

2022

25 - 26 June, 2022

10:00AM - 5:00PM



IIT MANDI IHUB AND HCI FOUNDATION HACKATHON

Register



Open for All - Individual or Team

Funding Opportunities for Startups

AWARDS

1st Prize
₹ 10,000

2nd Prize
₹ 7,000

3rd Prize
₹ 5,000

Participation
Certificate

REGISTRATION FEE

Student Team - ₹ 700

Other - ₹ 1,000

Fee inclusive of 18% GST

TOTAL PRIZES WORTH

₹ 25,000+

PROBLEMS

1. AR/VR based automation of smart manuals
2. AI based Chatbot
3. PPG based Blood glucose and HRV monitoring
4. Image based classification of Yoga poses
5. VR - Indian traditional games
6. ML based classification of EEG signals
7. Neurofeedback tool for mental health
8. Simulation tool for climate change education
9. Sensors and microcontrollers for recording bio-signals.
10. Mobile based application for pitch visualization of vocal music.

* Limited hostel accomodation against payment.

<https://ihubiitmandi.in/>

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HACKATHON

PROBLEM DESCRIPTIONS

AR/VR based automation of smart manuals

Develop a smart AR/VR device manual, using an instruction manual.

AI based Chatbot

Develop an AI-based intelligent chatbot for human-like conversation using natural language processing.

PPG based Blood glucose and HRV monitoring

Develop application for monitoring Blood glucose and HRV with photoplethysmogram (PPG).

Image based classification of Yoga poses

Develop an application (e.g., Mobile app) which identify Yoga poses and pose accuracy.

VR - Indian traditional games

Develop Indian traditional games (e.g., Gilli – Danda, etc.) using VR/AR technologies.

ML based classification of EEG signals

With an EEG headband with existing open datasets/EEG headband classify brainwave data brainwave data.

Neurofeedback tool for mental health

Develop an application which uses experience/feedback to improve mental health conditions.

Simulation tool for climate change education

Develop experience-based simulation tools on climate change for society.

Sensors and microcontrollers for recording bio-signals

Use sensors and microcontrollers (e.g., BioAmp Candy, etc.) to develop applications for recording bio-signals.

Mobile based application for pitch visualization of vocal music

Develop a mobile-based application for pitch visualization.