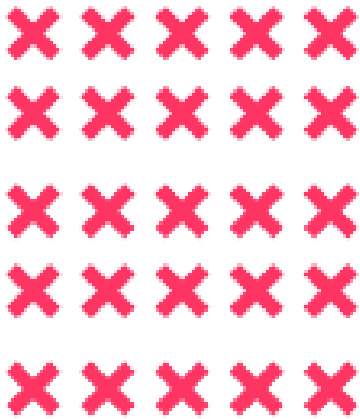


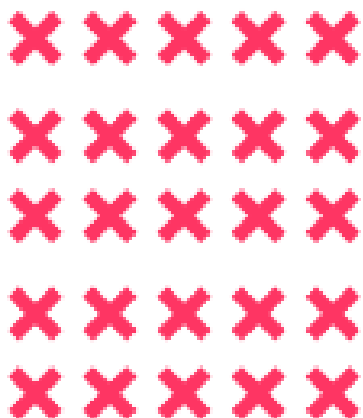
GEEK ROOM

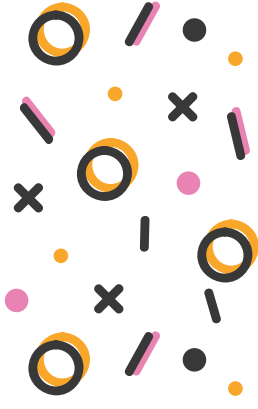
HACKATHON

101



EVENT
REPORT





01.

INTRODUCTION

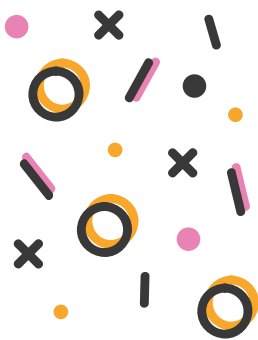
02.

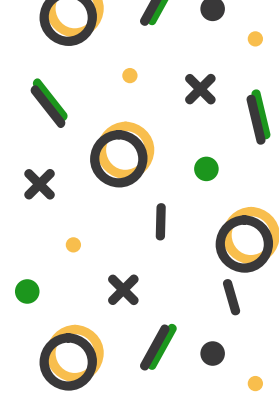
EVENTS

03.

GALLERY

CONTENTS





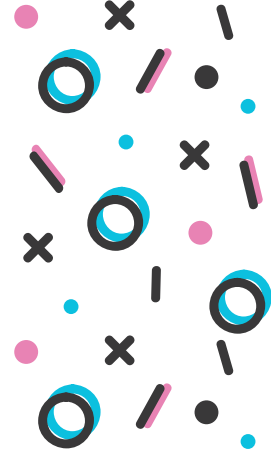
Hackathons are an instrumental component in any B. Tech graduate's tenure. Developing **solutions for real world problems**, exploring their applicability within the realms of reality and pitching and **convincing people of your vision**, are some of the many skills that are developed during a hackathon.

In the same light, Geek Room organized **Hackathon 101**, where students were given guidance from what and why of hackathons to how to win them. The event was further embellished by experienced hackathon participants and winners, further providing students with an elusive bag of tips and tricks to give them an edge in any competition.

Goodies were distributed to boost the morale of students and further encourage participation in future hackathons, bringing prestige to both the college and Geek Room

COLLEGE INTERVIEW





TIMELINE



01. STATS

Date: 8th Dec '23

Venue: Hall 406

Attendees: 200 [0b11001000]



Feedback:



02. PITCH 101

Students were informed about the intricacies of pitching an idea. How to make it appealing, and the importance of a good presentation. It was further embellished by inputs from experienced hackathon winners, and winning pitch decks.

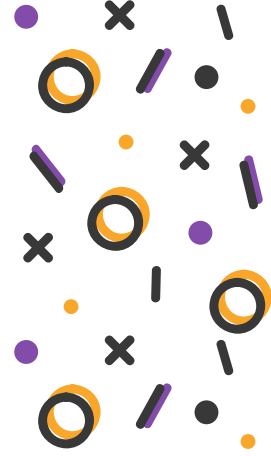


03. SELL ME THIS IDEA

Students were asked to come up with a pitch on the spot. Implementing their newly earned knowledge, and providing hands on experience. The best pitch was awarded with a goodie, further boosting their morale and encouraging others.

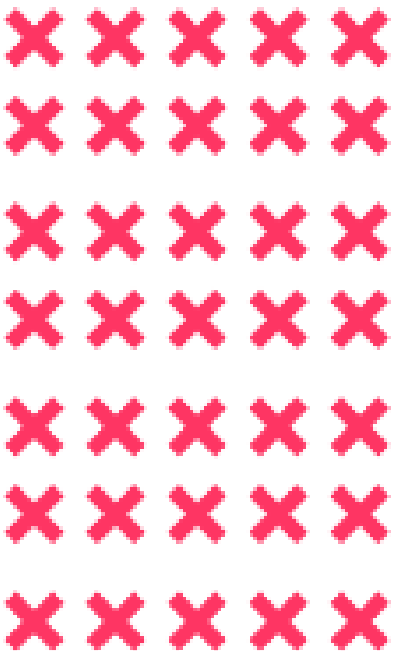
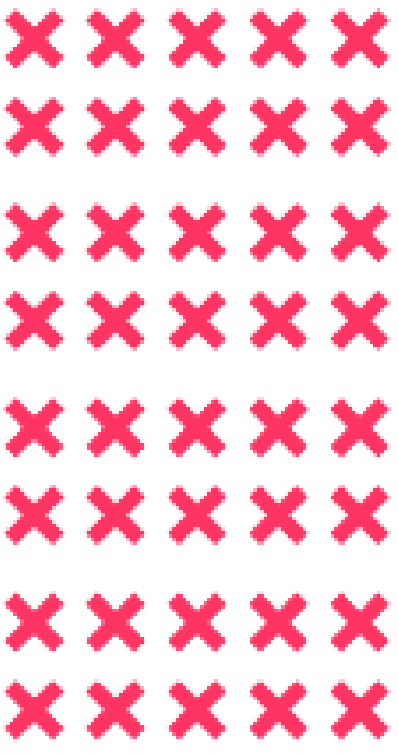
STUDENT





GALLERY





GEEK ROOM