Concept Note for ASEAN-India Hackathon

About ASEAN-India Hackathon 2020

The ASEAN-INDIA Hackathon, an initiative by the Hon'ble Prime Minister of India Mr. Narendra Modi, is proposed to be a 36 hours Hackathon which will offer unique opportunities to all 10 ASEAN countries (Indonesia, Malaysia, Philippines, Singapore, Thailand, Brunei, Laos, Myanmar, Cambodia and Vietnam) and India to forward their economic development through collaboration in education, science and technology, exchange of thoughtful leadership, work and collaboration on projects involving varied skilled individuals to develop cross country bonds and learn from each other's strengths and also get acquainted with each other's culture, values and work ethics.

In the wake of uncertainties and travel restrictions due to COVID 19 pandemic, the Hackathon will be organized online using a digital collaboration platform in the month of January 2021 (dates to be confirmed soon). Student teams from all 10 ASEAN countries as well as India will be invited to participate in this digital online Hackathon.

Participating countries will not compete against each other but will collaborate, which means, each team will have participants from different countries working together during the Hackathon. List of problem statements for the ASEAN-India Hackathon will be decided in due course in consultation with ASEAN countries. Some of the suggested areas include blue economy, agriculture, tourism, health care and medical devices, environment, education, water and smart cities and campuses (involving energy, transportation, security)

To organize this hackathon, MoE's Innovation Cell (MIC), All India Council for Technical Education (AICTE) will collaborate with the Ministry of External Affairs (MEA) and ASEAN countries. MEA will be requested to identify 'Nodal Agencies' in each of the ASEAN countries. These nodal agencies will be responsible to identify students, mentors and all logistics related support for teams from their respective countries.

Overview

Hackathons help students implement their academic skills in practical problem solving with more confidence, motivation and clearer concepts along with development of better analytical skills. They also help in developing their cognitive skills, emotional stability, creativity and design thinking.

The expected outcomes of ASEAN-India Hackathon may include:

i. Providing an opportunity to youngsters to collaborate across borders for better understanding the challenges faced by the humanity and working towards finding solutions;

ii. Helping the nations to develop more awareness among students regarding challenges that the societies and nations have;

iii. Engaging students more actively on issues related to social concern;

iv. Helping teams interact and learn from different countries and cultures to grow as global citizens;

v. Developing advance engineering skills, making them more employable and entrepreneurial;

vi. Encouraging students for building technology-based start-ups, thus contributing in economic independence of the nation as well as creating more employments.

Roles of Nodal Agency

Nodal agencies will be identified in all ten ASEAN Member States to coordinate for smooth flow of the events. The nodal agencies can be universities, governing or regulatory bodies etc. that will assist in:

   i. Identifying potential participants from their countries;

   ii. Inviting officials and delegates from their country for ASEAN-India Hackathon 2020;

   iii. Information exchange to relevant stakeholders;

   iv. Identifying and Finalizing Problem Statements;

   v. Identifying mentors which are experts from Industries having relevant experience in their domain. The mentors can also be selected from academia for the Hackathon, but preference should be given to the experts shortlisted from industry background;

   vi. Communication, Management and Coordination with all the stakeholders from their country for organizing webinars, conferences etc. as a part of the Hackathon;

   vii. Any other help the executive committee may find necessary;

ASEAN Member States and Indian Missions to popularize the Hackathon.

Methodology

This Hackathon will provide a unique opportunity to India and ASEAN countries to solve common problems thrown as challenges by those countries. Students learn and work together for about one to three months' duration virtually or in research institutions, in any one of those countries, with all facilities to convert their ideas into products and then come together for the final program. The methodology could be summarized as follows:

1. The ASEAN-INDIA Hackathon is proposed to be organized virtually through an online platform, considering the current COVID 19 pandemic. The hackathon would be for 36

hours through an online platform based on the problem statements identified. The student teams will work for 3 days and results will be announced on 4th day of the hackathon. The students will work for 12 hours approx. each day to create the best solution for the problem statement.

2. The problem statements will be picked from the emerging theme of social relevance. The problem statements under the selected themes will be decided later with mutual consultations. Each problem statement will be shared with a minimum 2 teams. A committee of experts drawn from industry and academia would be formed to evaluate the problem statements shared by all the countries through their Ministry of External Affairs. The problem statements under the selected themes will be shared with a minimum 2 teams.

3. The hackathon in India will be organized in collaboration with the Ministry of External Affairs, Ministry of Education (MoE), AICTE and MoE's Innovation Cell (MIC).

4. An awareness session/ workshops / webinar could be conducted for all participating teams who register for the hackathon through online video conferencing mode. The students could be explained the complexities, dependencies and impacts of problem statements before they submit their ideas. The interactive session could also include key people from Secretariat to discuss various aspects of collaboration of all the countries.

5. Outreach to students about the Hackathon could be made through the nodal agencies identified in each of the 10 ASEAN countries. The participants will be given e-certificates after the final program.

6. Teams could submit their ideas in the form of presentations and small Proof of Concept to support their design/Idea.

7. A maximum of 55 teams (up to 5 teams from each ASEAN countries and India) from all the 11 countries could participate with 6 students and 2 mentors' (from Industry or Academia to guide the students) in each team. Each team will consist of students from at least 3-4 countries who will work in a collaborative manner and get rich exposure and experience, not only about Online hackathons, but culture, work practices from different countries. Considering these modalities, we will have 30 students and 10 mentors participating from each ASEAN country.

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8. The prize money will be provided to the top 3 winning teams.
9. The Hackathon would have a schedule, which includes scheduled time for hackathon inauguration and valedictory sessions, time for evaluation sessions etc. all through online platform

Task Type	Task Detail
Initiation of Platform Development	Platform to engage students, mentors and all relevant stakeholders. The platform development is taken care by MoE's Innovation Cell and AICTE.
Identification of Nodal Agencies from ASEAN Countries	Nodal agencies from ASEAN countries will be responsible to manage and coordinate with organizing team for ASEAN-India hackathon.
Themes/Problem Statements for Hackathon	Mutual discussion is needed among ASEAN Counterparts to finalize appropriate themes and problem statements on which students will work.
Login Portal for ASEAN-India Hackathon for Nodal Agencies	A unified platform is being developed where the nodal agencies can submit and check all the relevant information related to the ASEAN-India Hackathon
Idea Submission and Shortlisting of Students	The nodal agency will be responsible to conduct various interviews/tests to shortlist some of the best students that will work on the problem statement finalized.
Data submission of participants	All ASEAN countries and Indian students will be shortlisted by the nodal agencies. This data will be submitted by the nodal agency on the ASEAN-India registration and submission portal (Link to be shared soon)

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Communication with Students	Prior Interaction with all the stakeholders and between the student team members to build team spirit & seamless communication.
Mentors Alignment	Mentors Registration and interaction needs to be scheduled to have proper queries and appropriate solutions for respective Themes/Problem Statements. The mentor data will also be submitted on the ASEAN-India portal.
Dignitaries and Delegates	In order to strengthen the cross-border ties, the dignitaries and delegates will work and discuss strategies for upcoming events between India and ASEAN countries. Also, the dignitaries and delegates can also join for the ASEAN-India Hackathon and interact with the students and mentors.
Training and Mentoring Sessions	Prior training and mentoring sessions will be held for the participants, nodal agencies and stakeholders involved to have clear idea for the online portal
Query Session	Multiple Query session will be scheduled to have a proper solution for any problem
Duration of ASEAN-India Hackathon	The 36 hours long hackathon is proposed to be conducted in the month of January 2021 where the student teams will work on the problem statement for 3 days and winners will be declared on the 4th day.

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ASEAN-India Hackathon 2020

S No.	Title	Detail
1	**Proposed Theme**	1) Blue Economy 2) Agriculture 3) Tourism 4) Healthcare and Biomedical Devices 5) Environment 6) Education 7) Smart cities and campuses
2	**Technology Needed**	To be decided based on the Problem Statements and Themes
3	**Venue for the Hackathon**	Online Hackathon through a digital coding platform
4	**Date for the hackathon**	January 2021
5	**Team formation**	Up to a total 5 teams per theme/problem statement, with each team comprising 6 students from any of the 10 ASEAN countries and India, along with 2 mentors. Considering these requirements, we will have 30 students and 10 mentors from each of the ASEAN countries. Teams for the hackathon will be formed including students and mentors from various countries to work in a collaborative manner through an online platform.
6	**Identification of Students**	30 students and 10 mentors shall be identified by each country
7	**Duration**	36 Hours online competition with intermittent breaks, Yoga, Zumba, Exercise
8	**Objective**	To come-up with innovative solutions, opportunity for start-ups, collaborative research

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