



Vision:

Our hackathon envisions a dynamic and inclusive environment where diverse individuals converge to collaboratively tackle real-world challenges, fostering innovation and creativity. Our goals include promoting cross-disciplinary collaboration, encouraging hands-on learning, and building a supportive community. We aim to generate innovative solutions with a social impact, while providing participants with opportunities for skill enhancement and networking. The hackathon seeks to not only produce tangible outcomes, such as prototypes and projects, but also to inspire and motivate participants to continue their pursuit of positive contributions to society, creating a lasting impact beyond the event.

Objective:

Hackathon is to provide a platform that empowers participants to collaboratively innovate and develop solutions for pressing real-world challenges. Through fostering cross-disciplinary collaboration, promoting hands-on learning, and encouraging creativity, we aim to facilitate the rapid prototyping of projects with the potential for social impact. Our primary goal is to create an environment that not only challenges participants to enhance their technical skills but also nurtures a sense of community and networking. By the end of the hackathon, we aspire to see tangible outcomes in the form of innovative prototypes and projects, while inspiring participants to continue their journey of exploration and contribution beyond the event.

Event Overview

EVENT NAME	Epicthon
DATE AND TIME	18th to 21st Dec 2023
VENUE	Shetty Group of Institutions

Event Description

Brief Description

The technical event was a dynamic showcase of innovation and skill, featuring a trifecta of engaging competitions. The hackathon, at its core, brought together diverse teams of participants to collaboratively develop creative solutions for real-world challenges within a limited timeframe. Simultaneously, the obstacle race injected an element of physicality into the event, challenging participants to navigate a course designed to test both their problem-solving abilities and agility. The soccer bot competition added a competitive and entertaining dimension, where teams designed and programmed autonomous robots to compete in a soccer match. This multifaceted technical event not only emphasized intellectual prowess in the hackathon but also incorporated hands-on challenges and the fusion of technology and sports, creating an atmosphere of innovation, camaraderie, and friendly competition.

Objectives

The objectives of the technical event, comprising a Hackathon, obstacle race, and soccer bot competition, were multifaceted. Firstly, the Hackathon aimed to foster collaboration and innovation, providing participants with a platform to address real-world challenges through rapid prototyping and creative problem-solving. The obstacle race introduced a physical element, testing participants' adaptability and agility in a dynamic environment, blending mental and physical prowess. Concurrently, the soccer bot competition sought to showcase technical ingenuity, as teams programmed autonomous robots to compete in a soccer match, emphasizing the application of technology in a competitive setting. Overall, the event sought to inspire learning, creativity, and teamwork, providing participants with a holistic experience that combined intellectual challenges, physical dexterity, and technical excellence.

Marketing



**Central university
Karnataka**



**Lingarajappa Engineering
College, Bidar**



**K L E College of Engineering
and Technology, Belgaum**



**K.L.S. Gogte Institute of
Technology, Belgaum**



**Jain College of Engineering
and Research, Udyambhag,
Belgaum**



**S.G. Balekundri Institute of
Technology, Belgaum**



KLE's/KLE Institute of Technology, Hubli



Angadi Institute Of Technology, Belgaum



KLE's/KLE University, Hubli



P D A Engineering College, Kalaburagi



Bheemanna Khandre Institute of Technology, Bhalki



Basavakalyan Engineering College, Basavakalyan



Jain College of Engineering, Machche, Belgaum



KCT Engineering College Kalaburagi



The FURTHER Epic Thon

BREAK, BLEND & BUILD

PRIZE
POOL



Robo Soccer Bot



Hackathon



Robo Race

SCAN ME TO REGISTER



TOP 5 HACKATHON TEAMS WILL BE DIRECTLY
SELECTED FOR THE KARNATAKA STATE LEVEL
COMPETITION & Top 2 will get

EXPOSURES :

- UNLEASH YOUR CREATIVITY, CODE YOUR DREAMS, AND ENGINEER THE FUTURE WITH US. DIVE INTO THE CUTTING-EDGE TECH LANDSCAPE, SOLVE REAL-WORLD CHALLENGES. SHOWCASE YOUR SKILLS TO INDUSTRY EXPERTS.

🕒 **18 - 21**

DEC 2023

📍 SHETTY INSTITUTE OF
TECHNOLOGY, SHAHBAD ROAD,
KALABURAGI

Register Now!

Registration till 10 Dec 2023

FOR ANY QUERIES PLEASE CONTACT :
Sanni kumar : 6362527976,
Pratibha kalaskar : 72591 63322,
Sharanbasappa Noola : 90350 71855.

Register at : <https://thefurther.in/>
FEEL FREE TO REACH US AT : sithackathon23@gmail.com

DAY 01

18th DEC 2023

TIME	EVENT	VENUE	DETAILS
10:15 am	Registration	Entry Gate no 1	Registration for event entry
12:00 pm	Education Seminar	Function Hall	Education Seminar by Dignitaries
2:00 pm	Lunch break	Canteen	Respect to menu
	Information session	Function Hall	Session of information to participants
3:00 pm			
3:30 pm	Speech by President	Function Hall	Speech of president
4:30 pm	Day One End	-	Day one ends with opening

DAY 02

19th DEC 2023

TIME	HACKATHON	VENUE	ROBOTICS	VENUE
10:15 am	Phase I Start	Stall	Robo Soccer	Ground
11:45 am	Short break	Campus	Obsta-race	Ground
12:00 pm	Phase II start	Stall	Robo Soccer	Ground
	Lunch break		Lunch break	
1:30 pm		Canteen		Canteen
2:30 pm	Phase III Start	Stall	Obsta-race	Ground
4:30 pm	Short break	Campus	Day One End	-
4:50 pm	Phase IV Start	Stall	-	-
6:00 pm	Final phase	Stall	-	-

DAY 03

20th DEC 2023

TIME	HACKATHON	VENCE	ROBOTICS	VENCE
10:15 am	Presentation	Stall	Robo Soccer	Ground
11:45 am	Short break	Campus	Obsta-race	Ground
12:00 pm	Presentation	Stall	Robo Soccer	Ground
	Lunch break		Lunch break	
1:30 pm		Canteen		Canteen
2:30 pm	Visiting	Stall	Obsta-race	Ground
4:30 pm	Day 2 end	Campus	Day Two End	-

DAY 04

21th DEC 2023

TIME	EVENT	VENCE
10:30 am	Speech by judges	Function Hall
11:00 am	Panel Discussion	Function Hall
11:40 am	Result announcement	Function Hall
12:00	Awad ceremony	Function Hall
pm	Day end	
1:30 pm		

PROBLEM STATEMENTS FOR HACKATHON

01

Development of Smart Toilet

02

Developing a system for Patient Care in the Health Sector

03

AI based health or disease checker

04

Develop a Solution linking the local vendors engaged in house based small commercial business to local community

Inauguration of Event



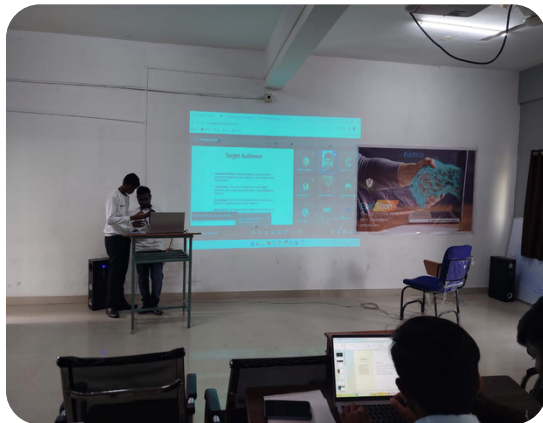
HACKATHONS CAN COVER A WIDE RANGE OF THEMES, FROM TECHNOLOGY AND SOFTWARE DEVELOPMENT TO SOCIAL ISSUES, AND THEY OFTEN CULMINATE IN PRESENTATIONS AND JUDGING SESSIONS WHERE PROJECTS ARE EVALUATED FOR THEIR CREATIVITY, FEASIBILITY, AND POTENTIAL IMPACT. THESE EVENTS SERVE AS A BREEDING GROUND FOR NEW IDEAS, SKILL DEVELOPMENT, AND THE FORMATION OF PROFESSIONAL NETWORKS WITHIN THE TECH AND INNOVATION COMMUNITIES.



A SOCCER BOT COMPETITION INVOLVES DESIGNING AND PROGRAMMING AUTONOMOUS ROBOTS TO ENGAGE IN A SOCCER MATCH. TEAMS CREATE AND CONTROL THESE ROBOTS, INTEGRATING ELEMENTS OF ARTIFICIAL INTELLIGENCE AND ROBOTICS TO NAVIGATE THE PLAYING FIELD, MAKE STRATEGIC DECISIONS, AND SCORE GOALS. THE COMPETITION NOT ONLY SHOWCASES TECHNICAL PROFICIENCY BUT ALSO ENCOURAGES CREATIVITY IN DEVISING INNOVATIVE ROBOTIC STRATEGIES FOR THE GAME.



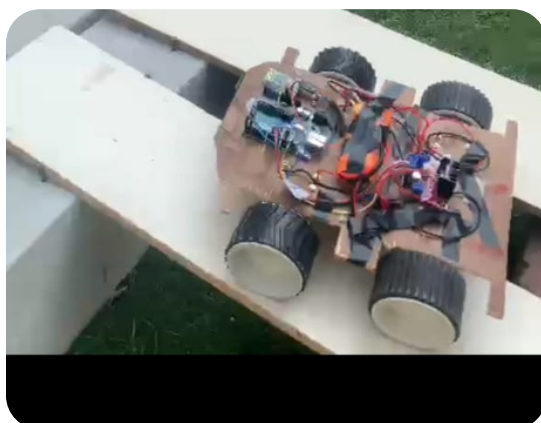
Hackathon



Soccer bot



Obsta- Race



Prize Distribution



Hackathon Winners



Obsta- Race Winner



Soccer bot Winner

