

Methodology:

- 1) Each team will select the theme from the above listed problem areas and register itself for the event.
- 2) Thereafter, each team will submit a proposal vis-à-vis problem identified from broader theme
- 3) After scrutiny of each proposal, the 'identified team will be communicated for participation in Hackathon which will be a grand finale where the team members of such identified team will stay at the campus and code here for 24 hours.
- 4) **Registration are free for all participants.** Selection Criteria: Evaluation criteria will include Novelty of idea, Clarity of idea, Feasibility, practicability, sustainability of the idea and scale of impact of idea on the society at large.

Procedure for Submission of Proposal/Idea:

- a) One team can submit one proposal idea.
- b) Submission date should be strictly followed. No extension shall be granted.
- c) Each team should submit their proposal on the prescribed format only.
- d) Entries are to be submitted on the prescribed format only.
- e) Requests for change of proposal/idea after the cutoff date will not be entertained.

Registration Form :

College Name: _____

Student Name: _____

Mobile: _____

Email: _____

Signature: _____

Student Name: _____

Mobile: _____

Email: _____

Signature: _____

Student Name: _____

Mobile: _____

Email: _____

Signature: _____

Student Name: _____

Mobile: _____

Email: _____

Signature: _____

The above registration form is required on college letter

head, seal & signed by authorized signatory of the college.

Mail the scanned copy of the letter to -

hackathon@shankaratechnology.org

The Main Purpose of Hackathon is:

- (a) Making students to learn through teamwork, learn leadership qualities like coordination, self-motivation, learn to work in a disciplined environment and follow each one instruction in the team.
- (b) Turning ideas into reality.
- (c) Making students interested in programming, coding.

Rules for Team formation:

- No limit on number of teams per college Institute.
- Team members should be from the same college or institution.
- Each team should comprise of 4-6 members.
- Team leader name should be clearly specified in the college Institute letter

General Conditions:

- a) Each member of the team must carry ID card with Photo from the respective University/ Institute/College into the event.
- b) Participants once entered the hall are not supposed to go out unless there is some emergency in which case, he/she can hand over the ID card to the volunteer, go out and collect it and then enter the hall.
- c) You must know your requirement's in advance relating to your 'problem' and it is your duty to take care of your belongings i.e hardware, software etc. The management is not responsible.
- d) Participants must bring their own laptop and necessary equipments at the event. Each team will be given only one socket ie, only one laptop from a team can be charged. Bring extension if participants need any.
- e) Presentation time for each team is 5 (Five) minutes only.
- f) No eatables are permitted inside the hall.
- g) All team members have to maintain proper discipline during the event and any misbehavior on the part of any team member will amount to disqualification of the entire team.
- h) If any member of the team does not present himself herself at the schedule time of the event, the entire team will not be considered for the event.
- i) Participants can wear the dress as per their choice but their outfit should look decent.
- j) Students will finish their project and have to show on their system. A panel of judges will decide the outcome of the project.
- k) Team can choose any platform for development of their project.

Last Date of Registration & Idea Submission

17th February, 2026

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17th February, 2026

Registration Form Link

<https://forms.gle/U7pAcd2C4dvTu1yA7>Follow this link to join
my WhatsApp group:<https://chat.whatsapp.com/E7hBQ20D3IP4l56NqUoizF>**Chief Patron****H.E. Shri Haribhau Bagde Ji**

Hon'ble Governor of Rajasthan

Patrons**H.E. Shri Arunkoemar Hardien**

Ambassador of the Republic of Suriname to India, Sri Lanka and Vietnam

Prof Oleg S. Valinsky

Rector, Emperor Alexander I St. Petersburg State Transport University

Prof. Nimit Ranjan Chowdhary

Hon'ble Vice-Chancellor, RTU, Kota

Prof. Ajay Kumar Sharma

Hon'ble Vice-Chancellor, MBM University, Jodhpur

Prof. Akhil Ranjan Garg

Hon'ble Vice-Chancellor, BTU, Bikaner

Dr. Sant Kumar Chaudhary

Chairman, Shankara Group of Institutions

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**S.K. Chaudhary Educational Trust's****Shankara Group of Institutions**

In Association with

RTU - Kota, MBM - Jodhpur & BTU - Bikaner
Organizing

< Date >

"17th - 28th February, 2026",

< Inauguration Ceremony >

::: > 27th February, 2026 < time > 3:00 pm

**Venue****Shankara Group of Institutions**

RIICO Industrial Area, Kukas-Jaipur

Mob: 9829242177, 9950962177, 9950928077

Email: hackathon@shankaratechnology.org

Website: <https://shankaratechnology.org>

S.K.Chaudhary Educational Trust's Shankara Group of Institutions, Jaipur

S.K.Chaudhary Educational Trust is an umbrella of various institutions presently running 51 institutions serving in the field of Engineering, Management, Agriculture, Health, Teacher education and Primary education in various states of the country with its large campus at Jaipur. The Trust's motto is to empower the rural and Agriculture sector with Education and Technology. Millions of rural families have been benefited from the educational activities of the Trust since its inception in 1993.

At present, there are 9 (Nine) Institutes in Jaipur campus offering various courses in Engineering / Management subjects at UG and PG level; such as four year degree program of Bachelor of Technology (B.Tech), Two year degree program of Master of Computer Application (MCA), Two year degree program of Master of Business Administration (MBA), Two year degree program of PGDM, Two year degree program of B Ed, Three year degree program of Bachelor of Business Administration (BBA) and Bachelor of Computer Application (BCA) and Two year degree programme of D.El.Ed. Also, to improve academic and personality development of students, the SGI is inviting numerous eminent Educationists / Technocrats as visiting faculties from prominent institutions and from corporate sectors at regular intervals, as well. Shankara Group of Institutions is also empowering the students by arranging regular industrial visits by coordinating with prominent industries so as to improve the calibre of students for the betterment of their career. Shankara Group of Institutions has received number of prestigious National and International awards for its high quality of education and its association with several international universities. Apart from the original mandate, Shankara Group of Institutions has also organized many scholarly and academic activities of National and International level in past years.

Shankara is proud to have number of international collaborations by entering into agreements / MoUs with several universities around the world like Vyatutas Magnus University, Lithuania (European Union), Ministry of Higher and Technical Education, Trinidad & Tobago, Texas University-USA, Manhattan University-New York, USA and Pacific Link College, Canada and Emperor Alexander I St. Petersburg State Transport University, Russia. We are also proud to mention here about the association with Vyatutas Magnus University, Lithuania and S.K.Chaudhary Educational Trust by signing collaboration agreement during the year 2012 for students and faculty exchange programme which is going stronger day by day. With this collaboration, it is a great opportunity for faculties and students to study at VMU, Lithuania with full scholarship granted for their studies at VMU by association of European university union.

Also, Shankara is honoured to have Hon'ble Prime Minister of Trinidad and Tobago Smt Kamla Persad Bissessar, in our campus for the first convocation ceremony of PGDM students of Shankara International School of Management (SISM), an autonomous institute approved by AICTE.

In order to add value to the education of the students and to equip them with latest skills of varied field like those of Agriculture, Technical education and Management, the Trust under the leadership of its President Dr. Sant Kumar Chaudhary, has signed important MOUs with 1) National Institute of Agricultural Marketing (NIAM), 2) MANAGE and 3) Ni-MSME, Hyderabad (all units of Govt of India). Students comes out with excellent performance and benefited by this agreement.

About Global Shankara Hackathon:

With the blessings from Jagadguru Poojya Sankaracharya ji of Kancheepuram , we are organising "Shankara Global Hackathon -2026" at our Jaipur campus in association with Rajasthan Technical University (Kota), MBM University-Jodhpur & BTU Bikaner, State Bank of India and Union Bank of India, programmers and others involved in software development, including graphic designers, interface designers, project managers and others often including domain experts, collaborate intensively on software projects. Shankara is the only Group of Institutions in the country to organise "Global Hackathon" even in pandemic situation for the last six years in a row continuously without break was a grand success, as it brought recognition and funding from various agencies to young technovators and technocrats.

Shankara Group of Institutions is affiliated to Rajasthan Technical University (Kota) & University of Rajasthan to enhance the Technical Education in the state with the motto to develop multidisciplinary studies in the state of Rajasthan.

We are lucky and blessed that "Shankara Global Hackathon" to have inaugurated by Hon'ble Governor of Rajasthan on all the past such events and encouraged management, faculties and students. Shankara is very much inspired with his blessings and words of wisdom and there is a lot of improvements in functioning of our Institutions is seen every year. Continuing our success, this year also, His Excellency Hon'ble Shri Haribahau Bagde Ji has given his kind consent and to give blessings to inaugurate Global Hackathon-2026.

Hackathon helps to put one's coding skills to work by solving interesting business problems and real-world challenges. The concept is simple: A group of coders and developers are in a room, as teams and they start hacking to solve given problems; and then present what the group came up with as a solution. The participants basically try to hack (creative solution to a computer problem) their way through the assigned task. It is a fun activity where a team of 4-6 members does brain-storming with using other skills and come out a virtual reality prototype solution to a given set of a problem. The "24 hours Hackthon" will also encompass the spirit of Innovation, Entrepreneurship and Startup. The outstanding ideas presented in Hackathon will be carefully scrutinized and provided funding by various agencies like MANAGE, Ni-MSME, and few others which are units of Govt of India.

The following themes on which the team's members can create technology Solutions using Artificial Intelligence (AI), Machine Learning (ML), Data Analytics, Cloud Computing, Internet of Things (IoT), Blockchain technologies:-

1. **Smart City Solutions:** Develop innovative solutions to enhance urban living, such as smart traffic management, waste management, or energy-efficient systems.
2. **Healthcare Innovation:** Create applications or devices to improve healthcare services, patient care, or disease prevention.
3. **Education Technology:** Develop tools or platforms to enhance learning experiences, provide personalized education, or improve access to education for all.
4. **Environmental Sustainability:** Design solutions to address environmental challenges, such as air and water pollution, deforestation, or climate change mitigation.
5. **Financial Inclusion:** Create applications or services to promote financial literacy, improve access to banking services, or provide innovative solutions for microfinance.
6. **Cybersecurity Solutions:** Develop tools or systems to enhance cybersecurity, protect against online threats, or ensure the privacy and integrity of user data.
7. **Social Impact:** Devise solutions that address social issues, such as poverty alleviation, gender equality, or community development.
8. **Agricultural Innovation:** Create technologies to improve farming practices, optimize resource usage, or enhance the overall efficiency of the agricultural sector.
9. **Elderly Care Solutions:** Develop applications or devices to assist the elderly in their daily lives, monitor health, or provide social support.
10. **Remote Work Optimization:** Create tools to enhance remote work experiences, improve collaboration, or address challenges associated with virtual team environments.
11. **Disaster Management:** Design solutions to improve disaster preparedness, response, and recovery, including communication tools, early warning systems, or resource management platforms.
12. **Transportation Efficiency:** Develop solutions to optimize transportation systems, reduce traffic congestion, or enhance public transportation experiences.
13. **Mental Health and Well-being:** Create applications or services to support mental health, offer therapy resources, or provide tools for stress management.
14. **Augmented Reality (AR) Applications:** Explore the use of augmented reality in various domains, such as gaming, education, healthcare, or business.
15. **Blockchain for Social Good:** Develop blockchain solutions to address social challenges, such as transparent charity donations, secure identity management, or fair supply chain practices.
16. **Remote Team Collaboration:** Develop tools or platforms to enhance communication and collaboration among remote teams, addressing challenges like time zone differences and fostering team cohesion.
17. **E-commerce Optimization:** Create solutions to improve the efficiency of online shopping experiences, enhance customer satisfaction, or optimize supply chain and inventory management.
18. **Crisis Response and Management:** Design applications or systems to improve crisis response and management, including real-time communication, resource allocation, and information dissemination.
19. **Personalized Fitness and Wellness:** Develop applications or devices that offer personalized fitness plans, wellness tips, or health monitoring to encourage a healthy lifestyle.
20. **Language Learning Innovation:** Create interactive and engaging tools to facilitate language learning, focusing on personalized learning paths, cultural immersion, or real-time language practice.
21. **Smart Home Automation:** Develop innovative solutions for smart homes, including energy-efficient systems, security enhancements, or integrated home management platforms.
22. **Data Privacy Solutions:** Design tools or systems that empower users to control and protect their personal data, ensuring privacy in an increasingly connected world.
23. **Gamification for Education:** Explore ways to incorporate gamification principles into educational systems, making learning more engaging and motivating for students.
24. **Accessible Technology:** Create solutions that enhance accessibility for individuals with disabilities, such as applications for visually impaired users, speech recognition tools, or inclusive design practices.
25. **Blockchain for Supply Chain Transparency:** Develop blockchain-based solutions to enhance transparency and traceability in supply chains, addressing issues like counterfeit products or unethical practices.
26. **Digital Mental Health Support:** Create applications or platforms that provide mental health support, counseling services, or resources for stress management and emotional well-being.
27. **Open Source Sustainability:** Develop tools or strategies to ensure the sustainability of open-source projects, addressing issues like funding, community engagement, and long-term maintenance.
28. **Personal Finance Management:** Create applications to help individuals manage their finances, budget effectively, or make informed investment decisions.
29. **Green Energy Solutions:** Develop technologies or applications that promote the use of renewable energy, improve energy efficiency, or encourage sustainable practices.
30. **Disruptive Entertainment Experiences:** Explore innovative concepts for entertainment, such as virtual reality experiences, interactive storytelling, or new forms of digital media consumption.
31. **Energy conservation:** Developing innovative, technology-based solutions to reduce energy waste, improve efficiency, and accelerate the transition to sustainable and affordable energy sources.
32. **Water conservation:** Developing innovative, technology-driven solutions to real-world water challenges, ranging from quality and pollution to efficient management and climate resilience.

WIN EXCITING PRIZES WORTH ₹2 LAKH

1st Prize : 1,00,000/-

2nd Prize : 50,000/-

3rd Prize : 25,000/-

Special Prize : 15,000/-

TOP GIRLS TEAM

**(All 6 members should be girls)
will get Prizes of Rs. 10,000/-**

**Appreciation Certificates will be
given to all participants and mentors.**