

# EY Techathon 3.0

*(FAQs Document)*



## Techathon 3.0 FAQs

1. **Ques:** Who is eligible to participate in Techathon 3.0?  
**Ans:** Refer "Eligibility" section on [EY Techathon 3.0 website](#) for required details.
2. **Ques:** I had registered for Techathon 3.0, but I am not certain whether my registration is confirmed. Where can I check the confirmation status?  
**Ans:** Registered or new participants can submit response/working prototype on submission link. The submission link will be live from 21<sup>st</sup> Oct 2022 on our [EY Techathon 3.0 website](#)
3. **Ques:** What are the team formation guidelines? Can an individual participate in multiple challenges?  
**Ans:** For team size please refer "Eligibility" section on [EY Techathon 3.0 website](#)
4. **Ques:** I want to know if there is a provision to switch our challenge. How can I change any other details that I had submitted earlier?  
**Ans:** You can submit your challenge response along with updated details on the submission link, which will get active from 21<sup>st</sup> Oct 2022 on our [EY Techathon 3.0 website](#)
5. **Ques:** What are timelines for Techathon 3.0? Can I still participate in the contest?  
**Ans:** Refer "Mark your calendar" section on [EY Techathon 3.0 website](#) for timeline details. If you have not registered, you can still participate in the contest by submitting the solution prototype. The submission link will be live on 21<sup>st</sup> Oct 2022 on our website.
6. **Ques:** I was unable to attend Techathon 3.0 Orientation workshop held on 14th Oct 2022. How can I get my queries clarified?  
**Ans:** This FAQ document should help resolve most of your queries. For any further challenge specific queries, you can write to us on [techathon@in.ey.com](mailto:techathon@in.ey.com)
7. **Ques:** Please share details on prizes/ benefits for winners/ participants?  
**Ans:** Refer "Prizes" section on EY Techathon 3.0 website for required details.
8. **Ques:** Should Git Hub repository be private or public?  
**Ans:** Public
9. **Ques:** I am already using blender software for practice for this construction. So, can I continue with blender?  
**Ans:** Yes

10. **Ques:** Unity has a Plastic SCM integration that makes collaboration seamless, without making a git repo. Can we use that instead of a git repo?

**Ans:** Yes, any collaboration/source control solutions can be used. Solutions need not be limited to single Unity app it could be multiple components including dashboards, product setup etc.

11. **Ques:** Do we have to create a case study for our project?

**Ans:** No, not needed.

12. **Ques:** Can I make AR based app instead of VR?

**Ans:** Yes, you may use any software/platform.

13. **Ques:** Can we build the metaverse on a no-code metaverse building platform like Gmert?

**Ans:** Low code/no code platforms can abstract away many layers of the solution, its fundamental to understand each component and have a firm knowledge on the end-to-end technology stack and use of technology is a key judging criterion.

14. **Ques:** What are your expectations on the graphics side of the use case?

**Ans:** Web vs Native is a technology choice you can decide depending on the solution as there are pros/cons for each. Ease of use and clarity of concepts takes precedence over graphical fidelity, but the end user experience should not be sub-standard.

15. **Ques:** Can we use stock 3D models in our architecture?

**Ans:** Customising the stock models to suite the solution would make more impact and will demonstrate the modelling capability rather than using as-is from marketplace.

### **Challenge 1 - Build a 'Digital Twin'**

1. **Ques:** Is it necessary to buy a VR set to participate in Techathon 3.0?

**Ans:** It is not necessary; you can use any open-source simulation tools and software to solve the problem statement. You can also build any game or 3D model using game engine or the simulation.

2. **Ques:** How do we build digital twin?

**Ans:** For building digital twin you need to replicate physical things as a digital asset and can get data from sensors/physical asset and map it with digital model so that we can monitor real time asset condition.

3. **Ques:** What type of simulations do we need to carry out?

**Ans:** You can create any industrial scenario. For example, an assembly line producing a gearbox containing multiple sublimes with good count and bad count from each station.

4. **Ques:** Should the prototypes be applied manufacturing industries only?

**Ans:** It's a trigger and example of the solution, you can make prototype of any industry considering the problem statement which has been published on Techathon 3.0 website.

5. **Ques:** Can we use Python to create the solution?

**Ans:** Yes, you can choose any of the language to generate data and integration.

6. **Ques:** Can we create a solution something like in Iron man movies where he scans a car, and he gets feedback from and point out where the fault is more like OBD tool in AR?

**Ans:** It's up to your creativity as long as it is aligned with the theme, and you can demonstrate how it can deliver business value and generate revenue.

## **Challenge 2 - Create a Meta-stadium or Meta-plex**

1. **Ques:** How AR/VR will help me build stadium or mixed reality?

**Ans:** AR/VR/MR can help deliver an immersive experience where users can navigate and interact in 3D which increases the engagement factor multi fold.

2. **Ques:** What is a meta stadium?

**Ans:** Meta Stadium is a virtual world similar to a real-world stadium where users can take part in activities like engaging with their stars and idols as avatars, visit lounge, purchase souvenirs etc.

3. **Ques:** How mandatory is the NFT integration?

**Ans:** As a Metaverse solution, handling transactions and transfer of ownership of Digital Assets NFT should be considered and the same can be simulated with clear assumptions and approach on how it could be extended.

4. **Ques:** Do we need to make something based on the story mentioned in the challenge or we can make something of our own imagination?

**Ans:** The story in challenge is a broad guideline but the solution should focus on Meta-stadium or Meta-plex theme.

5. **Ques :** Can we create anything as a meta-plex or stadium, like a multi-floor building with car showroom on one floor, NFT gallery on second followed up with an arcade on third?

**Ans:** Yes, it's up to your creativity and innovation.

### **Challenge 3 - Design a 'Digi Yoga' app**

1. **Ques:** Do we have to submit a working prototype as well?

**Ans:** Yes, we must create a working prototype but as instructed during the kick-off session rather than focusing on end-to-end completion incorporating all the features, it is advisable to complete the module whichever you are working in entirety so that the end of prototype submission we get to see the modules built and integrated seamlessly.

2. **Ques:** Do we need to record a video walkthrough?

**Ans:** Good to have a video walkthrough created but not mandatory.

3. **Ques:** This is challenge to create a 3D using Unity real technology or we can create a web application also which will have ML algorithm and computer vision?

**Ans:** This is a challenge statement based on the idea of putting a solution around Metaverse.

4. **Ques:** For Digi Yoga Step1-Document submission Step 2 -Unity real based 3d model and later in step 3- Solution with any stack, web/mobile based anything will do?

**Ans:** Yes, the understanding is correct.