

# RIGATHON

**RIGATHON** is one of the biggest hackathons witnessed by Kumaraguru Institutions, where students with exceptional technical skills gather under one roof to learn and grow in a competitive environment with professional assistance. RIGATHON also encourages learning, growth, innovation, and collaboration among students from various parts of India. We aim to bring in quality technological innovations to hack into real world problems and solve them in an efficient way.

The first edition of RIGATHON comprised of **Rover hackathon** and the second edition was on **Climathon** which was a 48-hour event. Both the hackathons attracted the participation of more than **500 technocrats** from around the country.

Yugam 2020 takes immense pleasure in presenting the third edition of RIGATHON, a **48-hour event** consisting of hack shops, master classes and brainstorming sessions on the theme **“BOT IN AGRICULTURE”**. We aim to mould 30 teams of around 250 students from different states that compete against each other to bring out the best solution. The teams will utilize data provided by us to come up with out-of-box ideas, designs, prototypes and / or apps to meet and address the needs of industry and society. This year, a total of 4 workshops will be held and dignitaries from various institutions and industries will be invited to encourage, motivate and guide the students.

## EVENT FLOW

Rigathon will happen over a period of **3 days** with **150+ participants** from all over India. To begin with, flyers about RiGathon will be sent to various colleges across the country. Students can begin to fill the application forms soon after receiving the flyers. Our selecting panel will shortlist students completely based on the application form submitted by them.

For individual students:(not registered as teams), Students who come up with out-of-the-box ideas may at times, not have a technically skilled team to back them and take their idea to the next level. Also there are exceptionally talented students with strong skillset who are short of ideas to set the ball rolling. To bridge this gap, students who come up with ideas for the prototype will be made to pitch their concept to the group of technically skilled students. These students with skill set get to decide the idea on which they will be working upon by interacting with the student who proposed the idea and form teams accordingly.

Students who have already registered as teams and the newly formed teams will now take part in Rigathon. Components required by the participants will be provided at the venue. The hackathon will be for a duration of 48 hours during which there will be a number of hack shops, pep talks and brainstorming sessions happening alongside. These workshops are expected to be of great use to the participants as they will be discussing and analysing the

latest trends in the field of technology and innovation. Also participants will be introduced to

the tech community for better understanding of technology and the client community to understand their actual needs. Every team will be allotted a circuit and non-circuit mentor to assist the students and keep a track of their progress. The final assessment will be based upon overall idea development and the technical skills that have been employed to create the prototype. The results will be majorly based on the progress made from Day-0 till Day-2. The team that emerges as winner will be honoured and will be taken under our wings and mentored by our experts to develop their prototype into a successful product.

## **OUTCOME**

The primary motive of the event is to connect talent with the right opportunities.

- Rigathon will serve as an excellent platform to find brilliant young minds who are capable of creating a revolution in the field of technology.
- Students will also have a great time exploring a lot of things and learning something new.
- They will also get to know where their intellect and skills stand on a national level.
- Time management and teamwork will be key takeaways from the event. Their organisational skills will be put to the test and their innovation will be brought to the panel.
- Students will also get an opportunity to understand the problems faced by farmers and their conditions. Notable problems in the agriculture sector will be addressed and a solution will be provided at the end of the hackathon.

Sponsors will have widespread outreach of products as the event is being conducted on a national level. On the whole this event will be another feather added to Kumaraguru Institutions

## **THEME**

Agriculture has been and continues to be the cornerstone of the Indian economy. Unfortunately, it is losing its prominence and significance over the years. With the rapidly changing scenario of technologies, it is high time we put them to use, to revive agriculture and breathe a new lease of life into it.

In several countries around the world, technology has been effectively used to bring about revolutionary changes in the field of agriculture and allied sectors. For example, floating rice

would have seemed a joke if it had been told a few years back. It is now a reality; thanks to the tremendous growth in technology and innovation.

Our country, despite making commendable strides in various sectors like infrastructure, automobiles etc. has not yet realised the true potential of the agriculture sector. That is precisely why we have chosen ‘**INNOVATIVE SOLUTIONS FOR EFFECTUAL AGRICULTURE**’ to be the theme for this edition of RiGathon.

**ELIGIBILITY CRITERIA**

- Students from the field of science and technology (pursuing B.E/B.Tech/B.Sc/M.Sc/Ph.D) from all over India are eligible to participate
- Age limit is from 17 to 25
- Inquisitive explorers with the potential to tackle real world challenges and can come up with spontaneous ideas
- Preferences will be given to clarity, scale of impact and complexity of the ideas.
- We will refer to you as:

Ideator	If you are an individual with ideas but no technical team to support you.
Executor	If you have a strong skill set but no idea
Ideated team	If you are a team with ideator and executors

**SELECTION PROCESS**

- The entire selection process is based on the application form.

Ideator	Selection will be based upon a brief description about the idea
Executor	Selection will be completely based on their technical skill set

Teams	A team would ideally require an ideator,3 executors and a person who is able to explain and present the concept. They are also selected based on the novelty of their idea.
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A telephonic interview might be conducted later if required.

### **IMPORTANT DATES**

Registration begins	05/02/2020
Last date for registration	15/02/2020
Confirmation mail	17/02/2020
Early bird payment	20/02/2020
Payment last date	22/02/2020

### **CONTACT DETAILS**

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