

Event Report: 24-Hour Web-A-Thon Sphinx-24

Organized by: Computer Science Club x Entrepreneurship Development Cell, MIIC

Date: November 8–9, 2024

Introduction

The 24-Hour Web-a-Thon, a unique hackathon with a startup theme, was a club flagship event organized collaboratively by CS Club with ED Cell, MIIC. This event aimed to bridge technology and entrepreneurship by challenging participants to transform their innovative ideas into functional prototypes and pitch them as business solutions. The hackathon attracted teams from colleges across India, fostering a competitive yet collaborative atmosphere. The event provided a platform for participants to demonstrate their coding, problem-solving, and entrepreneurial skills while engaging with peers and industry experts.



Event Structure

1. Problem Statements Announcement:

Problem statements were shared with participants online through their registered email-ids one day before the actual hackathon started, allowing teams to brainstorm and prepare their ideas for the initial selection round. The themes emphasized real-world challenges in technology and business, encouraging innovative solutions, especially taking inspiration from Smart India Hackathon problem statements conducted by the Govt. of India.

2. Idea Selection Round:

In this preliminary round, teams submitted their concepts, focusing on innovation, feasibility, and impact. A panel of judges shortlisted the most promising ideas for the on-site hackathon. A total of around 24 teams with approximately 78 participants were selected.

3. On-Site Hackathon:

- **Duration:** 24 hours (November 8–9, 2024)
- **Objective:** Teams developed a Minimum Viable Product (MVP) based on their selected ideas. The intense coding session saw participants collaborate, plan, and execute their projects within the limited timeframe. Mentors were available to provide guidance and troubleshoot issues, ensuring a supportive environment.
- Workspace was provided at the Radhakrishnan Hall at VLTC. Lunch and breakfast was provided on-site as an incentive to participants to keep their spirit high. Accommodation was provided at the nearby Ramanujan Hall at VLTC to help the participants rest whenever they needed. Pillows, mattresses and blankets were provided for the night.
- Volunteers from both CS Club and ED Cell were present on-site at all times to monitor and conduct the hackathon smoothly.

4. Pitching Round:

A pre-elimination round was conducted where only 11 teams proceeded further to present their MVPs and business pitches to an expert panel of judges at VLTC L-205. Each presentation highlighted the problem addressed, the technical solution, and its market potential. Judges evaluated the pitches based on creativity, technical robustness, business feasibility, and overall presentation.

Expert Panel

1. **Mr. Mukul Rajawat:** Co-Founder & General Manager, Hogwarts School of Drones Mr. Rajawat brought valuable insights into strategic planning, operational excellence, and business development. His extensive experience in leadership roles ensured meticulous evaluation of the startup pitches.
2. **Mr. Aman Goyal:** Founder, Jouis Ecotech. A visionary in sustainability and EV technology, Mr. Goyal evaluated projects with a focus on innovation, sustainability, and scalability. His technical expertise and entrepreneurial journey inspired participants.



Results and Recognition

The event culminated with the announcement of winners, and the distribution of certificates and announcement of the breakdown of prize money:

- **Winners:** The team with the most impactful MVP and business pitch. The winners were featured in the newspaper. Team *Agrasar* from GEC Ajmer were claimed the winners which was led by Ms. Prachi Rathore.
- **First Runners-Up:** Recognized for their innovative approach and technical implementation. Team *Teamify* from LNMIIT Jaipur won this achievement.
- **Second Runners-Up:** Honored for their unique idea and teamwork. Team *Masters of Algo* of GLA Mathura received this prize.

उपलब्धि • इंजीनियरिंग कॉलेज के स्टूडेंट्स ने वेबेथॉन में जीता पहला इनाम

फेस लाइवनेस डिटेक्शन टूल रोकेगा एआई फेस ऑथेंटिकेशन में फर्जीवाड़ा

एजुकेशन रिपोर्टर | अजमेर

फेस ऑथेंटिकेशन को और पुख्ता बनाने के लिए बड़लिया स्थित इंजीनियरिंग कॉलेज के दो विद्यार्थियों ने फेस लाइवनेस डिटेक्शन टूल बनाया है। इस टूल का प्रदर्शन हाल ही में एमएनआईटी में हुए एमएनआईटी फिर्निक्स 24 वेबेथॉन में किया, जहां इस टूल को पहला इनाम मिला है। इस टूल के जरिए सही फेस डिटेक्शन किया जा सकेगा। इस टूल से एआई या अन्य तकनीक से फेस ऑथेंटिकेशन में फर्जीवाड़ा रोका जा सकेगा।

प्राचार्य डॉ. रेखा मेहरा के मुताबिक वीडोक कंप्यूटर साइंस III। इस की छात्रा प्राची राठी के आर्इडियन के तहत इस पर काम किया गया। इस टीम में प्राची के साथ इसी कक्षा का छात्र मयंक मेघवाल भी शामिल था। वेबेथॉन में टीम को पहले इनाम के तौर पर 15 हजार रुपए प्राइज मनी और प्रमाण पत्र मिला है। इस प्रतियोगिता में 385 टीमों ने भाग लिया। फाइनल राउंड में 10 टीमों



वेबेथॉन में अवार्ड विजेत इंजीनियरिंग कॉलेज बड़लिया की टीम।

ने जगह बनाई जिनमें प्राची की टीम ने पहला स्थान हासिल किया। कुल चार विद्यार्थियों की टीम ने यह टूल विकसित किया है। यह मॉडल उपयोगकर्ता की आंखों की हरकत, ब्लिंक, सिर की हरकत और होंठों की मूवमेंट के साथ ऑडियो स्कैन्स को सटीक तरीके से पहचानता है। यह पूरी प्रक्रिया इतनी सटीक और उन्नत है कि किसी भी स्मूफिंग अटक के लिए इसे बायपास करना लगभग

असंभव है। यह तकनीक ऐसे सुरक्षा मानकों को स्थापित कर सकती है जो विभिन्न क्षेत्रों जैसे बैंकिंग, ई-कॉमर्स और स्वास्थ्य सेवा के लिए उपयोगी साबित हो सकती है। यह 98 प्रतिशत से ज्यादा सटीकता के साथ काम करता है। इस प्रोजेक्ट को बनाने में पृथ्वी, स्क्रिप्ट जेएस, सीएनएन, ओपन सीवी, टैसरफ्लो जैसी जैसी तकनीकों के साथ एड्रेस-256 और बाइटस्क्रिपिंग का उपयोग किया गया।

Note: Only the 2nd Prize was sponsored by MIIC.

Prizes included t-shirts for all the team members of the winners and first runner-up teams, and separate certificates handed over by the judges to the top three winning teams. Prize money worth Rs. 15,000, Rs. 9,000, and Rs. 6,000 will be given to the top-three winning teams' leaders to their bank accounts later respectively.

All participants received participation certificates and stickers, fostering inclusivity and motivation.

The judges were provided with mementos and a diary as a token of appreciation for their time and efforts to evaluate the teams' efforts for the entire day. Refreshments were also provided for the judges during the evaluation and pitching round.

Key Highlights

- **Team Diversity:** Participants hailed from various colleges across India, bringing diverse perspectives and ideas.
- **Mentorship Opportunities:** Expert guidance during the hackathon enriched the learning experience.
- **Networking:** The event facilitated connections among students, mentors, and industry leaders.

Conclusion

The Web-a-Thon not only showcased the participants' technical acumen and entrepreneurial spirit but also reflected the collaborative synergy of CS Club in collaboration with ED Cell. This successful collaboration underlined the importance of interdisciplinary efforts in fostering innovation and growth in the student community.



