

Report on National Level Hackathon “HACKFUSION 2K26”

The Departments of Computer Science and Engineering and Computer Science & Engineering (AI & ML), KLS Vishwanathrao Deshpande Institute of Technology (KLS VEDIT), Haliyal, successfully organized a **24-hour National Level Hackathon “HACKFUSION 2K26”** on **10th and 11th April 2026**.

The event was conducted under the guiding motto “**Collaborate, Code, Conquer,**” with the objective of fostering innovation, creativity, and technical excellence among students by encouraging them to solve real-world problems through technology.

Objectives

- To promote innovation and problem-solving skills among students
- To provide hands-on experience in real-time application development
- To encourage teamwork and collaboration across institutions
- To bridge the gap between academic learning and industry expectations

Participation Details

- **Teams from KLS VEDIT:** 38 (168 students)
- **Teams from Other Institutions:** 43 (189 students)
- **Total Participants:** 357 students

Themes of the Hackathon

The hackathon focused on three major themes:

- **Sustainable Living**
- **HackSecure**
- **Artificial Intelligence Innovation**

Event Execution

The hackathon was conducted continuously for **24 hours**, during which participants worked in teams to design and develop innovative software solutions. The event provided an intense and competitive environment that encouraged creativity, collaboration, and real-time problem-solving.

Jury Members

The projects were evaluated by a panel of industry experts:

- Mr. Gajendra Deshpande, Founder & Managing Director, Theta Dynamics
- Mr. Anil Harihar, Architect, Wipro
- Mr. Hanamant Kulkarni, Founder & Director, iStaff Vision Consulting LLP
- Mr. Sourabh Patil, Technology Lead, Infosys
- Mr. Bharath Iyli, AI/ML Engineer, Arctictiern Solutions, Bangalore

Evaluation Criteria

Projects were assessed based on:

- Innovation and originality
- Technical feasibility and implementation
- Relevance to the problem statement
- Presentation and teamwork

Winners and Prizes

Cash prizes were awarded for each theme as follows:

- **First Prize:** ₹12,000
- **Second Prize:** ₹8,000
- **Third Prize:** ₹5,000

Sustainable Living

- **1st Prize:** Supreet, Sucheendra, Pratham, Dhruv Kumar, Ahmed (SDM Engineering College, Dharwad)
- **2nd Prize:** Manoj, Abhishek, Heena, Nivedita, Harshini (KLS VDIT, Haliyal)
- **3rd Prize:** Heena Attar, Surabhi, Ritu, Sangeeta, Navin Gowda (KLS VDIT, Haliyal)

HackSecure

- **1st Prize:** Rishikesh, Omkar, Shivam, Omkar K (SIT, Yadrav, Ichalkaranji)
- **2nd Prize:** Bhakti, Srushti, Pooja, Sakshi (KLS GIT, Belagavi)
- **3rd Prize:** Ananya, Supreet, Aditya, Pratham (KLS VDIT, Haliyal)

Artificial Intelligence Innovation

- **1st Prize:** Pradeep, Rumman, Parshuram, Saqib (AGMR College, Varur)
- **2nd Prize:** Deep S, Deep N, Anjali, Chaithra (KLS VDIT, Haliyal)
- **3rd Prize:** Abhay, Aditya, Anant, Omkar (KLS VDIT, Haliyal)

Logistics and Arrangements

- Well-equipped computer labs and uninterrupted internet facilities
- Food and refreshments provided throughout the 24-hour duration
- Accommodation arranged for outstation participants
- Cultural activities conducted to maintain engagement

Dignitaries

The event was conducted under the leadership of **Dr. V. A. Kulkarni, Principal, KLS Vdit**, along with the presence of Deans, Heads of Departments, and faculty members.

Coordination

The hackathon was coordinated by **Dr. Venkatesh Shankar**, Head of the Department of Computer Science and Engineering, and **Dr. Poornima Raikar**, Head of CSE (AI & ML), with the support of faculty members and student volunteers.

Outcome

The hackathon provided a valuable platform for students to:

- Enhance their technical and problem-solving skills
- Develop innovative and practical solutions
- Collaborate with peers from diverse institutions
- Gain exposure to industry-oriented evaluation standards

Conclusion

“HACKFUSION 2K26” concluded successfully, achieving its objective of promoting innovation, collaboration, and technical excellence among students in a competitive and dynamic environment.





