



GOPALAN
**COLLEGE OF ENGINEERING
AND MANAGEMENT**
Whitefield, Bengaluru



Report on “GCEM HACKS 4.0” 2026



**Organized by Department of
Computer Science Engineering &
Computer Science Engineering (AI & ML)**

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Event Overview

Title: GCEM HACKS 4.0(24 Hour Hackathon)

Dates: 5th & 6th May 2026.

Mode: Offline.

Venue: Gopalan College of Engineering and Management, Bengaluru.

Organized by: Dept. of CSE & CSE-AI & ML.

Event Sponsored By: IEEE Young Professionals Bangalore Section and Gopalan College of Engineering and Management.

GCEM HACKS 4.0(24 Hour Hackathon) an intercollegiate hackathon , organized by the Department of CSE & CSE-AI&ML, Gopalan College of Engineering and Management, Bengaluru – on the college campus on 5th and 6th May 2026.

The hackathon brought together enthusiastic innovators, developers, and young engineers from various institutions across Karnataka to collaborate, innovate, and develop impactful technological solutions.

The primary objective of the event was to encourage students and young professionals to enhance their problem-solving, teamwork, innovation, and technical skills through a competitive and collaborative learning environment. The event strongly aligned with the vision of **IEEE Young Professionals** by fostering industry-oriented learning, interdisciplinary collaboration, networking opportunities, and innovation-driven thinking among students and early-career professionals.

A total of **50 teams** participated in the hackathon, including **21 teams** from Gopalan College of Engineering and Management and **29 teams** from various colleges across Karnataka & Tamilnadu. The event recorded an impressive attendance of **197 participants**, comprising **88 internal participants** and **109 external participants**. Among the attendees, **28 participants** were IEEE members and **169 participants** were non-IEEE members.

The event was a grand success with active participation, innovative project ideas, enthusiastic teamwork, and excellent interaction between participants and mentors. The hackathon provided a valuable platform for students to showcase their creativity and technical expertise while addressing real-world challenges. The strong participation from external institutions, vibrant competitive spirit,

and collaborative atmosphere highlighted the growing interest in innovation and technology-driven events among young professionals and students.

GCEM HACKS 4.0 successfully created an engaging ecosystem for learning, networking, and innovation, further strengthening the spirit of technical excellence and professional growth promoted by IEEE Young Professionals.

The festivities kicked off with an **inaugural ceremony at 9:00 AM on 5th May** in the GIS Auditorium. The event was graced by the esteemed Principal of GCEM, Dr. Arun Vikas Singh, esteemed Director – IQAC & HOD of CSE Department Dr. Swathi, esteemed Head - CSE AI & ML and Professor Dr. Manoj Challa, esteemed Head – Center of Excellence, GGI Dr. Nageswara Rao, alongside a vibrant audience of participants and students from various colleges across the city.

The **Valedictory Ceremony** of the **ALGO–RHYTHM Fest 2026** took place at **3:30 PM on 6th May 2026** at Gopalan College of Engineering and Management. The ceremony marked the culmination of two days of exciting competitions, creativity, and collaboration.

The event began with a warm address, followed by the distribution of prizes to the winners. The honors were presented by the Principal of GCEM, Dr. Arun Vikas Singh, Head – Center of Excellence, GGI **Dr. Nageswara Rao, Dr. Manoj Challa**, HOD CSE(AI&ML), **Dr. Swathi Y**, HOD, department of Computer Science and Engineering along with esteemed Judges for the day -**Mr. S.Senthil Murugan**, Principal Engineer, Baxter Innovations & Business Solutions Pvt Ltd and **Dr. Sudhakar K. N** Associate Dean, School of Computer Science and Engineering, RV University, Bengaluru.

Their presence added significance to the ceremony and was greatly appreciated by all participants.

The atmosphere was filled with celebration and appreciation as students were recognized for their exceptional creativity, collaboration, innovation and efforts. The event concluded on a high note, leaving participants with a sense of accomplishment and anticipation for future editions of the Hackathon.

Gallery:







Participants

Participants Overview – GCEM HACKS 4.0 GCEM HACKS witnessed a vibrant turnout, with 50 registrations **and a total of 197 participants representing** external colleges **across the region.**

Participating Colleges Included:

- Rathinam Technical Campus, Tamil Nadu.
- Cambridge institute of technology.
- ATME College Of Engineering
- Siddaganga Institute of Technology
- Nagarjuna college of engineering and technology
- Rajarajeswari college of Engineering
- East Point College of Engineering & Technology (EPCET)
- New Horizon College of Engineering
- Mangalore Institute of technology and engineering
- Dayananda Sagar Academy of Technology and Management
- HKBK College of Engineering
- Brindhavan College of Engineering
- MVJ College of Engineering
- Gopalan college of engineering and management

Participant :

- **External participants:** 109 students from various colleges
- **Gopalan Group participants:** 88 students

Registration :

- **Total registrations:** 50
 - From **Gopalan Group of Institutions:** 21
 - From **Other colleges:** 29

Program Schedule with speakers

GCEM Hacks 4.0 – 24 Hour Hackathon

Date & Time: 5th May 8.30 am to 6th May 4.30 pm

Venue: GIS - Auditorium

Hackathon Schedule

5 th May 2026	
Time	Activity
8:30 AM – 9:00 AM	Reporting & Registration Verification
9:00 AM – 9:30 AM	Inauguration Ceremony & Theme Reveal – GIS - Auditorium
9:30 AM	Hackathon Kickoff
9:30 AM – 11:30 AM	Building solutions – Hack time
11:30 AM – 12:30 PM	First Review Round
12:30 PM – 1:30 PM	Lunch, Venue: Hostel
1:30 PM – 5:00 PM	Building solutions – Hack time
5:00 PM – 5:30 PM	Evening Snacks, Venue: Hostel
5:30 PM – 8:00 PM	Building solutions – Hack time
8:00 PM – 9:00 PM	Dinner, Venue: Hostel
9:00 PM – 10:30 PM	Second Review Round
10:30 PM – 12:00 AM	Open Discussions / Stretch Break
6 th May 2026	
Time	Activity
12:00 AM – 6:30 AM	Building solutions – Hack time
6:30 AM – 8:00 AM	Third Review Round – Announcement of final 20 teams moving to final evaluation
8:00 AM – 9:00 AM	Breakfast, Venue: Hostel
9:00 AM – 9:30 AM	Hackathon Ends
10:00 AM – 11:30 AM	Final Presentations & Judging
11:30 AM – 12:30 AM	Prize Distribution & Valedictory Venue: GIS - Auditorium.
12:30 PM – 1:30 PM	Lunch, Venue: Hostel

* Note: Schedule is subject to minor changes. All participants will receive real-time updates through WhatsApp.

Judges:

Mr. S.Senthil Murugan

Principal Engineer

Baxter Innovations & Business Solutions Pvt Ltd

Dr. Sudhakar K. N

Associate Dean, School of Computer Science and Engineering,
RV University, Bengaluru

Winners

First Place

Team Name: Innovex

College: East Point College of Engineering

Cash Prize: 20,000

Second Place

Team Name: Ek Tha Bug

College: Goapalan College of Engineering and Management.

Prize: ₹15,000

Third Place

Team Name: U & I

College: Goapalan College of Engineering and Management.

Prize: ₹10,000

Consolation Place

Team Name: GG

College: Goapalan College of Engineering and Management.

Prize: ₹2500

Consolation Place

Team Name: Bugs Bunny

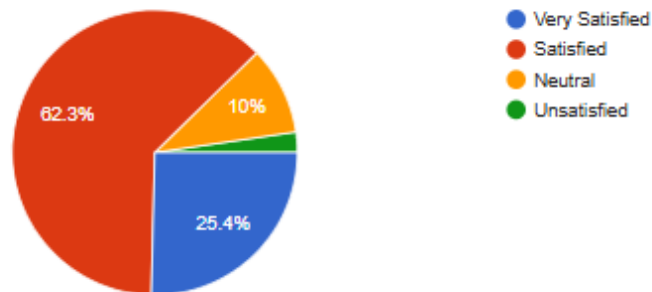
College: New Horizon college of Engineering

Prize: ₹2500

Feedback Summary

Overall, how satisfied were you with the hackathon

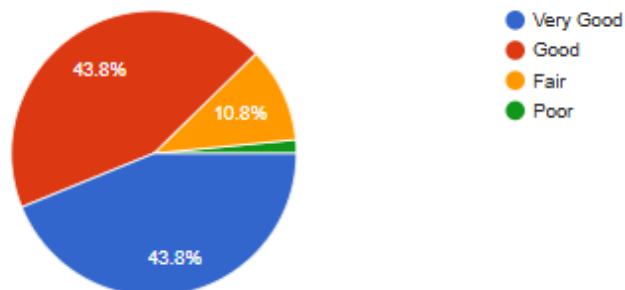
130 responses



How would you rate the event's organization?

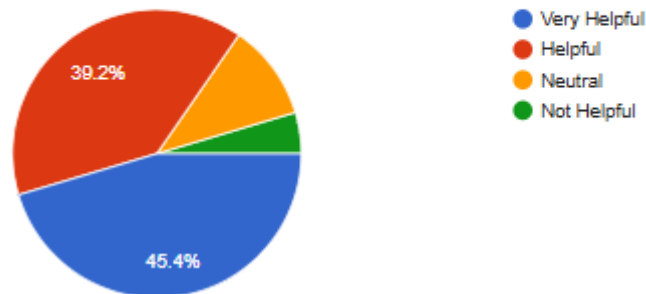
(Consider aspects such as registration, schedule, communication, etc.)

130 responses



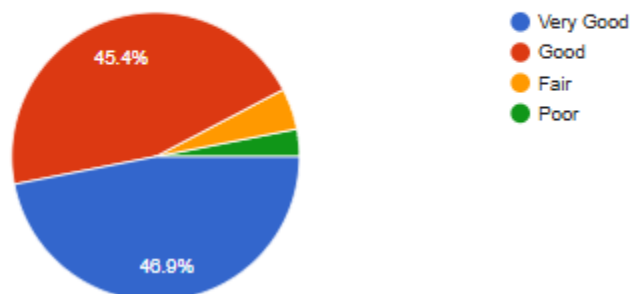
How helpful was the event's theme or challenge in stimulating your creativity?

130 responses



How would you rate the Hospitality and Facilities:

130 responses



What aspects of the hackathon did you like:	What aspects of the hackathon could be improved:
I really liked the collaborative environment, innovative ideas from other teams, and the support from mentors. The competitive atmosphere pushed me to perform better and learn new technologies.	The hackathon could be improved by providing more time for development and access to mentors during critical phases. Additionally, smoother coordination and timely updates would enhance the overall experience.
Beds provided to rest	Theme selection
The teamwork, creative challenges, learning experience, and overall competitive environment made the hackathon enjoyable.	No comments
Beds provided to sleep	Use voted for theme selection
Hospitality	Theme selection
Team working	Knowledge and technologies
Theme	Give more related theme that make us to choose and deliver a better output product
Arranged rest areas for boys and girls	The food was not good , improve the food
Volunteers encouragement and support	There are some wifi issues for some time
We took 24 hrs to solve a problem and we gained knowledge about how to use AI tools effectively.	I guess nothing.
Hospitality, food and volunteer support	Stick to 24 hour

Food , Hospitality and Wifi..	Strict to 24 hour and give results early
liked the teamwork, real-world problem-solving, and the chance to learn new skills in a limited time.”	Nothing
Everything	All good
Suggestion from judges	In entertainment
Team collaboration	Nothing
Organisation and management	No
Solution identification	Nothing
Food	Nothing
Learning environment	
Was organised properly	
Environment	Nothing
Food, washroom, sleeping	..
Enjoyed every moment	Judging time
Hospitality	Themes of problems
Solving the problem and web designing	
The way they guide us	Sleeping facilities
Hospitality	No
The way of presentation	Our problem solving skill and communication skill
The whole hackathon	
Solution identification	Nothing
Hospitality	Nothing is there everything was good
The way of guidance throughout 24 hours was very good	Sometimes there was network interruption rest all was good
I really appreciated the well-structured organization of the hackathon, the supportive environment created by the coordinators and mentors, and the opportunity to interact with innovative ideas from other participants.	The hackathon experience was overall very positive.
Competitiveness	Nothing
Hospitality	Nothing
Main motive of hackathon	Over time
Collaboration: Working within a team to brainstorm and execute a project under pressure. Problem-Solving: The challenge of building a functional prototype from scratch in a limited timeframe. The Environment: The energy of the venue, the quality of the workshops, or even the food and swag provided.	Everything is good
The co-ordination from co-ordinators	Everything was quiet good
hospitality	everything was good

I liked the innovative environment, interaction with mentors and participants, teamwork experience	Nothing
The theme was not generic and forced us out of our comfort zone	All good
Fair judgement	.
Event management	Nothing

Press release

BUSINESS NEWS

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Monthly Business Magazine

TECHNOLOGY

GCEM Hacks 4.0 Concludes, Highlights Innovations by 200 Plus Young Tech Talents

By Jishu
MAY 11, 2026

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This dynamic two-day event drew enthusiastic participation from 50 teams, totaling over 200 students from prestigious institutions across India, including Rathinam Technical Campus, Mangalore Institute of Technology and Engineering, New Horizon College of Engineering, Cambridge Institute of Technology, Rajarajeswari College of Engineering, ATME College of Engineering, Siddaganga Institute of Technology, East Point College of Engineering and Technology, Nagarjuna College of Engineering and Technology, Dayananda Sagar Academy of Technology and Management, HMRV College of Engineering, Birla Institute of Technology and Science, and many others.

You Get a Dose of Sports News

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Impact and Outcomes

Key Impacts of GCEM HACKS 4.0

- Enhanced students' practical exposure to emerging technologies such as AI/ML, Web Development, IoT, and Full-Stack Development.
- Strengthened collaboration between academia and industry through mentoring and evaluation by industry experts.
- Encouraged interdisciplinary teamwork and peer learning among participants from different institutions.
- Improved participants' confidence in project development, presentation, and pitching skills.
- Provided networking opportunities with mentors, judges, and fellow innovators.
- Motivated students to pursue innovation-driven projects and startup ideas.
- Promoted IEEE values of technological advancement, professional growth, and innovation for societal benefit.

Outcomes of the Event

- Several innovative prototypes and working models were developed during the hackathon.
- Participants gained hands-on experience in solving real-world challenges within a limited timeframe.
- The event helped students understand the complete product development cycle, from ideation to implementation and presentation.
- Students improved their coding efficiency, debugging, documentation, and team coordination skills.
- The hackathon created awareness about competitive coding culture and innovation ecosystems among students.
- Participants received mentorship and constructive feedback from industry professionals, helping them refine their technical and presentation abilities.
- The event strengthened the reputation of Gopalan College of Engineering and Management as a hub for technical innovation and student engagement.

Broader Educational and Professional Outcomes

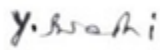
- Encouraged experiential learning beyond classroom education.
- Fostered entrepreneurial thinking and problem-solving mindset among young engineers.

- Increased student interest in participating in future hackathons, research activities, and technical competitions.
- Helped participants build stronger resumes and portfolios through project-based learning experiences.
- Contributed to the development of a collaborative technical community among IEEE student members and technology enthusiasts.

Conclusion

GCEM HACKS 4.0 created a strong platform for innovation, collaboration, and technical learning among engineering students. The 24-hour offline hackathon encouraged participants to develop real-time problem-solving skills under pressure while working on innovative technology solutions. The event successfully promoted creativity, teamwork, leadership, and rapid prototyping among young developers.

GCEM HACKS 4.0 successfully demonstrated how hackathons can serve as effective platforms for innovation, skill enhancement, and industry interaction while empowering students to create impactful technology solutions.



Dr. Swahi Y

HOD-CSE



Dr. Manoj Challa

HOD-CSE (AI&ML)



Dr. Arun Vikas Singh

PRINCIPAL