



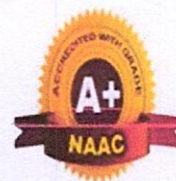
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(ARTIFICIAL INTELLIGENCE)**

ADITYA COLLEGE OF ENGINEERING

(UGC-Autonomous Institution)

(Approved by AICTE, New Delhi & Affiliated to JNTUA, Anantapuramu)

Madanapalle -517325, Annamayya Dist., A.P. www.acem.ac.in



20.07.2026

Report on Hackathon

Title	Hackathon 2K26 — “Innovate • Collaborate • Create”
Date	18 th July 2026 (Saturday)
Venue	Seminar Hall – 405, Aditya College of Engineering, Madanapalle
Organized by	Department of Computer Science and Engineering (Artificial Intelligence), in association with R&D Cell
Target Group	II Year CSE(AI) – A & B Sections, III Year CSE(AI) and IV Year CSE(AI) students
Judges	Dr. P. Gangadhara Reddy, Dr. K. Sreelalitha, and Mrs. S. Reddy Mubaraq

Introduction

The Department of Computer Science and Engineering (Artificial Intelligence) at Aditya College of Engineering (UGC-Autonomous Institution), Madanapalle, organized “HACKATHON 2K26” on Saturday, 18th July 2026, in Seminar Hall-405. The event was conducted in association with R & D Cell with the objective of encouraging creativity, technical skill-building, and innovative thinking among students.

Students from the II year through the final year of CSE(AI) participated enthusiastically, forming teams to design innovative solutions to real-world problems across themes such as Artificial Intelligence & Machine Learning, Data Science & Analytics, Web/Mobile Development, Smart Systems & IoT, Sustainability & Social Impact, and Open Innovation.

Inaugural Session

The program commenced with a formal welcome, followed by addresses from the College Management, Director, and Principal. The dignitaries present during the inauguration included:

- Dr. S. Ramalinga Reddy, Director, Aditya College of Engineering
- Dr. Rayudu Peyyala, Principal, Aditya College of Engineering
- Dr. M. Roshini, Head of the Department, CSE (Artificial Intelligence)

Dr. S. Ramalinga Reddy, Director, highlighted that modern technical domains such as Artificial Intelligence, Machine Learning, Data Science, Web and Mobile Application Development, Smart Systems, IoT, Sustainability, and Open Innovation give students an excellent platform to showcase their talent.



Dr. Rayudu Peyyala, Principal, remarked that in today's competitive world, students need to build problem-solving ability, creativity, and teamwork skills alongside academic knowledge, and that Hackathon's cultivate an innovative mindset aligned with industry requirements.

Dr. M. Roshini, HoD of CSE(AI), explained that the primary aim of the Hackathon was to nurture a research orientation, leadership qualities, innovative thinking, and technical interest among students, noting that such initiatives help students develop industry-relevant skills.

Event Overview

The Hackathon brought together students from II, III, and IV Year CSE(AI) to collaborate on innovative solutions to real-world challenges. Around 20 teams participated and presented their impactful project ideas, demonstrating creativity, technical expertise, teamwork, and problem-solving ability.

Projects were evaluated on innovation, technical implementation, feasibility, teamwork, presentation, and impact by an expert panel. The panel includes Dr. P. Gangadhara Reddy, Dr. K. Sreelalitha, and Mrs. S. Reddy Mubaraq, who evaluated the projects presented by each team. The event concluded with the distribution of cash prizes and certificates to the top three projects, and the HoD appreciated all students for their enthusiastic participation. All the participants for the Hackathon are provided with participation certificates.

Themes Covered

- Artificial Intelligence & Machine Learning
- Data Science & Analytics
- Web / Mobile Development
- Smart Systems & IoT
- Sustainability & Social Impact
- Open Innovation

Rules at a Glance

- Team size: 1 – 4 members
- Original ideas and solutions only
- Use of open-source tools/technologies allowed
- Decisions of the judges are final
- Participants required to maintain code of conduct

Outcomes of the Programme

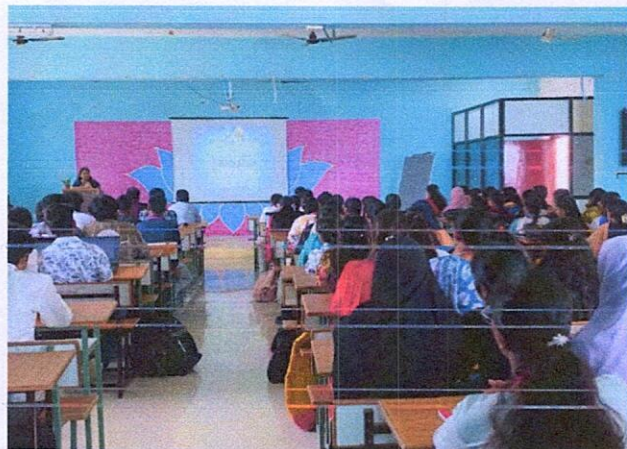
- Students gained hands-on experience in transforming ideas into working prototypes within a limited time frame.
- Several innovative project ideas were generated across themes such as AI/ML, IoT, and sustainability.
- Participants strengthened their skills in time management, teamwork, and problem analysis.
- The event motivated students to pursue further participation in national-level platforms such as Smart India Hackathon (SIH).



Event Photographs



Dignitaries and Students participated in Inauguration of Hackathon 2K26



Head of the Department addressing during the Hackathon



Students Presenting in Hackathon 2k26



Winners receiving Cash Prizes and Certificates from the hands of Principal, Head of the Department and Judges





Winners receiving Cash Prizes and Certificates from the hands of Principal, Head of the Department and Judges



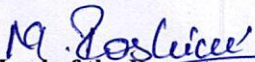
Winners receiving appreciation from the hands of Principal, Head of the Department, Judges and Department staff



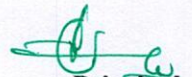
Conclusion

Hackathon 2K26 was a resounding success, fulfilling its objective of fostering innovation, creativity, and collaborative problem-solving among students. The event provided a strong platform for students to apply their technical knowledge to real-world challenges under a competitive yet supportive environment.

The organizers extended their gratitude to the College Management, Director, Principal, faculty members, and the Valor Student Community & R&D Cell for their support in making the event a success.


Head of the Department
Head of the Department
Computer Science & Engineering
(Artificial Intelligence)
Aditya College of Engineering
MADANAPALLE - 517 325 A.P.




Principal
Principal
Aditya College of Engineering
Madanapalle - 517325