

cache-ho has partnered with GMRIT'S Hack for Humanity 2024

Note to Participants:

- The following problem statements may have broad scopes. Feel free to narrow down the focus and provide solutions for specific parts of the problem.
- Team Containing 3rd /4th year students belong to senior category
- Team Containing 1st / 2nd year students belong to Junior category
- Team Consisting of at least one 3rd or 4th year student is considered to belong to senior category
- Teams of a category must select problem statements from their respective category only

Senior Category:

1. **Accessibility Ally: Bridging the Digital Divide in Rural India**
Over 80% of rural Indians lack access to the internet, creating a significant barrier to education, employment, and essential services.
2. **Mental Wellness Maestro: Culturally Sensitive Teletherapy Platform for Adults**
The stigma surrounding mental health and lack of access to mental health professionals are significant challenges in India.
3. **Social Impact Strategist: Countering Misinformation in Rural Communities**
The spread of misinformation, particularly through social media, poses a significant threat to public health and social harmony in India.
4. **Telemedicine Platform for Rural Areas**
Develop a telemedicine platform that connects rural communities with healthcare professionals, allowing patients to receive medical consultations and advice remotely.
5. **Early Warning System for Natural Disasters**
Create an early warning system that utilizes data from various sources such as weather satellites, sensors, and social media to provide timely alerts and evacuation instructions for natural disasters like hurricanes, floods, or wildfires.
6. **Interactive Platform for Programming Students to Document and Share Work-Based Experiences**
Build an app or online platform which programming students can use to capture their work-based experiences and share these learning experiences with other students through text, photos, or videos.

Junior Category:

- 1. Empowering Indian Citizen through Legal Education on Human Rights**
Development of gamified platform on Human Rights to increase legal literacy and awareness among children in India that educates citizens about their rights and empowers them to stand up for themselves and others.
- 2. Job Posting Web Application:**
Develop a comprehensive web-based platform that facilitates the posting, discovery, and application process for job seekers and employers. The application should offer intuitive user interfaces, robust search and filtering capabilities, and seamless communication channels to streamline the recruitment process and enhance user experience.
- 3. Destination Discovery and Trip Planning Platform:**
Build a web-based platform that helps travelers explore destinations, find points of interest, create customized travel itineraries, and connect with local guides or travel experts. The platform should include interactive maps, reviews, and travel tips to inspire and assist users in planning memorable trips.
- 4. Cultural Custodian: Safeguarding Intangible Heritage in Rural Communities**
Traditional knowledge, art forms, and cultural practices face threats from urbanization and modernization.
- 5. Learning Management System**
Design a web-based LMS for schools, colleges, and training institutions to manage course content, assignments, grades, student progress tracking, and communication between teachers and students. The LMS should be user-friendly, customizable, and scalable to accommodate various educational institutions and learning environments.
- 6. Food From All Farmers: Combating Food Waste in Local Supply Chains**
In India, lots of food goes to waste because farmers struggle to sell it efficiently after harvesting. This hurts both farmers and consumers. We need a solution that helps farmers connect easily with buyers like local stores and customers using a web site or mobile app.

❖ For any Queries contact
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