



P R E S E N T S

INDUX 5.0 VU JUNIOR HACKATHON 2026

Theme: Innovating Today for a Smarter Tomorrow

Think Young • Build Smart • Innovate for Tomorrow

**A SCHOOL-LEVEL
INNOVATION CHALLENGE**

FOR STUDENTS OF CLASSES IX-XII



About the Hackathon

VU Junior Hackathon 2026 is a one-day national-level innovation challenge for school students, organized by **Vikrant University, Gwalior**, in association with **GoKloud** and **Arina.AI**.

Designed exclusively for students of Classes IX–XII, the hackathon provides a platform for young innovators to **think creatively, build innovative solutions and solve real-world problems**. It encourages curiosity, technology, teamwork and problem-solving, giving students an opportunity to transform their ideas into practical solutions with guidance from mentors from academia and industry.

Vision

To nurture a spirit of innovation among school students at an early age, encourage design thinking and technology adoption, and lay the foundation for future innovators, entrepreneurs, and problem-solvers who will help build a smarter Bharat.

REWARDS & RECOGNITION

- Total **Cash Prize: ₹10,000/-**
- Certificate of participation for every student
- Recognition and appreciation for participating schools and mentors



**02 NOVEMBER
2026**



**6-HOUR
INNOVATION
CHALLENGE**

**Offline
Mode**

REGISTRATIONS

OPEN

Last Date to Register **15 October 2026**

No Registration Fee

For more details contact:



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Venue:

Vikrant University,
Gwalior, M.P.

Website: https://vikrantuniversity.ac.in/indux_5.0_2026/jrhackathon/
Email: indux5.0_hackathon@vikrantuniversity.ac.in

Why Participate?

- **Real Problem Solving** – Work on practical, real-world challenges relevant to schools, communities, and everyday life
- **Hands-on Innovation** – Build a working idea or prototype within a single day
- **Mentor Support** – Get guidance from university faculty and industry experts throughout the event
- **Team Spirit** – Collaborate with friends and classmates to bring an idea to life
- **Early Exposure** – Experience a university-level hackathon environment before college

Eligibility & Team Formation

- Open to school students of **Classes IX to XII** (all boards)
- Team size: **2 to 4 students** per team
- Interdisciplinary and cross-class teams are welcome
- One accompanying teacher/mentor per school is encouraged (optional)
- **No registration fee**

SCAN TO REGISTER



Choose Your Problem Statement

No.	Problem Statement	Brief Description
1	Smart Classroom Innovation	Design a tool or app that makes classroom learning more interactive and engaging using digital technology.
2	AI Study Companion	Build an AI-based assistant that helps students revise, practice and clear doubts in their subjects.
3	Smart Attendance & Campus Records	Create a digital solution (QR/App/IoT based) to automate attendance and reduce paperwork in schools.
4	Campus & Student Safety Alert System	Develop an app or device that allows students to send quick alerts to teachers/parents in case of an emergency.
5	Smart Waste Segregation for Schools	Design a practical solution that encourages proper waste segregation and recycling within school campuses.
6	Water Conservation Tracker	Build a simple app or device to help schools and households monitor and reduce daily water wastage.
7	Student Mental Wellness Companion	Create a friendly digital tool that helps students manage stress, track mood, and access wellness tips.
8	Cyber Safety Shield for Students	Develop a solution that helps young users recognize and stay safe from cyberbullying, scams and unsafe content online.
9	Safe Route to School	Design a solution that improves road safety and traffic awareness for students commuting to and from school.
10	Digital Financial Literacy for Teens	Build a fun app or game that teaches school students the basics of saving, budgeting and smart spending.
11	Smart Kitchen Gardening Assistant	Create a tool that helps students grow and monitor a small kitchen garden at home or school using simple tech.
12	Disaster Preparedness Buddy	Develop an app or guide that prepares students and families to respond safely to earthquakes, floods or fire.
13	Assistive Tech for Inclusive Learning	Design a solution that makes learning and daily school life easier for differently-abled students.
14	Smart Energy Saver for Schools	Build an IoT or app-based solution to monitor and reduce unnecessary electricity usage in school buildings.
15	Open Innovation	Identify any real-world problem you care about and build a creative, practical, technology-driven solution — no fixed domain.

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