentation Clarity	10
Total	**50**

R2: CONCEPT VALIDATION

Feasibility Validation	20
System Design & Logic	15
Demonstration Quality	10
Technical Understanding	5
Total	**50**

R3 (PH 1): BUILD

Initial Implementation	20
Approach & Method	10
Progress Level	10
Team Coordination	10
Total	**50**

R3 (PH 2): BUILD

Improvement from Ph 1	15
Innovation in Mod	15
Problem-Solving	10
Stability & Function	10
Total	**50**

R4: GRAND FINALE

Innovation	10
Working Prototype	15
Real-Time Application	10
Presentation Skills	5
Q&A Handling	10
Total	**50**

■ DELIVERABLES & RULES

■ REQUIRED DELIVERABLES

- Working Prototype
- PPT Presentation
- Source Code / GitHub Repository
- Circuit Diagram / Architecture Design
- Demo (Live or Recorded)

▬ RULES TO FOLLOW

- No plagiarism of any kind
- Follow hardware safety measures
- Adhere strictly to timelines
- ▬ **Judges' decisions are final**

■ FAQ FOR HACKATHON

General

Q: Do we need prior IoT experience?

A: Basic knowledge is helpful, but beginners are welcome.

Q: Is internet access allowed?

A: Yes, full access will be provided.

Team & Submission

Q: Can we change team members?

A: No, team is fixed after registration.

Q: Can we use pre-built code or libraries?

A: Yes, but your innovation must be original. Fully ready-made solutions are not allowed.

■ ■■ JURY QUESTIONS FRAMEWORK

ROUND 1 — IDEA SCREENING ■ Focus: Clarity

1. What problem are you solving?
2. Why is this problem important?
3. What is your proposed IoT solution?
4. Who are the target users?
5. Is your solution technically feasible?

■ *Hint: Make sure your idea clearly addresses a real-world issue using IoT.*

ROUND 2 — PROTOTYPE REVIEW

■ Focus: Functionality

1. Demonstrate your working model.
2. How does your system architecture work?
3. What hardware and software are used?
4. What challenges did you face?
5. How is your solution different from existing ones?

FINAL PRESENTATION QUESTIONS

■ Focus: Real-world Impact & Future Scope

1. What makes your solution unique?
2. What is the real-world impact?
3. How scalable is your solution?
4. What is your business or deployment model?
5. What are future improvements?

■ 3-MINUTE PERFECT PITCH GUIDE

1. PROBLEM (30–40s)

Focus: Who has the problem? Why does it matter?
Example: "Farmers struggle with soil data, leading to failed crops."

2. SOLUTION (40–50s)

Focus: What is your IoT product? How does it fix it?
Example: "A smart-mesh sensor net that automates irrigation."

3. TECH STACK (40–50s)

Focus: ESP32 / Arduino / Cloud / MQTT / Dashboard.
Example: "ESP32 nodes + Firebase + Real-time Mobile Dashboard."

4. WORKING FLOW (30–40s)

Focus: Input → Process → Output → Value.
Example: "Sensor trigger → Cloud alarm → Auto-pump."

5. IMPACT (20–30s)

Focus: Unique ROI (Efficiency, Cost, Sustainability).
Example: "Reduces water bills by 40% via high-precision sensing."

6. FUTURE SCOPE (10–15s)

Focus: Upgrades / Integration / Scaling strategy.
Example: "Next: Machine Learning for predictive harvesting."

7. THE CLOSING HOOK (5–10s)

"Empowering the future of smart agriculture with accessible IoT."

FINAL FLOW SUMMARY

Idea → Validation → Development → Prototype → Final Pitch

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DEPARTMENT OF CSE-IOT

PRAKALP IoT Hackathon – Detailed Plan

April 1st (10:00 AM) – April 2nd (10:00 AM)

DAY 1 – APRIL 1st

10:00 AM – 10:30 AM | Inauguration & Orientation

- Event briefing
- Rules and judging criteria explanation
- Judges introduction

10:30 AM – 1:30 PM | Round 1: Idea Submission (Judges Evaluation)

Activities:

- PPT submission and resume submission
- 3–5 minute pitch to judges

Evaluation Table – Round 1 (Total: 50 Marks) By Ven

Criteria	Marks
Innovation	15
Problem Relevance	10
Technical Feasibility	15
Clarity of Presentation	10
Total	**50**

1:30 PM – 2:15 PM | Lunch Break

2:15 PM – 5:30 PM | Round 2: Simulation / Concept Validation

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PRAKALP 2026 • IoT SPRINT

FREQUENTLY ASKED QUESTIONS (FAQ)

BASIC QUESTIONS

Q: What is this IoT Hackathon about?

A: A 24-hr event where teams solve assigned problems using IoT technologies.

Q: Can we choose our own problem?

A: No. Each team works on the problem statement assigned by organizers.

Q: Can we modify the problem?

A: Yes, you can slightly refine or extend the idea, but the core problem remains the same.

Q: Do we need prior IoT experience?

A: No. Basic knowledge is enough; learning during the hackathon is encouraged.

TECHNICAL GOVERNANCE

Q: What technologies can we use?

A: Arduino, ESP32, sensors, cloud integration, and mobile/web apps.

Q: Can we add AI/ML?

A: Yes, integrating AI/ML is encouraged if relevant.

Q: Use existing datasets/APIs?

A: Yes, but your implementation must be original.

Q: Reuse old projects?

A: No. Projects must be developed during the event based on assigned problems.

HACKATHON FLOW EVALUATION

Q: What happens in Round 1?

A: Problem understanding + idea PPT pitch.

Q: What is Round 2?

A: Architecture design and Simulation / Concept validation.

Q: What is Round 3?

A: Prototype development (Phase 1: Initial build, Phase 2: Refinement).

A: Based on solution quality, innovation, and implementation.

Q: Does problem understanding matter?

A: Yes, deeply understanding the assigned problem is critical for scoring.

ADVANCED SMART THINKING

Q: Can we change our solution approach?

A: Yes, but it must still address the assigned problem statement.

Q: Incomplete prototype?

A: Partial working model + strong logic explanation still earns significant marks.

Q: Innovation vs Execution?

A: Both matter, but execution and stability are critical in the final hours.

Q: How to score high?

A: Solve the problem clearly, show a stable demo, and explain logic confidently.

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ISO 9001 : 2015 Certified

RAMACHANDRA
COLLEGE OF ENGINEERING
AUTONOMOUS

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24-HOUR HACKATHON ROAD MAP
(APRIL 1ST - 2ND)

HOUR 0: 9:30 AM (APRIL 1ST) START
- Check-in (Room & Hardware Internet)

HOUR 1: 10:00 AM
- Problem Statement Release (Gen AI - Agentic AI)

HOUR 4
1:00 PM - 2:00 PM
LUNCH BREAK

HOUR 11: 8:30 PM
- DINNER

HOUR 20

HOUR 20
5:00 AM (APRIL 2ND)
- 2ND ROUND OF JURY

HOUR 24

HOUR 24
9:00 AM (APRIL 2ND)
- TOP 15 TEAMS REVEAL & CLOSING

HOUR 1-4
- **11:00 AM - 1:00 PM**
- FOCUS: Working on Problem Statements (Gen AI - Agentic AI)

HOUR 4.5: 2:00 PM
- HACKATHON BEGINS

HOUR 7.5-8.5
- **5:00 PM - 6:00 PM**
- TEA BREAK & GROUP PHOTO

HOUR 12.5: 10:00 PM
- 1ST ROUND OF JURY

HOUR 13-20
- **10:00 PM - 5:00 AM**
- OVERNIGHT BUILD & DEBUG

HOUR 13-20

HOUR 22.5-24
7:30 AM - 9:00 AM
- FINAL PRESENTATIONS (Top 15 Teams)

HOUR 24

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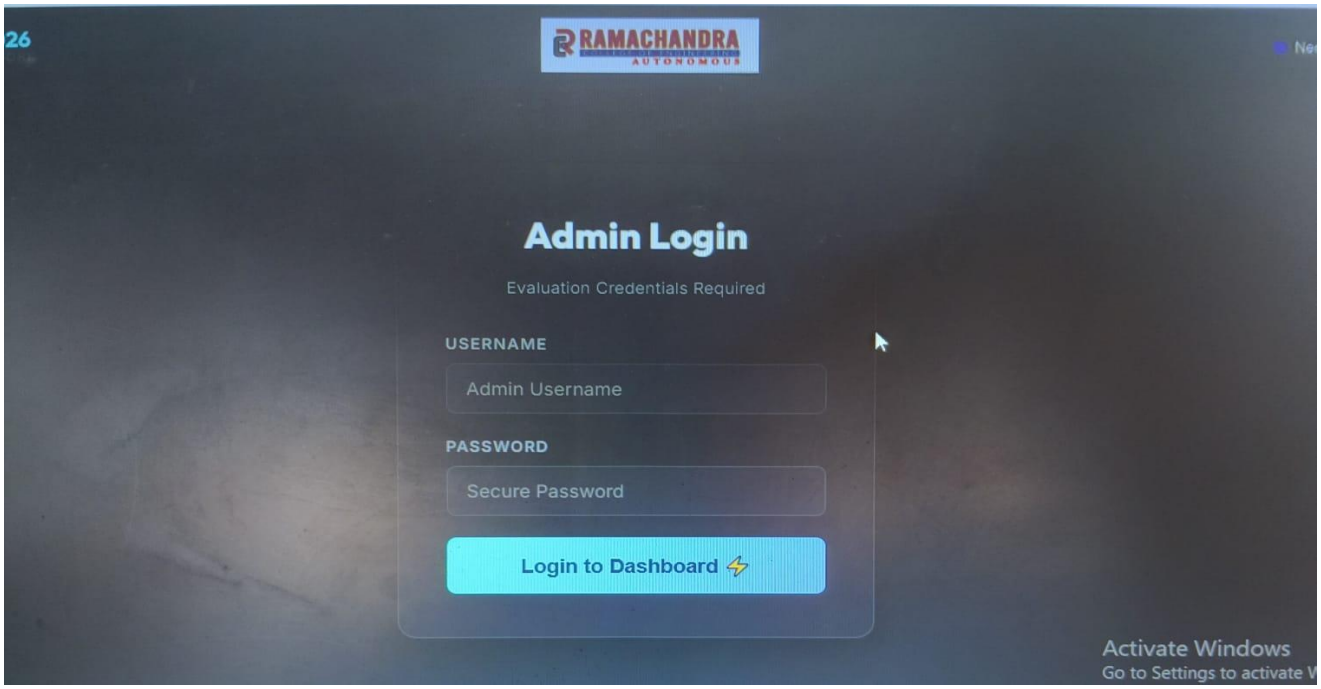

https://iot-thackathon.vercel.app/admin