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REPORT

Details of Activity:

Name of the Activity	"INNOVEXA" Hardware Hackathon and Pitch		
Date & Time	8 Hours	**Department / Committee**	Mechanical/MESA
Venue	IDEA Lab, SJCEM	**No. of Participants**	42 teams
Nature of Activity	Hackathon	**Mode of Activity**	Offline
Name of Activity In-charge	Mr. Sangam Rane	**Name of Activity Coordinator**	Mr. Sangam Rane
Name and Affiliation of Resource person	Dr. Kishor Rambhad, Dr. Adwait Vaidya, Mr. Chirag Kadu, Mr. Jagdish Pawar		

Activity Information:

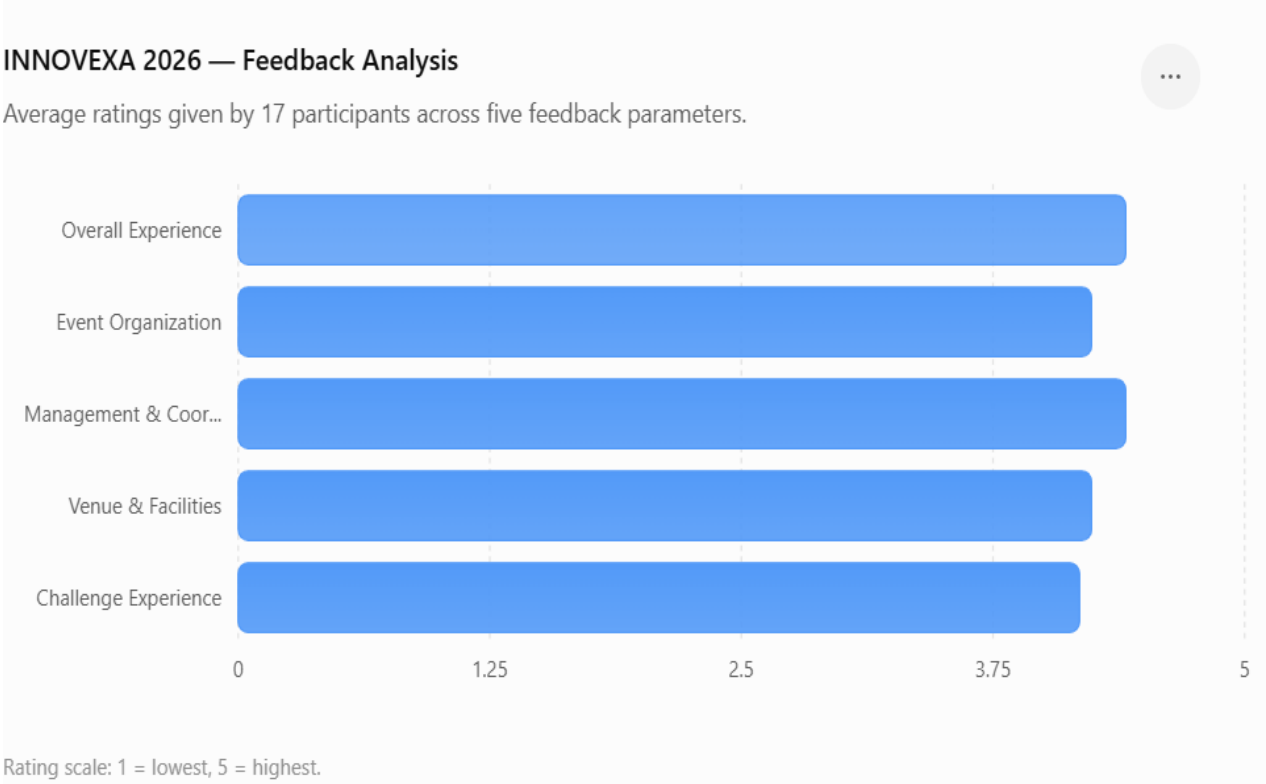
Objectives	**The key objectives achieved through this Hackathon were:** • To encourage **innovation** and creative problem-solving through real-world engineering challenges. • To provide **hands-on experience** in designing and developing basic prototypes. • To enhance teamwork, technical skills, and practical application of **engineering knowledge**. • To **develop** students' communication, presentation, and pitching skills. • To **motivate** students to transform innovative ideas into practical and impactful solutions.
Target Audience	Students
Methodology	INNOVEXA 2026 was organized in the form of an intensive hardware hackathon followed by a pitching session. Participants were encouraged to bring innovative ideas based on real-life problems. The event allowed participants to work on ideas originating from platforms such as Smart India Hackathon (SIH), Eureka, academic projects, or completely new concepts. Participants were not required to have a fully functional prototype. They were provided an opportunity to: - Identify a real-life problem. - Develop and refine an innovative solution. - Design the proposed system or product.

	- Build a basic prototype wherever feasible. - Utilize hardware, CAD, software, or other relevant technical approaches. - Work collaboratively as a team. - Present and pitch their solution before the judges. The hackathon provided an environment for participants to work within a limited time frame, encouraging rapid ideation, design, prototyping, testing, and presentation.
Outcomes	• Students gained practical experience **in designing and developing basic prototypes.** • Enhanced problem-solving, creativity, and innovative thinking through **real-world challenges**. • Improved **teamwork, collaboration, and technical skills.** • Developed better communication, presentation, and **pitching skills.** • Students gained exposure to converting ideas into **practical and feasible solutions.**

SWOT Analysis of the Event:

Strength	Weakness	Opportunity	Threats
• Hands-on and practical learning. • Encourages innovation and creativity. • Promotes teamwork and collaboration. • Provides real-world problem-solving experience.	• Limited 8-hour duration. • Limited time for complex prototypes. • Dependence on available resources. • Limited time for testing and refinement.	• Development of ideas into future projects. • Scope for participation in larger hackathons. • Opportunities for entrepreneurship and startups. • Collaboration with innovation and entrepreneurship cells.	• Technical issues during prototyping. • Unavailability of required hardware/components. • Time constraints during development. • Prototype failure during demonstration.

Feedback Analysis: *Feedback in graphical form*



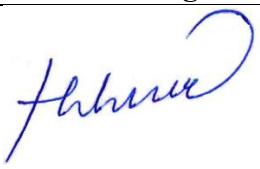
Geo-Tagged Photo :





Proofs & Documents Attached (Tick mark the proofs attached) :

	Notice / Brochure		Feedback Form
	Attendance list		Feedback Analysis
	Photos		Media News Details
	Certificate		Any Other

Prepared By	Checked By
Name & Dated Signature of Coordinator	**Name & Dated Signature of Committee In- charge**
	

Date of Activity: 2nd september,2026.

Date of Report Submission: 16th September 2026.

Reason for delay if any:



Approved By

HOD Signature

Date: 16th September 2026.