Annexe 'A'

Un Hackathon est un événement qui promeut le développement durable en trouvant des solutions à n'importe quel problème rencontré par n'importe quel pays grâce à la programmation informatique collaborative. De plus, la Hackathon promeut une culture d'innovation et d'entrepreneuriat au sein des établissements d'enseignement. Le Heckathon aide également les étudiants à mettre en œuvre leurs compétences académiques dans la résolution de problèmes pratiques avec plus de confiance, de motivation et des concepts plus clairs ainsi que le développement de meilleures compétences analytiques. Ils aident également à développer leurs compétences cognitives, leur stabilité émotionnelle, leur créativité et leur conception.

2.	Le Hackathon Inde-Afrique proposé sera en ligne et pendant 36 heures. Il offrira des opportunités uniques à tous les pays africains et à l'Inde de faire progresser leur développement économique grâce à la collaboration dans les domaines de l'éducation, de la science et de la technologie, l'échange de leadership réfléchi, le travail et la collaboration sur des projets impliquant des personnes qualifiées variées pour développer des liens transnationaux et apprendre des forces de chacun et également se familiariser avec la culture, les valeurs et l'éthique de travail de chacun. Des équipes d'étudiants de tous les pays Africains ainsi que de l'Inde seront invitées à participer à ce Hackathon numérique en ligne. Chaque équipe aura des participants de différents pays travaillant ensemble pendant le Hackathon.

3.	La liste des énoncés des défis pour le Hackathon Afrique-Inde sera décidée en temps voulu en consultation avec les pays Africains. Les domaines suggérés sont : Éducation, Énergie/Durabilité, Environnement/Changement climatique.

4.	Les résultats attendus du Hackathon Afrique-Inde peuvent inclure :

i)	Offrir aux jeunes l'opportunité de collaborer au-delà des frontières pour mieux comprendre les défis auxquels l'humanité est confrontée et travailler à la recherche de solutions ;

ii)	Aider les nations à sensibiliser davantage les étudiants aux défis auxquels les sociétés et les nations sont confrontées ;

iii)	Engager plus activement les étudiants sur les questions liées aux préoccupations sociales ;

iv)	Aider les équipes à interagir et à apprendre de différents pays et cultures pour devenir des citoyens du monde ;

v)	Développer des compétences avancées en ingénierie, les rendant plus employables et plus entrepreneuriales ;

vi)	Encourager les étudiants à créer des start-ups technologiques, contribuant ainsi à l'indépendance économique de la nation et à la création d'emplois.

5.	Pour organiser ce Hackathon, la Cellule d'innovation du Ministère de l'Éducation (MIC) et le Conseil Indien de l'Enseignement Technique (AICTE) collaboreront avec le Ministère des Affaires Extérieures (MEA), Gouvernement de l'Inde, le Bureau du représentant permanent en Inde, l'UNSECO et la section éducation de l'UNESCO collaborera.

6.	Des agences de coordination seront identifiées dans tous les États membres Africains pour coordonner le bon déroulement des événements avec l'équipe du MIC. Les agences de coordination peuvent être des universités, des organes de réglementation, etc., qui aideront	à :

i)	Identifier les participants potentiels de leur pays ;
ii)	Inviter des officiels et des délégués de leur pays pour le Hackathon Afrique-Inde ;
iii)	Échange d'informations avec les parties prenantes concernées ;
iv)	Identifier et finaliser les énoncés de défis;
v)	Identifier des mentors qui sont des experts universitaires et industriels pour le Hackathon ;
vi)	communication, gestion et coordination avec toutes les parties prenantes de leur pays pour l'organisation de webinaires, conférences etc, dans le cadre de l'Hackathon.

A Hackathon is an event which promotes sustainable development by finding solutions to any problem faced by any country through collaborative computer programming. Furthermore, Hackathon promotes a culture of innovation and entrepreneurship within educational institutions. Hackathon also 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.

2.   The proposed India-Africa Hackathon will be online and for 36 hours. It will offer unique opportunities to all African countries 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. Student teams from all African countries as well as India will be invited to participate in this digital online Hackathon. Each team will have participants from different countries working together during the Hackathon.

3.   List of problem statements for the African-India Hackathon will be decided in due course in consultation with African countries. The suggested areas are: Education, Energy/Sustainability, Environment/Climate Change.

4.   The expected outcomes of Africa-India Hackathon may include:

i)   Provide an opportunity to youngsters to collaborte across borders for better understanding the challenges faced by the humanity and working towards finding solutions;

ii)   Help the nations develop more awareness among students regarding challenges that the societies and nations have;

iii)   Engage students more actively on issues related to social concern;

iv)   Help teams interact and learn from different countries and cultures to grow as global citizens;

v)   Develop advance engineering skills, making them more employable and more entrepreunarial;

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

5.   To organize this Hackathon, Ministry of Education Innovation Cell (MIC) and All India Council for Technical Education (AICTE) will collaborate with the Ministry of External Affairs (MEA), Government of India, Office of Permanent Representative to India UNSECO and UNESCO's education section will collaborate.

6.   Nodal agencies will be identified in all African member states to coordinate for smooth flow of the events with MIC team. 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 the African-India Hackathon;
iii)   information exchange to relevant stakeholders;
iv)   identifying and finalizing problem statements;
v)   identifying mentors which are experts from academic and industry for the Hackathon;
vi)   communication, management and coordination with all the stakeholders from their country for organizing webinars, conferences etc. as part of the Hackathon.

**Ministry of Education's Innovation Cell
& All India Council for Technical
Education**

Concept Note for India-AFRICA Hackathon

April 20, 2021

About India-AFRICA Hackathon 2020

The proposed INDIA-AFRICA Hackathon will be a 36 hrs online Hackathon which will offer unique opportunities to all AFRICAN countries 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. Student teams from all AFRICAN 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 AFRICAN-India Hackathon will be decided in due course in consultation with AFRICAN countries. The suggested areas are as follows;

1) Education

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2) Energy/Sustainability

3) Environment/Climate Change.

To organize this hackathon, MoE's Innovation Cell (MIC) and All India Council for Technical Education (AICTE) will collaborate with the Ministry of External Affairs (MEA). Office of Permanent Representative to India to UNSECO and UNESCO's education section will collaborate. African Countries will be requested to identify 'Nodal Agencies' for their respective countries to coordinate with MIC team. 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 AFRICA-India Hackathon may include:

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

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

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

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

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

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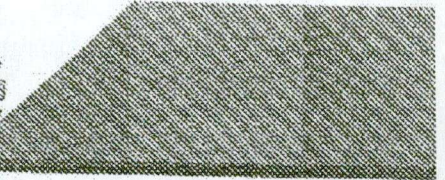
Roles of Nodal Agency

Nodal agencies will be identified in all AFRICAN 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 AFRICAN-India Hackathon 2021;

iii. Information exchange to relevant stakeholders;

iv. Identifying and Finalizing Problem Statements;

v. Identifying mentors which are experts from academia and industry for the Hackathon;

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;

AFRICAN Member States and Indian Missions to popularize the Hackathon.

Methodology

This Hackathon will provide a unique opportunity to India and AFRICAN countries to solve common problems thrown as challenges by those countries. Students learn and work together for about two 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 finally come together for a Grand Finale. The methodology could be summarized as follows:

1. The INDIA-AFRICAN 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.

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. A committee of experts drawn from industry and academia would be formed to evaluate the problem statements shared by all the countries.

3. From Indian side, the hackathon will be a collaborative initiative of Ministry of Education (MoE), Ministry of External Affairs, AICTE, MoE's Innovation Cell (MIC) and Permanent Delegation of India to UNESCO.

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 AFRICAN countries. In India, it will be done through social media, radio and other means by the Ministry of Education (MoE). The participants will be given e-certificates after the Finale

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

7. Each country will nominate maximum upto 60 students and 20 mentors. Each team will be created by mixing students from different countries to encourage spirit of collaboration. 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.

8. The Grand Finale for 36 hours will be organized virtually over suitable online platforms. The student teams will work for 4 days for 8 hours daily to create the best solution for the problem statement. The winners will be announced on the 4th day of the hackathon.

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| 9 | Prize Money | Rs. 75,00,000 (equivalent to 100,000 USD) |

ANNEXURE -I

For the present calculation, we used 1 USD= 75 Rs.

Category	Budget
Prize Money	100000 USD ~ Rs. 75 Lakh
Budgeting for probable fluctuation in international currency rate	Rs. 2 Lakh
Online tool/Manpower and Support	Rs. 20 Lakh
Media, Marketing and Promotion	Rs. 15 Lakh
Remuneration and honorarium to experts and evaluators. Mementos to Nodal Agencies and relevant stakeholders.	Rs. 23 Lakh
Miscellaneous	Rs. 15 Lakh
Total	Rs. 1.50 Crore (Approx.)

In case of any queries, please feel free to contact at the below details

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9. The prize money will be provided to the top 3 winning teams.
10. 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

India-AFRICA Hackathon 2020

S No.	Title	Detail
1	Proposed Theme	1) Education 2) Renewable Energy/Sustainability 3) Environment/Climate Change
2	Technology Needed	To be decided based on the Problem Statements and Themes
3	Venue for the Grand Finale	Online Hackathon through a digital coding platform
4	Date for the Grand Finale	Event Date: Tentatively in Oct 2021 (To be finalized later) Winner and Prize Declaration: Oct 2021
5	Team formation	Number of teams would be created per theme/problem statement, with each team comprising 6 students from any of the 54 AFRICAN countries and India, along with 2 mentors. 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	Each Nodal Centers will identify technical students (preferably computer sciences) from various technical institutes or universities. Also, mentors from various academics and industries will also be identified by the nodal centers
7	Duration	36 Hours online competition
8	Objective	To come-up with innovative solutions, opportunity for start-ups, collaborative research

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