



**SURESH ANGADI EDUCATION FOUNDATION'S
ANGADI INSTITUTE OF TECHNOLOGY AND MANAGEMENT**

Lt. Dr. Suresh Angadi MARG, Savagaon Road, Belagavi – 590 009.

(Approved by AICTE, New Delhi & Affiliated to Visvesvaraya Technological University, Belagavi)

*Accredited By NAAC & NBA**

Department of Electronics and Communication Engineering

HACKHIVE-2K26

Report on

REPORT ON NATIONAL LEVEL HACKATHON

Event conducted on 6th & 7th May 2026

CHIEF GUEST

Dr. Anand .B. Deshpande
Principal & Director, AITM

PRESIDENT

Dr. Spoorti R Patil
Director, SAEF

GUEST OF HONOR

Shri. Raju Joshi
Administrator, SAFF

CONVENERS

Dr. Dhanashree Kulkarni
HOD, CSE & Dean Academics

Prof. Priyanka Pujeri
Ass Prof.AITM

Prof. Gautam Dematti
Faculty Co-ordinator

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1. Introduction :

The **Department of Electronics and Communication Engineering, Angadi Institute of Technology and Management (AITM), Belagavi**, in association with **IEEE, IEEE AITM Student Branch, IEEE Bangalore Section, and ACM AITM Student Chapter**, organized **HACKHIVE-2K26**, a National Level Hackathon based on the theme **“INTELLIFUSION.”**

HACKHIVE-2K26 was designed as a platform for students to showcase their **technical knowledge, creativity, problem-solving abilities, and innovative ideas** through a 24-hour hackathon challenge.

The hackathon provided participants with an opportunity to work collaboratively on real-world problems and develop practical solutions using emerging technologies. The event covered both **hardware and software domains**, including **Embedded Systems, Internet of Things (IoT), Artificial Intelligence/Machine Learning (AI/ML), and Web/App Development**.

Such hackathons encourage students to move beyond theoretical learning and apply their technical knowledge to practical challenges. They also promote teamwork, creativity, time management, innovation, and effective communication.

The event offered participants an environment to **innovate, collaborate, and develop impactful technological solutions**.

2. Objectives of the Event :

The objectives of HACKHIVE-2K26 were:

- To provide students with a platform to showcase their **technical skills and innovative ideas**.
- To encourage **creativity and innovative thinking** among students.

- To develop practical solutions for **real-world problems**.
- To improve students' **problem-solving and analytical skills**.
- To encourage teamwork and collaboration among participants.
- To provide hands-on exposure to **AI/ML, IoT, Embedded Systems, and Web/App Development**.
- To improve students' ability to develop solutions within a **limited time frame**.
- To promote interaction and networking among students from different institutions.
- To provide opportunities for students to gain recognition for their innovative solutions.

3. Relevance to PO's :

PO1 – Engineering Knowledge

Participants apply their engineering and technical knowledge to develop solutions for given problems.

PO2 – Problem Analysis

The hackathon helps students identify problems, analyze requirements, and develop appropriate technical solutions.

PO3 – Design and Development of Solutions

Participants design and develop innovative hardware or software solutions according to the given challenges.

PO4 – Conduct Investigations

Students explore technologies, analyze available resources, and test their proposed solutions.

PO5 – Modern Tool Usage

Participants use modern technologies, programming tools, development frameworks, AI/ML techniques, IoT platforms, and other technical tools.

PO9 – Individual and Team Work

The hackathon encourages participants to work effectively as teams and divide responsibilities to complete their projects.

PO10 – Communication

Participants improve their communication and presentation skills while explaining their ideas and solutions.

PO12 – Life-long Learning

The event motivates students to learn emerging technologies and continuously improve their technical knowledge.

4. Audience Target :

The primary target audience for **HACKHIVE-2K26** included students interested in technology, innovation, programming, electronics, artificial intelligence, and application development.

The hackathon was open to:

- B.E. students
- B.Tech students
- BCA students
- MCA students

Participants could form teams consisting of **2 to 4 members**.

The event was particularly suitable for students interested in:

- Artificial Intelligence and Machine Learning
- Web Development
- App Development
- Internet of Things (IoT)
- Embedded Systems
- Software Development
- Hardware-based innovation

The event also provided an opportunity for students to interact with other innovators and technology enthusiasts and exchange ideas.

5. Venue, Date and Time :

The HACKHIVE-2K26 National Level Hackathon was scheduled to be conducted at:

Venue:

Angadi Institute of Technology and Management (AITM)
Late Dr. Suresh Angadi Marg, Savagaon Road,
Belagavi – 590009, Karnataka.

Date: 6th & 7th May 2026

Duration: 24 Hours

Theme: INTELLIFUSION

The event provided participants with a dedicated environment to work on their ideas, develop prototypes, and present their solutions.

6.Event Details / Invitation

Event Name: HACKHIVE-2K26

Type: National Level Hackathon

Theme: INTELLIFUSION

The hackathon was organized by the **Department of Electronics and Communication Engineering, Angadi Institute of Technology and Management, Belagavi**, in association with IEEE, IEEE AITM Student Branch, IEEE Bangalore Section, and ACM AITM Student Chapter.

The event featured two major domains:

Hardware Domain

- Embedded Systems
- Internet of Things (IoT)

Software Domain

- Artificial Intelligence / Machine Learning
- Web / App Development

The hackathon was conducted for a duration of **24 hours**, providing participants with an intensive environment to develop and demonstrate their solutions.

Prize Pool: ₹75,000/-

Registration Fee: ₹250/- per participant

Team Size: 2–4 members

Eligibility: B.E / B.Tech / BCA / MCA students

Last Date for Registration: 1st May 2026

06. Organizing Team :

The event was organized by the **Department of Electronics and Communication Engineering** in association with the supporting professional and student organizations mentioned in the event poster.

Staff Coordinators

1. Prof. Arun Joti
2. Prof. Pallavi Kulkarni

Student Coordinators

1. Avadhoot D – 90194 02733
2. Nikita J – 87221 89092

Department Leadership

Head of Department:

Dr. Sriram Kulkarni

Principal and Director:

Dr. Anand Deshpande

Administrator:

Shri. Raju Joshi

Chair-person:

Dr. Spoorti Pati

7. Photos of event conducted for evidence :



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AITM ACM STUDENT CHAPTER

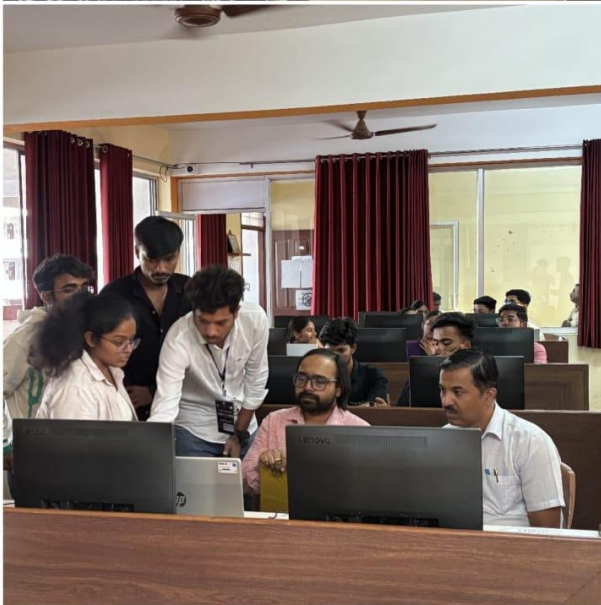
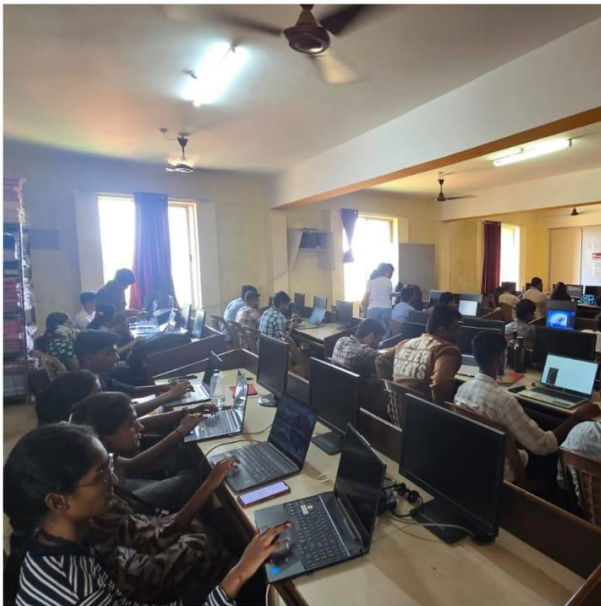


Association for
Computing Machinery

Department of Computer Science and Engineering,
Angadi Institute of Technology & Management, Belagavi







08.Event Proceedings

HACKHIVE-2K26 was structured as an intensive **24-hour innovation and development challenge**.

The event proceedings included the following major activities:

1. Registration and Team Formation

Participants registered for the hackathon and participated in teams of 2–4 members. Teams prepared themselves to work on innovative solutions based on the hackathon theme.

2. Problem Identification and Ideation

Participants identified real-world problems and developed innovative ideas based on the **INTELLIFUSION** theme.

3. Development Phase

Teams worked continuously on their proposed solutions during the 24-hour hackathon. Participants utilized technologies from the hardware and software domains.

4. Hardware and Software Implementation

Participants developed solutions using areas such as:

- Embedded Systems
- IoT
- AI/ML
- Web Development
- App Development

5. Testing and Improvement

Teams tested their solutions, identified issues, and made necessary improvements to their prototypes or applications.

6. Project Demonstration

Participants demonstrated their developed solutions and explained the concept, technology used, implementation, and practical applications.

7. Evaluation

The developed solutions were evaluated based on relevant criteria such as innovation, technical implementation, problem-solving approach, and practical applicability.

8. Recognition and Prize Distribution

The hackathon featured a total **prize pool of ₹75,000/-**, providing recognition to successful participants and innovative solutions.

9. Conclusion

HACKHIVE-2K26 served as a platform for students to transform innovative ideas into practical technological solutions. The National Level Hackathon encouraged participants to apply their theoretical knowledge to real-world problems through hands-on development.

The **INTELLIFUSION** theme provided opportunities for students to explore different areas of technology, including **Artificial Intelligence and Machine Learning, Internet of Things, Embedded Systems, and Web/App Development**.

The 24-hour format encouraged participants to develop important professional skills such as **teamwork, time management, problem-solving, creativity, technical implementation, and communication**.

The event also provided students with an opportunity to collaborate with peers, exchange ideas, explore emerging technologies, and gain practical experience beyond the classroom.

Overall, **HACKHIVE-2K26** contributed to fostering innovation, technical excellence, and collaborative learning among students. It encouraged young innovators to develop solutions for real-world challenges and motivated them to continue exploring and applying modern technologies.

Innovate. Collaborate. Dominate.