

CEL Number: CEL230801

Date: 17-2-23

Name of Participant 1: Sahil Sharma

Name of Participant 2: Akhilesh M

CEL Kids Hackathon 2023: Concept Note

We chose to build our project around SDG 3 – Good Health and Wellbeing, mainly since we personally connect and relate with this goal. We are surrounded by people living unhealthy lives and also happen to have a deep history with this problem. One of my uncles drank unsanitary water and died off of cholera and typhoid, and one of my teammates friends became suicidal and fell into a period of depression during the pandemic. All these experiences urged us to start preaching the importance of a healthy evolutionary lifestyle, and a physically as well as mentally fit body.

We tried our level best to educate our friends and relatives, and upon seeing the prompts for this hackathon, we immediately seized the opportunity to try and make a bigger difference in society using our project.

The project itself starts off on a home page and it is essentially a menu for navigation to 3 different stages of the project, all which serve different purposes.

The story depicted is about 3 problematic schoolchildren who each have different issues with their lifestyles. The first boy (Sahil) is careless and unhygienic, and ends up getting food poisoning after eating a lollipop from a muddy puddle. The second boy (Rahul) is a picky junk food eater, who also sleep deprives himself since he finds sleeping boring. He ends up fracturing his bones due to his fragile weak body deprived of all nutrients and rest. The final character is a girl (Maya) who is addicted to her phone and doesn't see the point in hobbies or friends. After her mother takes away her phone, she falls into an arc of depression due to her boredom and loneliness. Finally the story ends with the class telling these kids (who are now cured and healthy) about the importance of good health and wellbeing, and also stresses on the need for a clean body, relaxed refreshed mind, healthy diet and productive hobbies.

The “need for awareness” button essentially navigates to a quiz about the shocking statistics revolving around the poor health and wellbeing records in today's world. It depicts the low rates of exercise, the low rates of healthy diets, the high rates of depression and high screen time average (which tells us about the lost interest in other potential hobbies). This button fulfills its purpose in the best manner possible as it lets the user determine for themselves, the magnitude of the immediate need for spreading awareness about health and wellbeing.

The last button takes you to a page where a list of healthy activities are presented in an active manner to draw the user's attention. There's an animated book, an animated boy playing football, an animated balanced diet, an animated process of building friendships and conversation and lastly, an animated exploration of hobbies, be it painting or karaoke. If this button seems ambiguous to you, you are surely better off checking it out for yourself and seeing what you think about it.

The greatly interactive nature of our project, coupled with the multitude of tasks and purposes it performs and fulfills, fills us with great hope and enthusiasm that it will definitely contribute to people living healthier, more satisfactory and definitely happier lives. Hence we are definitely satisfied with our efforts and endurances.

My teammate and I had great chemistry from the get go. We communicated efficiently, we worked smoothly and more importantly, we loved working with each other. We did everything together so there wasn't much splitting of roles, (we both talked to our mentor and we both coded together). Everything was going smooth as butter until midway through the hackathon, where we suddenly had clashing opinions about a certain block of code. Being equally smart and capable, we both felt that our way was the way to go and we escalated this matter so much so that for almost a whole session, we refused to talk to each other out of pettiness. In the end though, our mentor helped settle our feud and turns out, we both had inefficient ideas and our mentor guided us in the right direction and healed the rift between us. We are very grateful to have gotten this chance to work together and have ended up with a project we are both very happy with. We will look forward to another opportunity like this in the future.

Thank you, we hope you like our project!!