



RAO BAHDUR Y. MAHABALESWARAPPA ENGINEERING
COLLEGE CANTONMENT, BALLARI - 583104

DEPARTMENT OF COMPUTER SCIENCE ENGINEERING

Funded by NAIN

In association with
Nimrith Labs and Tech Fortune

Brains & Bytes - 25

A State Level Hackathon

Date: 18th & 19th September 2025
Venue: CSE Seminar Hall, RYMEC, Ballari

Co-ordinators

Vinutha Prashanth Sarvar Begum

Principal
DR. T. HANUMANTHA REDDY

HOD
DR. H GIRISHA



Brains & Bytes 25

1. Introduction

The Brains & Bytes Hackathon 2025 was conceptualized to ignite innovation and nurture technical creativity among engineering students. The two-day event challenged participants to design and develop practical, technology-driven solutions to real-world problems. Inspired by the spirit of the Smart India Hackathon, the event created a vibrant platform for collaboration between students, mentors and industry professionals.

2. Objectives

- Innovation and Problem Solving:** This Hackathon focuses on encouraging participants to think creatively and outside the box to address real-world challenges with novel solutions. It emphasizes developing new technologies, processes, or ideas that not only push the boundaries of what's possible but also have a meaningful impact on the problem at hand.
- Improve students' Developmental Skills:** This Hackathon aims to enhance critical thinking, collaboration, and problem-solving abilities by providing hands-on, real-world challenges. It also fosters personal growth by encouraging students to step out of their comfort zones, manage time effectively, and communicate complex ideas, preparing them for future career success.
- Encouraging Teamwork and collaboration:** This Hackathon emphasizes the power of diverse skill sets coming together to solve complex problems, fostering an environment where participants learn to leverage each other's strengths. By working in teams, individuals build essential collaboration skills such as communication, conflict resolution, and collective decision-making, which are crucial for success in any professional setting.



3. Program outcomes

After successful completion of the hackathon, students will be able to:

- Apply technical knowledge and programming skills to develop innovative solutions for real-world problems.
- Analyze problem statements, identify requirements, and design appropriate system architecture and prototypes.
- Demonstrate proficiency in using modern tools, frameworks, and technologies relevant to software/hardware development.
- Work effectively as a member or leader of a team, showcasing collaboration, time management, and decision-making skills.
- Communicate ideas, design approaches, and outcomes clearly through presentations, demonstrations, and reports.
- Exhibit creativity, critical thinking, and entrepreneurial orientation in developing problem-solving approaches.
- Develop confidence and adaptability to function in competitive, multidisciplinary, and real-time environments.

4. Publicity & Registrations

A robust outreach campaign was carried out through college notice boards, departmental emails, social media posts and direct communication with peer institutions.

- Registration Period: 5 –15 September 2025
- Total Registrations Received: 80 teams
- Teams participated for Hackathon: 70 teams (approx. 410 participants)

Due to overwhelming interest—three times the expected registrations—the registration link had to be closed earlier than planned.



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5. Problem Statements

Participants worked on a diverse set of problem statements inspired by Smart India Hackathon 2025 and other emerging technology challenges. Major domains included:

S1 No	Problem Statements
1	<p>Web / App Development</p> <p>Problem: AI-Powered Chatbot for</p> <p>To-Do Assistant – Manages your tasks, sends reminders, and suggests productivity tips.</p> <p>Diet & Meal Planner – Recommends healthy meal plans based on dietary preferences and health goals.</p> <p>Budget Tracker Bot – Helps users manage monthly expenses, set goals, and track savings.</p> <p>Appointment Scheduler – Integrates with calendars to set and remind about appointments.</p> <p>Feedback Collector – Gathers customer feedback through conversational flows.</p> <p>Pet Care Bot – Gives tips on feeding, training, and caring for pets based on breed.</p> <p>Bus or train Schedule enquiry: Gives the information of specified bus or train schedule.</p> <p>Or any similar topic.</p>
2	<p>Artificial Intelligence & Machine Learning</p> <p>Problem: Personalized Learning Assistant</p> <p>Develop Problem: Personalized Learning Assistant an AI-driven platform that adapts to students' learning styles, suggests content, and provides real-time quizzes based on their weaknesses.</p>
3	<p>Healthcare & Biotech</p> <p>Problem: AI-Based Skin Disease Detector</p>



	Develop an AI-powered app where users upload skin images, and the system predicts possible skin diseases with recommendations for medical consultation.
4	Smart Cities & Sustainability Problem: Waste Management & Recycling App Build a smart system where users can scan product barcodes to get disposal/recycling instructions and track waste reduction progress.
5	Agriculture & FoodTech Problem: Smart Farming Assistant Build an IoT-powered system that monitors soil moisture, temperature, and crop health and provides real-time alerts to farmers.

6. Event Schedule

Day 1 – 18 September 2025

09:30 AM – Inaugural Ceremony
10:30 AM – Briefing of problem statements and team allocations
11:00 AM – Coding and prototype development session begins
04:00 PM – Mentoring sessions with faculty and industry experts

Day 2 – 19 September 2025

09:00 AM – Continuation of development
12:30 AM – First phase of judging (shortlisting top 8 teams)
01:30 PM – Second phase of judging (finalists)
03:30 PM – Valedictory Ceremony and Prize Distribution

7. Participation Details

- Total Participants: Around 430 students
- Total Teams Participated: 70 teams
 - **Internal (RYMEC Students):** 37 teams
 - **From Other Institutions:** 33 teams, representing
 - GMIT Davangere – 3 teams,



- Government Engineering College Challikere – 3 teams,
- PDIT Hospete – 7 teams,
- BITM Ballari – 4 teams,
- Kishkinda University – 2 teams,
- Sri Medha Degree College (BCA) – 4 teams,
- Nandi Institute of Management and Science – 5 teams and
- Ballari Business College – 6 teams.

This diverse participation brought together bright minds from various institutions and created an inspiring atmosphere of learning and collaboration.

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Date: 18/3/2025

List of Registrations from RYMEC

SL NO	TEAM NAME	COLLEGE NAME	PHONE NO	PARTICIPANTS NAME	SIGNATURE
1	THE TRIAL AND ERRORS <i>Call</i>	RAOBAHADUR Y MAHABALLESHWARA PPA ENGINEERING COLLEGE, BALLARI	9392444866	V BHARATH	
				K SANJAY KUMAR	
				SANKET	
				PRADEEP	
				MARIAM	
				SOUJANYA KAVALDOOR	
2	HEXA BITS	RAOBAHADUR Y MAHABALLESHWARA PPA ENGINEERING COLLEGE, BALLARI	9353373242	GANTI PRIYANKA	
				AISHWARYA M	
				NEHA	
				T.REKHA	
				TRISHA.K	
				SOUNDARYA H.K	
3	CODING CADETS	RAOBAHADUR Y MAHABALLESHWARA PPA ENGINEERING COLLEGE, BALLARI	7676966050	MD KAMRAN AKMAL	
				K SHIVARAJA	
				TIPPAREDDY APOORVA	
				G SNEHA	
				DARSHAN DURGADA	
				SHREEDHAR H	
4	TEAM 404 FOUND	RAOBAHADUR Y MAHABALLESHWARA PPA ENGINEERING COLLEGE, BALLARI	8088743720	TASQEEN ARA	
				G SIRISHA	
				NIZEL D GUNJAL	
				THASIM H P	
				SAMREEN D	
				S FARAH NAAZ	
5	MINUSZERO <i>Geek</i>	RAOBAHADUR Y MAHABALLESHWARA PPA ENGINEERING COLLEGE, BALLARI	7090782846	TABREZ AHAMED	
				SUMIYA TABASUM	
				S M MOHAMMED JUNAID	
				NOUMAAN ALI KHAN	
				ABSURAJ ACHARYA	
				MOHAMMED BARIDH	
6	S.H.I.E.LD <i>Carry</i>	RAOBAHADUR Y MAHABALLESHWARA PPA ENGINEERING COLLEGE, BALLARI	7795850016	SANIYA	
				SANIYA PATEL	



8. Judging & Evaluation

Judging Panel:

- Mr. Sudheendra Koukuntla, Senior Solution Architect, Stefanini Inc.
- Mr. Sundeep Sindhanoor, Technical Lead, Nobel Software Systems, Bangalore.
- Dr. Sai Madhavi Dadi, Professor and HOD, AIML(CSE) Department, RYMEC.
- Dr. Sapna Kulkarni, Professor, CSE Department, RYMEC.

Evaluation Criteria:

- Innovation and Creativity
- Design & User Experience
- Technical Implementation
- Teamwork & Presentation

Judging was conducted in two phases owing to the large number of teams, ensuring every project received adequate review.

9. Winners & Awards

1st Prize	BIT WARRIERS(RYMEC, BALLARI) Travelmate – Transport Enquiry With Ai Chatbot	10000 Rs.
2nd Prize	MONEY MINDS (SHREE MEDHA DEGREE COLLEGE, BALLARI) The Budget Tracker Bot Is An Ai-Powered Chatbot	5000 Rs.
3rd Prize	TECH BLOOM(PROUDHADEVARAYA	3000 Rs.



	INSTITUTE OF TECHNOLOGY, HOSPETE) A Personalized Learning System	
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10. Feedback & Outcomes

Participants' Feedback:

Surveys revealed high satisfaction on facilities and conduction of the event.

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PARTICIPANT FEEDBACK FORM

TEAM NAME: <i>Craft Crafters</i>	PHONE NO: <i>9110442347</i>				
INSTITUTE NAME: <i>Nandi Institute of Technology & management</i>					
(Put tick in the appropriate box)					
PARAMETER	Excellent	Very Good	Good	Average	Poor
Event registration & communication	✓				
Support provided by organizer			✓		
Venue & infrastructure			✓		
Judging process & fairness			✓		
Accommodation & hospitality (if applicable)					
How would you rate the overall experience?			✓		
Open Feedback					
1. What did you like most about the Hackathon?					
<i>Food</i>					
2. Suggestions for improvement:					
<i>Nothing improvement needed it was good</i>					
3. Any additional comments:					
<i>Nothing, thanks for asking</i>					
Would you recommend this Hackathon to others? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No					
Thank you for your valuable feedback!					

[Handwritten signature]
Signature of the Student



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PARTICIPANT FEEDBACK FORM

TEAM NAME: CODEHER	PHONE NO: 807 *** 3500
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INSTITUTE NAME: NANDE INSTITUTE of MANAGEMENT & SCIENCE
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(Put tick in the appropriate box)

PARAMETER	Excellent	Very Good	Good	Average	Poor
Event registration & communication			✓		
Support provided by organizer				✓	
Venue & infrastructure			✓		
Judging process & fairness					✓
Accommodation & hospitality (if applicable)				✓	
How would you rate the overall experience?			✓		

Open Feedback

1. What did you like most about the Hackathon?

Nothing

2. Suggestions for improvement:

Cannot be listed

3. Any additional comments:

Event could have been better

Would you recommend this Hackathon to others? Yes No
Thank you for your valuable feedback!

Signature of the student



11. Photo Gallery





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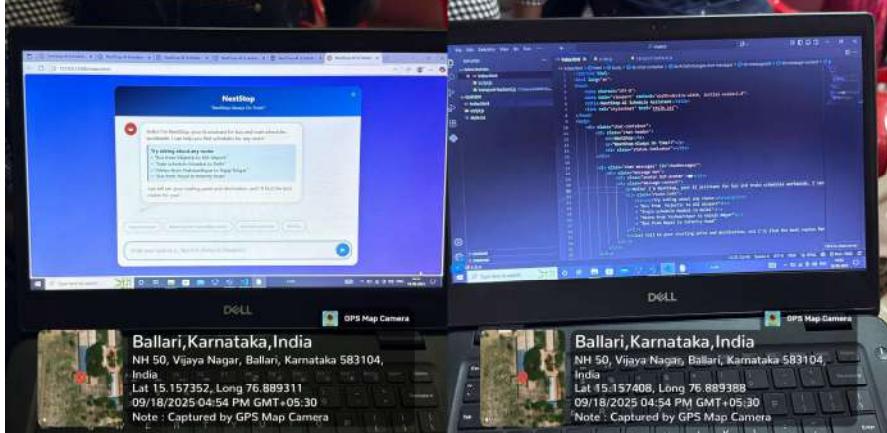
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11. Conclusion & Future Plans

The Brains & Bytes Hackathon 2025 successfully achieved its mission of promoting innovation and experiential learning. It has strengthened the institution's reputation for fostering a culture of research and entrepreneurship.

Plans are already underway to host Brains & Bytes Hackathon 2026 with increased industry participation and larger inter-collegiate outreach.

Prepared by:

Vinutha Prashanth & Sarvar Begum

Department of Computer Science & Engineering

RYMEC, Ballari

Date: 23 September 2025