The url of the website of the MANAS Codeathon is revised. Kindly visit

https://manasmitra.in







MANAS Codeathon 2023 is envisaged to sensitize the young minds towards mental wellbeing, nurture their innate potential, and give them a unique opportunity to contribute towards mental wellbeing. This is a unique opportunity to work with like-minded young individuals to create innovative solutions/design cognitively, engaging games/interactive content for mental wellness.

Participants from different backgrounds will work together, online, to create new ideas, interactive digital and gamified content, or any other digitization of IEC materials or aids for mental wellness.

MANAS Codeathon 2023 is an online event and will provide exciting opportunities for teams to come together and showcase their skills, creativity, and problem-solving abilities in a competitive and collaborative environment. It will provide a platform for individuals to collaborate, learn from each other, and develop innovative solutions for real-world challenges in mental wellness.

MANAS Codeathon 2023 is a unique opportunity for young creative minds to brainstorm, work together with their skills and float their innovative ideas and solutions for mental health challenges.

Express / exaggerate ideas Execute ideas in action **Exemplar content selection Experience success stories**

..... wide reach to public via. MANAS app



PROGRAM SCHEDULE

13-Jun-2023

Online registration Starting date

Online registration Closing date

Mentor allotment and Team formulation

Start date for Development of Digital Contents with support of Mentors

Closing date for Online Content Submission

Presentation to Jury Committee

Announcement of Winners

Mental Wellness Symposium

TRACK 1 - IDEAS FOR CREATION OF GAMES, INTERACTIVE LEARNING MATERIALS

- Prerequisite skills: No coding skills required, general computer usage knowledge
- Software tools/packages: Word, Excel sheet, PowerPoint, Video editing software, Image editing software, open source mock UI tools
 Max number of participants per registration: 2
- Eligible Participants: Psychology / Psychiatric students, Researchers, Health professionals specifically from non-coding background

The ideas submitted should detail the following:

- Wellness aspect addressed
- Importance of the game/material
- Target user group
- · Content category
- Mobile/Accessibility friendliness
- Assessment, levels of game plan
- Full UI through mock UI tools

Format of submission: doc/jpeg/png/pdf/mp4/mp3

Scan the **QR Code Register Now!**



TRACK 2 - CODE FOR MENTAL WELLNESS

- Prerequisite skills: Coding skills are required. Web technologies like HTML5, CSS3, Javascript, jQuery, MUI, Bootstrap, javascript frameworks
- Software tools/packages: Word, Excel sheet, Powerpoint, Video editing software, Image editing software, MS Visual Studio, IntelliJ Idea, or any other Open Source HTML Editors.
- Maximum 4 participants per team: 2 participants from domain & 2 participants with coding skills
- Eligible Participants: Psychology / Psychiatric students, Researchers, Health Professionals, Software developers, Computer Science students, Students with coding skills

The problems statement submitted should detail the following:

- Build material for Mental wellness with mental health mentor support
- Interactive content
- · Content category
- Testing strategies
- User experience measures
- Responsive and scalable design
- Compatible to technical and security guidelines

Format of submission: zip folder consisting of html/css/js/jpeg/png/mp4/mp3

Website

https://manasmitra.in/

TRACK 3 - INTEGRATION OF WELLNESS INITIATIVES / EFFORTS IN INDIA (OR) PARTICIPANT SUCCESS **STORIES**

- Prerequisite skills: No coding skills, General computer usage knowledge is required
- Software tools/packages: Video editing softwares, Image editing software, Mobile Video Recording
 Max number of participants per registration: 2
- Eligible Participants: Field workers, ASHA workers, Professionals trained from National institutes specifically for non-coding background

The content submission should detail the following:

- Impact stories
- Content category
- Tools/methodologies used and test results
- Availability of the tool/methodology for public
- Integration possibilities with MANAS / Digital format Format of submission: mp4

Registration Link

https://tinyurl.com/MANAScodeathon

Participants Can Win Prizes Up To ₹4,00,000

The good programmers and domain participants will get an internship opportunity in reputed organisations / research institutions





