

# SRM Institute of Science and Technology

(Deemed to be University u/s 3 of UGC Act, 1956)

College of Engineering and Technology

School of Electrical and Electronics

Department of Electronics and Communication Engineering

## IDEATHON 2.0 – EVENT REPORT



**IDEATHON 2.0**

**"EVERY ONE CAN PARTICIPATE.  
EVERY IDEA HAS A VALUE"**

**THEMES**

- GENERATIVE AI
- FIN – TECH
- HEALTHCARE FUNCTIONALITIES
- AUTOMATION USING IOT
- AGRITECH
- OPEN INNOVATION

**PRIZE POOL FOR WINNERS**

**2 –4 MEMBERS PER TEAM**

**REGISTRATION FEE PER  
TEAM: 150RS/-**

**DATE: 13TH SEPTEMBER**

**TIME: 8AM TO 4PM**

**REGISTER NOW**



Student Coordinator : Omprakash ☎ : +91 89200 60135

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**Event Title:** Ideathon 2.0

**Organized by:** IEEE SSIT SRMIST Student Branch Chapter (SBC)

**Date:** September 13, 2024

**Time:** 8 AM to 5 PM

**Faculty Advisor:** Dr. T Deepa

## Introduction

The Ideathon 2.0 was successfully organized by the IEEE SSIT SRMIST Student Branch Chapter at SRM Institute of Science and Technology (SRMIST) to promote creative thinking, innovation, and problem-solving skills among students. This event provided a platform for participants to showcase their ideas aimed at addressing real-world problems, aligning with the mission of the Society on Social Implications of Technology (SSIT).

## Objectives

The primary objectives of the Ideathon were to:

- Encourage students to think creatively and innovatively.
- Foster problem-solving skills through collaborative efforts.
- Showcase technological solutions that can have a positive societal impact.

## Event Highlights

- **Chief Guest Address:** The event commenced with an inspiring address by Dr. T Deepa, who emphasized the importance of technology in solving societal challenges. Her insights motivated participants to explore innovative solutions for real-world issues.
- **Participant Engagement:** Students from various disciplines actively participated, showcasing a diverse range of ideas. They worked in teams to brainstorm and develop their concepts throughout the day.
- **Mentorship:** Throughout the event, mentors provided guidance and feedback to participants, helping them refine their ideas and approach.
- **Presentation Sessions:** Each team presented their project ideas, demonstrating their potential impact on society. The presentations were followed by Q&A sessions, allowing participants to engage with the audience and mentors effectively.

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## Event Structure

The **Ideathon 2.0** consisted of two distinct rounds designed to encourage creativity and showcase innovative solutions effectively.

### Round 1: Preliminary Presentations

- **Overview:** The first round witnessed an overwhelming response from participants, with numerous exceptional presentations submitted.
- **Evaluation Process:** A rigorous evaluation process was conducted, wherein judges assessed the presentations based on criteria such as creativity, feasibility, and societal impact.
- **Outcome:** After careful consideration, the top 30 presentations were selected to advance to the second round. This round set the stage for heightened competition and showcased the best ideas among the participants.

### Round 2: Final Presentations

- **Format:** The second round was conducted offline and involved intense competition among the top 30 teams.
- **Presentation Guidelines:** Each team was required to present their innovative idea through a PowerPoint presentation.
- **Time Allocation:** Teams were given 5 to 10 minutes to express their ideas, followed by a Q&A session with the judges. This format encouraged concise communication and allowed for engaging discussions regarding each project.
- **Judging Criteria:** Judges evaluated the presentations based on clarity, originality, practicality, and the potential for positive societal impact, ensuring that the best ideas were recognized and celebrated.

This structured approach not only facilitated a competitive atmosphere but also encouraged participants to refine their ideas and presentation skills, resulting in a successful Ideathon 2.0.

## Participants

The **Ideathon 2.0** witnessed enthusiastic participation from **30 teams** representing various branches of engineering and other disciplines at SRMIST. This diverse range of participants contributed to a rich exchange of ideas and perspectives, enhancing the overall experience of the event.

## Judging Panel

The final presentations were evaluated by a distinguished panel of judges, comprising:

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- **Dr. T S Karthik**
- **Dr. Thanigaivel**
- **Dr. Bhoopathi**
- **Dr. Pradeep Vishnuram**
- **Dr. Divya Navanani**
- **Dr. Masood M H**

The expertise and experience of the judging panel ensured a thorough and fair evaluation process, allowing for constructive feedback and recognition of innovative ideas.

## Winning Teams

The **Ideathon 2.0** recognized exceptional ideas through a competitive selection process, culminating in awards for the top teams:

- **1st Place: [ARISTA]**
  - **Idea: [WOMEN SECURITY]**
- **2nd Place: [HEALTH WARRIORS]**
  - **Idea: [CARE CONNECT]**
    - This innovative idea focused on creating a seamless connection between healthcare providers and patients, enhancing access to medical services and improving overall healthcare delivery.
- **3rd Place: [ECHO PIONEERS]**
  - **Idea: [ACOUSTIC LEVITATION]**
    - This groundbreaking concept explored the use of acoustic levitation for various applications, showcasing the potential of sound waves in innovative technological solutions.

The diverse range of ideas presented by the winning teams exemplified the creativity and problem-solving abilities of the participants, further emphasizing the Ideathon's mission to foster innovation with a positive societal impact.

## Event Outcomes

The **Ideathon 2.0** yielded several significant outcomes that contributed to the overall success of the event:



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#### 1. Innovative Solutions

The event generated a variety of innovative ideas, with many having the potential to be further developed into prototypes or fully realized solutions. Participants demonstrated remarkable creativity in addressing real-world challenges through technology.

#### 2. Networking Opportunities

Participants had the invaluable opportunity to network with mentors, judges, and industry professionals. This networking not only facilitated knowledge exchange but also opened doors for potential collaborations and future projects.

#### 3. Skill Development

The Ideathon served as an excellent platform for students to hone their skills in several areas, including:

- **Problem-solving:** Participants tackled complex challenges, enhancing their analytical thinking.
- **Teamwork:** Collaborating with peers fostered teamwork and cooperative strategies.
- **Communication:** Presenting ideas effectively helped students improve their verbal communication skills.
- **Pitching Ideas:** The event provided experience in pitching innovative concepts, crucial for future endeavors in entrepreneurship or research.

#### 4. Future Prospects

The winning ideas have the potential to be incubated or receive mentorship from industry experts. This support could assist in transforming their innovative concepts into viable products or services, ensuring that the creativity showcased during the event leads to tangible outcomes.

#### Feedback from Participants and Organizers

##### Participants' Feedback

Participants expressed their gratitude for the platform provided by the **IEEE SSIT SRMIST Student Branch Chapter (SBC)**. They emphasized how the Ideathon pushed them to think outside the box, fostering an environment of creativity and meaningful idea development. Many participants noted that the experience was not only educational but also inspiring, motivating them to pursue their innovative interests further.

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## Conclusion

The Ideathon 2.0 successfully fulfilled its objectives, promoting creativity, innovation, and collaboration among students. The positive feedback from participants and the outcomes of the event highlight its significance in nurturing the next generation of problem-solvers and innovators. The IEEE SSIT SRMIST SBC looks forward to hosting similar events in the future to continue supporting student initiatives and technological advancements.

## GLIMPSE OF GALLERIES



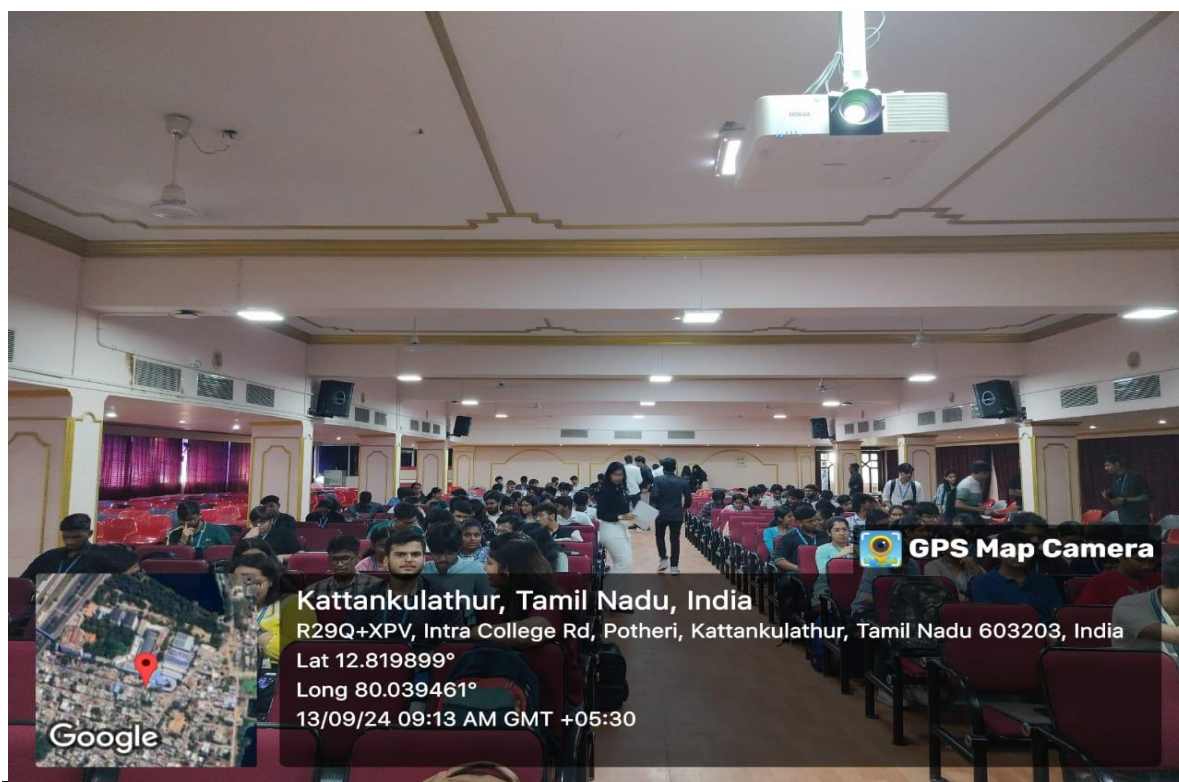
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## Winning Teams:



1st Place:  
[ARISTA] –  
Idea: [WOMEN  
SECURITY]



2nd Place: [HEALTH WARRIORS] –  
Idea: [CARE CONNECT]



3rd Place:  
[ECHO  
PIONEERS] –  
Idea:



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[ACOUSTIC LEVITATION]

