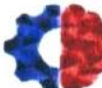




REPORT ON INTERNAL SMART INDIA HACKATHON 2026



Ministry of
Education
Government of India



MoE's
INNOVATION CELL
(GOVERNMENT OF INDIA)



SMART INDIA
HACKATHON
2026

Institution's Innovation Council,
Swami Vivekananda University

Organizing

INTERNAL SMART INDIA HACKATHON 2026

INVITES YOU
to join the
Inauguration



09:30 AM
SHARP



VENUE:
**MSB, BLOCK 6
COURTYARD**

THE PITCHING SESSION WILL BE CONDUCTED IN:



Team SIH1
to SIH40:

MSB 303



Team SIH40
to SIH80:

MSB 304



Team SIH80
to SIH120:

MSB 306

Be the change. Build the future!



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1. Introduction:

The Internal Smart India Hackathon (SIH) 2026 was organized by Swami Vivekananda University, Kolkata on 21st August 2026 with the objective of creating a structured platform for students to identify real-world problems, develop innovative solutions, and demonstrate their technical and entrepreneurial capabilities. The initiative was designed to promote a strong culture of innovation, interdisciplinary collaboration, creativity, teamwork, and problem-solving among students across different academic streams of the University.

2. Phases of the Internal Hackathon:

The Internal Smart India Hackathon 2026 was conducted through a series of systematic phases:

Phase 1 – Team Formation and Registration:

Students initially registered through a Google Form for team formation. A total of 130 teams were formed, with six members in each team and at least one female member in every team. Students were encouraged to collaborate with peers from their own as well as other academic streams, thereby promoting interdisciplinary teamwork.

Phase 2 – Problem Identification and Solution Development:

The participating teams identified suitable problem statements and worked collectively to develop innovative, practical, and technology-driven solutions. Students utilized their academic knowledge and technical skills to analyze problems, generate ideas, and develop solution approaches.

Phase 3 – Mentoring and Guidance:

Each team was assigned at least one mentor who provided continuous guidance throughout the preparation process. Mentors supported students in refining their ideas, developing prototypes or solution concepts, improving technical approaches, and preparing their presentations.

Phase 4 – Internal Evaluation and Jury Assessment:

The teams presented their ideas and solutions before a panel consisting of three external



judges from various industries and three internal faculty judges from Swami Vivekananda University. The jury evaluated the teams based on innovation, relevance of the problem, feasibility, technical approach, potential impact, and quality of presentation.

Phase 5 – Selection of Teams:

Following the evaluation, 50 teams out of the 130 participating teams were selected by the jury for further progression. The selection process provided students with an opportunity to showcase their capabilities in a competitive and professional environment.

Phase 6 – Recognition and Awards:

The evaluation resulted in seven teams receiving the same highest score. Considering their equally outstanding performance, all seven teams were awarded the First Prize by Swami Vivekananda University.

Inauguration & Felicitations of Judges:





3. Primary Objectives:

The primary objectives of the Internal Smart India Hackathon 2026 were to:

- Encourage students to identify and address **real-world problems** through innovative solutions.
- Develop students' **problem-solving, critical-thinking, creativity, and technical skills**.
- Promote **interdisciplinary collaboration** by encouraging students from different academic streams to work together.
- Foster **teamwork, leadership, communication, and presentation skills**.
- Provide students with practical exposure to the **hackathon and innovation ecosystem**.



- Encourage the development of feasible, technology-driven solutions with potential social and industrial impact.
- Identify and nurture promising student teams for participation in **Smart India Hackathon 2026** and other innovation initiatives.
- Promote **inclusive participation**, with at least one female member included in every participating team.
- Strengthen the University's culture of **innovation, entrepreneurship, and experiential learning**.

4. Themes:

- **Smart Automation.** (Ideas focused on the intelligent use of resources for transforming and advancements of technology with combining the artificial intelligence to explore more various sources and get valuable insights.)
- **Fitness & Sports** (Ideas that can boost fitness activities and assist in keeping fit.)
- **Heritage & Culture.** (Ideas that showcase the rich cultural heritage and traditions of India.)
- **MedTech/BioTech/ HealthTech.** (Cutting-edge technology in these sectors continues to be in demand. Recent shifts in healthcare trends, growing populations also present an array of opportunities for innovation.)
- **Agriculture, FoodTech & Rural Development.** (Developing solutions, keeping in mind the need to enhance the primary sector of India - Agriculture and to manage and process our agriculture produce.)
- **Smart Vehicles.** (Creating intelligent devices to improve commutation sector.)
- **Transportation & Logistics.** (Submit your ideas to address the growing pressures on the city's resources, transport networks, and logistic infrastructure.)
- **Robotics and Drones.** (There is a need to design drones and robots that can solve some of the pressing challenges of India such as handling medical emergencies, search and rescue operations, etc.)
- **Clean & Green Technology.** (Solutions could be in the form of waste segregation, disposal, and improve sanitization system.)
- **Tourism.** (A solution/idea that can boost the current situation of the tourism industries including hotels, travel and others.)



- **Renewable/ sustainable Energy.** (Innovative ideas that help manage and generate renewable /sustainable sources more efficiently.)
- **Blockchain & Cybersecurity.** (Provide ideas in a decentralized and distributed ledger technology used to store digital information that powers cryptocurrencies and NFTs and can radically change multiple sectors.)
- **Smart Education.** (Smart education, a concept that describes learning in digital age. It enables learners to learn more effectively, efficiently, flexibly and comfortably.)
- **Disaster Management.** (Disaster management includes ideas related to risk mitigation, Planning and management before, after or during a disaster)
- **Toys and Games.** (Challenge your creative mind to conceptualize and develop unique toys and games based on our civilization, history, and culture etc.)
- **Miscellaneous.** (Technology ideas in tertiary sectors like Hospitality, Financial Services, Entertainment and Retail.)
- **Space Technology.** (Space technology refers to the application of engineering principles to the design, development, manufacture, and operation of devices and systems for space travel and exploration.)

5. Hackathon Agenda

The **Internal Smart India Hackathon 2026** at Swami Vivekananda University, Kolkata, was planned as a structured one-day innovation and evaluation programme. The agenda focused on team participation, mentoring, solution presentation, jury evaluation, and recognition of outstanding teams.

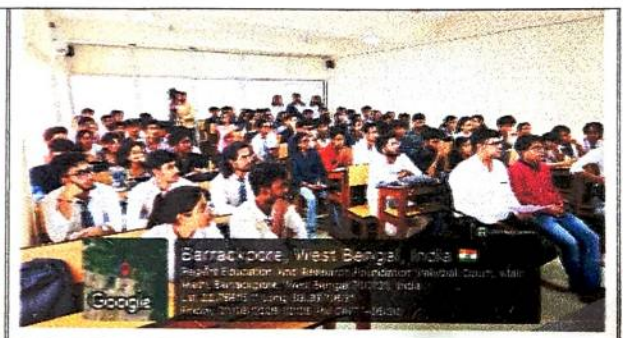
08:30 AM – 9:30 AM	Registration & Team Reporting	Registration of participating teams and verification of team details and required documents.
9:30 AM – 10:00 AM	Inauguration & Welcome Address	Formal inauguration of the event, followed by a welcome address and introduction of the participating teams, mentors, judges, faculty members, and distinguished dignitaries.
10:00 AM – 02:00 PM	Team Presentations & Pitching	Teams presented their problem statements, proposed solutions, innovative approaches, feasibility, and potential impact.
2:00 PM – 2:30 PM	Break	Lunch / refreshment break.



2:30 PM – 6:00 PM	Team Presentations & Pitching	Teams presented their problem statements, proposed solutions, innovative ideas, feasibility, and potential impact.
6:00 PM – 6:30 PM	Result Declaration & Award Ceremony, Felicitation of Shortlisted teams, Vote of thanks.	Consolidation of jury scores and finalization of the shortlisted teams.

6. PPT Presentations/Idea Showcase:

During the Internal Smart India Hackathon 2026, participating teams presented their innovative ideas and solutions through **PPT presentations and Idea Showcases** before the jury members. Each team explained the identified problem, proposed solution, innovation, technical approach, feasibility, and potential for start-up or business development. The presentations provided students with an opportunity to demonstrate their creativity, technical knowledge, problem-solving abilities, and teamwork. The jury members interacted with the teams, asked questions, and evaluated their ideas based on the prescribed evaluation criteria. This session enabled students to gain valuable experience in presenting and defending their innovative solutions before industry experts and university faculty members.







7. Judge's profiles:

SL No	Name & Organization	Photo
1	Sourin Bhattacharya, M. V. Inspector, State Transport Authority, West Bengal	
2	Premanshu Singh L&D Manager, Amazon	
3	Diptesh Mukherjee Founder-XEN Farms	



8. Evaluation Criteria:

Evaluation Points	Marks
Novelty of the problem	10
TRL Level	10
Start-up or business potential	10
Alignment of problem with mentioned themes and UN defined sustainable development goals	10

9. Top 50 Shortlisted Teams:

Team ID	Team Name	Department
SIH5	AMODITA	Biotechnology
SIH43	JEEVANSYNC	Department of Biotechnology
SIH57	NUTRINOVA	Bsc biotechnology
SIH122	Team Seedbrew	Biotech
SIH11	BIO-FUSION	Biotechnology
SIH46	KRISETU	BCA
SIH4	AGRO TECH TITANS	BCA
SIH74	TECHY MINDS	BCA (1st year)
SIH68	STRAWHATS	B.TECH in computer science (AI and ML)
SIH52	NEXGEN	BTech in CSE
SIH65	SECRET SOCIETY	B.TECH CSE
SIH47	LEXNOVA	BTECH IN COMPUTER SCIENCE ENGINEERING
SIH51	NEURALQUEST	B.Tech CSE
SIH54	NEXZORA	BTech CSE
SIH16	CLARION	BTech CSE
SIH15	CHRONIC NEXUS	Btech cse
SIH28	END ZONE ENGINEERS	B.Tech Computer science and engineering



SIH55	AlphaBytes	B. Tech in CSE
SIH123	AI Maniac	B tech CSE
SIH60	QUANTUMCODERS	Btech In CSE
SIH59	QUANTIVORA	Computer Science and Engineering
SIH130	BINARY BRAIN	Btech cse
SIH48	MARGADARSHINI	Btech CSE
SIH63	RESCUE FORGE	BTECH CSE
SIH7	ASPD	Computer Science
SIH27	DREAM CODER	Computer Science and Engineering
SIH50	MUGIWARAS	Computer science and engineering
SIH71	TECH TITANS	CSE
SIH73	TECH WARRIORS	B tech in Computer Science
SIH124	AgeisAI	B Tech D.S
SIH69	SYNOVA	Bachelor of Physiotherapy
SIH9	BILANCER	BACHELOR OF PHYSIOTHERAPY
SIH64	ROM PULSE	Bachelors of Physiotherapy
SIH127	cervicure	BACHELOR'S OF PHYSIOTHERAPY
SIH32	GAIT TRACK	Bachelor of physiotherapy
SIH121	Link-X	Btech ECE
SIH125	Alpha-Tech	B Tech ECE
SIH58	NUTRIROOTSSATTVA	Msc Food and Nutrition
SIH92	TEAM NUTRIGENZ	M sc in Food And Nutrition
SIH62	RAILCIV	B.Tech in Civil Engineering
SIH66	SETUVAIDYA	Department Of Medical Laboratory Technology
SIH44	KINETIC PIONEERS	Department of Physiotherapy
SIH49	MOISTURE MATRIX	Agriculture
SIH78	TISSUE TECH TITANS	B.Sc(H) in Agriculture
SIH3	AGRI 4.0 INNOVATION WARRIORS	Bsc Agriculture
SIH84	Vision	Bachelor of optometry
SIH26	DIGITAL DREAMERS	Mechanical Engineering
SIH118	AgroNauts	B.Tech In Mechanical Engineering



10. Challenges and Learnings

Challenges: Participants faced challenges in clearly defining the problem statement, developing practical and innovative solutions, coordinating effectively within multidisciplinary teams, managing time, and presenting their ideas confidently before the jury members. Some teams also faced difficulties in integrating ideas from different academic streams and addressing technical and feasibility-related questions during the presentation.

Learnings: The hackathon helped students develop problem-solving, critical thinking, creativity, teamwork, leadership, communication, and presentation skills. Students learned how to collaborate with peers from different disciplines, convert ideas into feasible solutions, understand user and societal needs, respond to expert feedback, and effectively present and defend their ideas before industry experts and faculty members.

11. Impact & Innovation:

The Internal Smart India Hackathon 2026 created a strong platform for promoting innovation, creativity, and entrepreneurial thinking among students of Swami Vivekananda University, Kolkata. The participation of 130 teams from different academic streams encouraged multidisciplinary collaboration, enabling students to combine diverse knowledge and skills to develop innovative solutions to real-world problems. With the support of mentors and evaluation by external industry experts and internal faculty members, students gained valuable practical exposure and feedback for improving their ideas. The event also strengthened students' problem-solving, technical, communication, teamwork, leadership, and presentation skills. The participation of female students in every team further promoted inclusive collaboration. The recognition of seven teams with equal highest scores through the First Prize highlighted the quality and innovative potential of the ideas developed during the hackathon. Overall, the event significantly contributed to building an innovation-driven and entrepreneurial culture within the university.

12. Prize Distributions to Top 7 Teams:










Member	Participants name	Team name	Department	Team ID
TL	<u>Madhabendra Chatterjee</u>	AMODITA	Biotechnology	SIH5
TL	AMAN PANDEY	KRISETU	BCA	SIH46
TL	<u>Purbasha Mondal</u>	NEXGEN	CSE	SIH52
TL	BINIT SHAW	SECRET SOCIETY	CSE	SIH65
TL	Anshu Ghosh	SYNOVA	Physiotherapy	SIH69
TL	Swarnava Ganguly	Link-X	Btech ECE	SIH121
TL	<u>Piyas Ghosh</u>	JEEVANSYNC	Biotechnology	SIH43

13. Certificate of participations distributions:





14. Conclusion:

The Internal Smart India Hackathon 2026, organized by Swami Vivekananda University, Kolkata on 21 August 2026, was a successful initiative that provided students with a valuable platform to demonstrate their innovation, creativity, and problem-solving abilities. With 130 teams participating from different academic streams, the event encouraged multidisciplinary collaboration, teamwork, and inclusive participation. The involvement of mentors, external industry experts, and internal faculty members provided participants with meaningful guidance, evaluation, and practical insights. The selection of 50 teams and recognition of seven teams with equal highest scores as First Prize winners reflected the quality and innovative potential of the participating students. Overall, the hackathon strengthened the university's culture of innovation, entrepreneurship, technology-driven problem-solving, and collaborative learning, while motivating students to transform their ideas into practical and impactful solutions.

Social Media Link:

Facebook: <https://www.facebook.com/share/p/19t285Njct/>

Facebook Link: <https://www.facebook.com/share/p/18M6m2XJQP/>

Signature of the Convenor with University Seal

Convenor:

Dr. Ranjan Kumar,
Convenor, IIC Cell

Associate Professor & Head, Dept. of Mechanical Engineering,
Swami Vivekananda University, Kolkata-700121.


Institution's Innovation Council
Swami Vivekananda University