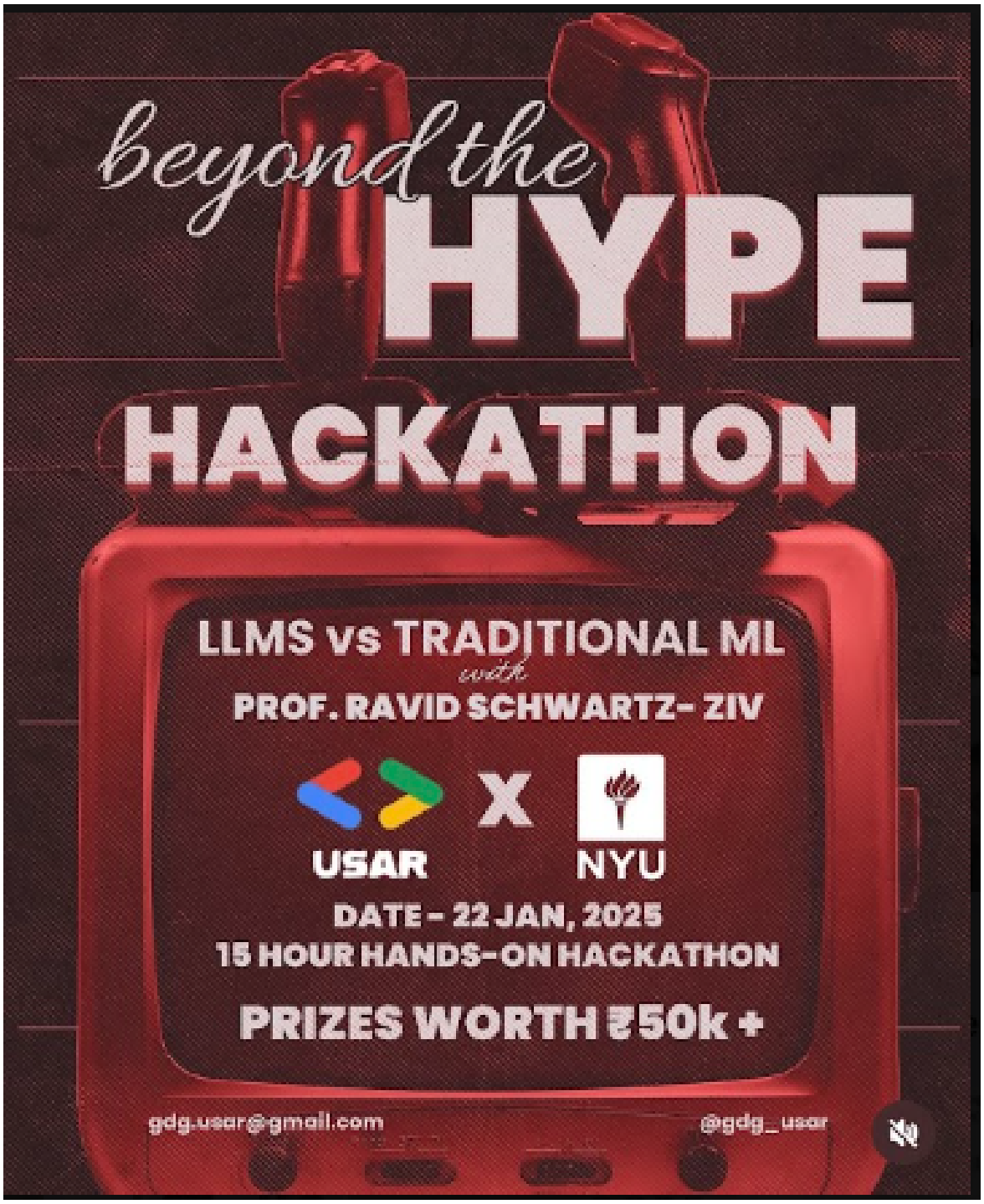
BEYOND THE HYPE HACKATHON



Beyond the Hype Hackathon

University School of Automation & Robotics (USAR), Guru Gobind Singh Indraprastha University
East Campus, Surajmal Vihar, Delhi – 110092
Organised by Google Developer Group (GDG) on Campus USAR – Event Report (Academic Year 2024–2025)

1. Event Details

Particulars	Details
Name of the event	Beyond the Hype – Two-Day Offline Hackathon
Organised by	Google Developer Group (GDG) on Campus, USAR, GGSIPU
Dates	22 and 23 January 2025
Timings	9:00 AM – 5:00 PM (Day 1); 9:00 AM – 4:00 PM (Day 2)
Venue	C-006, University School of Automation & Robotics, GGSIPU East Campus, New Delhi
Mode	Offline (in person), 15 hours over two days
Research collaborator	Prof. Ravid Shwartz-Ziv, New York University
Topic	Traditional LLMs vs Modern ML
Technology themes	Gemma, Kaggle, Machine Learning, Tensor Processing Units (TPU), TensorFlow, Vertex AI
Prize money	US $100

2. Introduction

GDG on Campus USAR organised Beyond the Hype, a two-day offline hackathon, on 22 and 23 January 2025 at the University School of Automation & Robotics. The hackathon was conducted in support of the research paper of Prof. Ravid Shwartz-Ziv of New York University, and its topic was Traditional LLMs vs Modern ML.

The event invited students to collaborate, solve real-world challenges and bring their ideas to life within a fixed time, in an environment that connected campus learning with ongoing academic research.

3. Objectives

- To support the research work of Prof. Ravid Shwartz-Ziv through practical, hands-on participation on the topic Traditional LLMs vs Modern ML.
- To give students hands-on experience of working with machine learning and large language model tools under time constraints.
- To encourage teamwork, innovation and problem solving among students.
- To expose students to academic research from an international institution.

4. Event Description

Beyond the Hype was a 15-hour, in-person hackathon held over two days. Day 1 ran from 9:00 AM to 5:00 PM and Day 2 from 9:00 AM to 4:00 PM in room C-006 of USAR. Participating teams worked on the central topic of Traditional LLMs vs Modern ML, with the event's technology themes covering Gemma, Kaggle, Machine Learning, TPU, TensorFlow and Vertex AI.

The hackathon was planned and coordinated by the GDG on Campus USAR team, including Ishan Malik (Organiser), Mukund Dixit (Technical Lead), Arpit Jain (Curator Lead) and Aryan Rai (Web Development Co-Lead).

5. Prize Money

A prize money of US $100 was offered for the hackathon, in addition to the recognition of participating in research-oriented work.

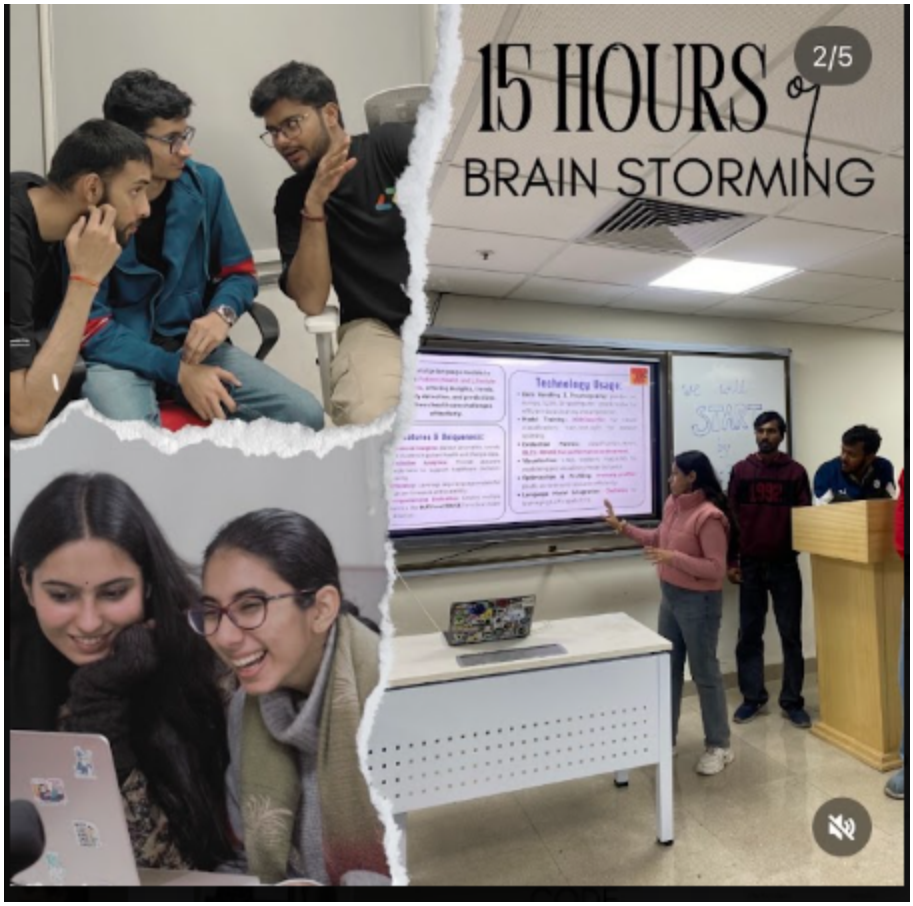
6. Conclusion

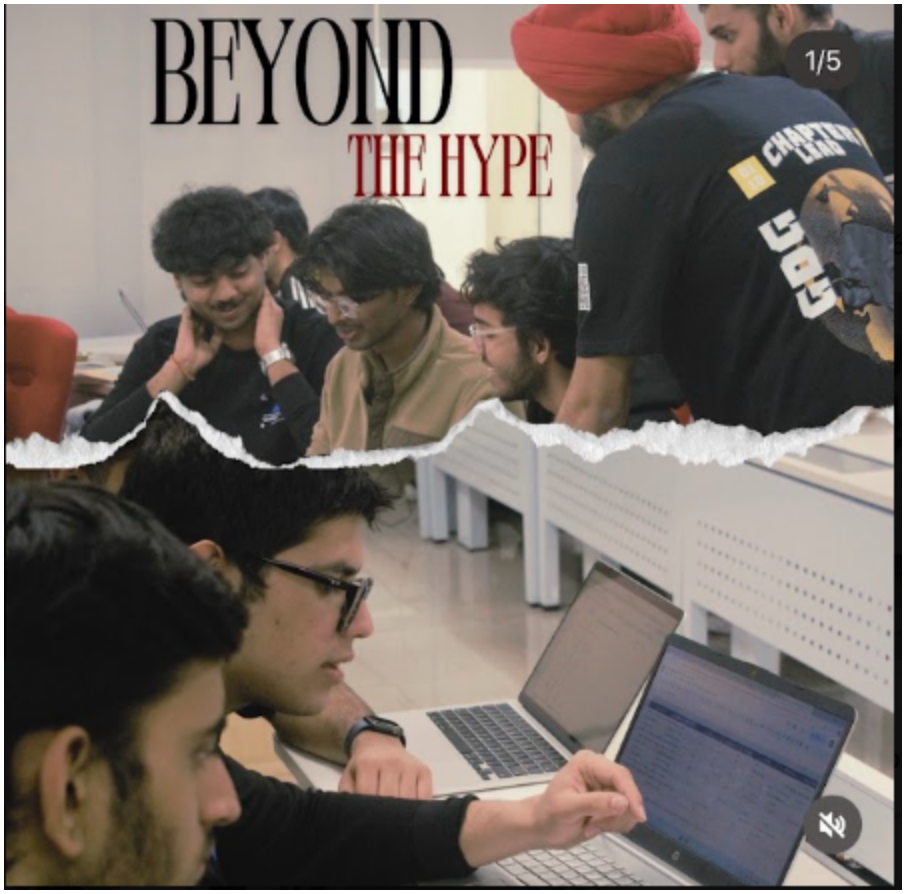
Beyond the Hype gave students an opportunity to work on a live research question and to practise building and presenting solutions within a limited time. The event strengthened the association of GDG on Campus USAR with academic research and added to the technical activities held for the students of the school.


CODE.
INNOVATE.
IMPACT.




3/5
Remove pin
KEYNOTE
session
Participants
Chat
React
Share
AI Companion
Apps


15 HOURS of
BRAIN STORMING
2/5
Technology Stage


BEYOND
THE HYPE
1/5