

“MAKE-A-THON2019”

3rd & 4th OCTOBER 2019

DBIT will lead in entrepreneurship in the area of sustainable technologies.

Start-up is a buzz word in Maharashtra today and many Hackathons are being organized. However, hardware editions of hackathons are not regular and large numbers of students who want to participate in hackathons are deprived of this experience. To cater this need E-Cell and PIC Department of Mechanical Engineering of Don Bosco Institute of Technology, Mumbai is organizing a flagship event on “start-up” and entrepreneurship “Make-a-Thon 2019”. The overview and flow of event draft is attached with for your reference and perusal.

THE THEME OF THIS YEAR EVENT IS:

1. Green Technologies
2. Water Management
3. Waste Management
4. Energy management

We have floated 7 problem statements and we are open to student ideas also which are in-line with the event theme.

THE EVENT SCHEDULE IS AS FOLLOWS:

1. First stage presentations on idea by Makers: 13-09-2019
2. Prototype fabrication & Presentation: 03-10-2019
3. Expert Talks and Pitching by Makers: 04-10-2019

PRIZES:

The winners of Make-a-Thon 2019 will receive following prizes by Navyuvak Entrepreneurs Goregaon, Mumbai:

1. First Prize: Rs 2.5 lakhs of worth working capital
2. Second Prize: Rs 1.5 lakhs of worth working capital
3. Third Prize: Rs 1 lakh of worth working capital

TOTAL REGISTRATION:

Already 29 Maker groups have registered.

Through organization of this type of events, we endeavour to come up with substantial number of “**Student start-ups**” from our campus.

DEPARTMENT OF MECHANICAL ENGINEERING

PLACEMENT & INCUBATION CELL (PIC)

TEAM MEMBERS

Dr. Pradeepkumar Suryawanshi(Co-ordinator)

Prof. Sudhakar Ambhore

Prof. Nilesh Gaware

Prof. Madan Kulkarni

Prof. Babitha Devdas

Prof. Sachin sheravi

MAKE-A-THON 19'

Overview

Make-A-Thon is an event where students from various departments at the DBCL level collaborate for limited time (2-3 months) to ideate, create & deliver solutions to various challenges & problems, either of their interest or from the database of problems provided by the Make-a-thon organizers. Event kick-starts with challenges being selected/proposed to participants, for which they have to come up with an innovative solution and develop a prototype within 3 months of Ideation. Solutions can be based on hardware and software projects and are refined based on feedback from faculty and other industry experts.. Event concludes with judging and prize distribution/incubation.

Goals

1. To increase initiative & participation amongst students to take up various technical and non-technical projects, as well as create an innovative and problem solving mentality among them.
2. To bring forward ideas from aspiring/existing problem solvers in DBCL, and assist them with various resources, networks and financial expertise they may require to develop their idea into a minimum viable product/ revenue generating model.
3. To provide a proper working space, map already existing institute resources & equipments, a database faculty subject experts & mentors to ensure an helping environment that aids and motivates student project/ideas.

ROLES & DUTIES:

1. Maker: Each participant of the competition will be called a 'Maker'.
2. Faculty Mentor: A faculty subject expert who will be assigned to mentor each Maker group. They will set targets, milestones as well as guide each group.

FLOW OF EVENT:

1. **Introduction stage** : At the start there will be an introduction about what a Makeathon is and how the general process will look like. Each participant will be called a 'Maker', and can form groups of upto 4 Makers per group. Per group, a faculty mentor will be assigned.
2. **Idea Selection Stage** : Makers will select the best ideas to work on for the duration of the Makeathon, either from problems they see viable or from the provided database. Focus will be on achievable time-constrained results. (Self selected problems will be evaluated by the organizing committee before approval.)
3. **Implementation stage** : After selection, the real work will start. You will be offered help through the available technical and non technical expertise, resources, equipment during the course of the Make-a-thon.
4. **Evaluation Stage**: At the end of a set time frame, Makers will have to present their current progress to respective allocated Faculty Mentors to ensure accountability and achievements of targets.
5. **Presentation stage** : At the end of the Makeathon there will be some a presentation of your prototype & results. Students will be asked to explain why's and how's of their project. Live demonstration of the
6. **Wrap-up stage** : The host of the event will present some concluding remarks, followed by declaration of winners.