

# **Datahack 2.0**

Date: 28th - 29th October, 2023

## No. of Participants: 330

#### **Objectives:**

• To provide participants with a platform for collaborative data analysis and problem-solving, centered around the theme of retro games, during a 24-hour datathon.



### **Content:**

On 28<sup>th</sup> and 29<sup>th</sup> October 2023, DJS S4DS hosted Datahack 2.0, a 24-hour datathon that garnered an overwhelming response with more than 1500 registrations. The event aimed to create an environment for participants to engage in collaborative data analysis and problem-solving, with a thematic focus on retro games. The datathon kicked off with an enthusiastic welcome from the organizing team, setting the stage for an exciting and intense 24 hours of data exploration. The theme, retro games, added a unique and nostalgic touch to the event, creating an engaging backdrop for the participants' analytical endeavours. Participants, comprising data enthusiasts, students, and professionals, immersed themselves in the challenges presented during the datathon. The datasets provided were curated to align with the retro games theme, requiring participants to apply their analytical skills to uncover insights and devise innovative solutions. The event was conducted with utmost precision and efficiency, ensuring a seamless experience for participants. The prize pool of 1.6 lakh rupees added a competitive edge, motivating participants to showcase their analytical prowess and vie for the top positions. As the 24-hour datathon reached its culmination, participants presented their findings and solutions, showcasing a diverse range of analytical approaches and insights. The atmosphere was charged with excitement as winners were announced, recognizing the outstanding contributions and problem-solving skills demonstrated by the participants.

#### **Outcome**:

• Datahack 2.0 emerged as a highly successful event, attracting a large and diverse pool of participants, who demonstrated exceptional skills in data analysis and problem-solving. The thematic focus on retro

games added a creative and enjoyable dimension to the datathon, fostering a sense of nostalgia and camaraderie among participants.

• The event achieved its objectives of providing a platform for collaborative learning, allowing participants to apply their data skills in a real-world context. The substantial prize pool further heightened the competitiveness, contributing to the overall success of Datahack 2.0. The event not only showcased the talent and enthusiasm within the data science community but also strengthened the reputation of DJS-S4DS.



