

## **2017 University Hackathon:**

Registrants in the 24-hour Hackathon included students from Columbia University, New York University, Purdue University, Stony Brook University and Stevens Institute of Technology. They provided unique solutions to one or more of the challenge topics listed, below.

### **2017 Hackathon Challenge Themes**

**Fan-Ovation:** Enhanced digital experiences

*Technology landscape included:* Augmented Reality, Virtual Reality, 360-Video, Gaming, Artificial Intelligence and more!

**AI to the power N:** Improved Customer Care & Net Promoter Scores for communications companies and more!

*Technology landscape included:* Artificial Intelligence, Personalization, Automation and Bots, Casting

**Total Cost of Ownership (TCO) reduction: Cost Optimization**

*Technology Landscape Included:* Automation, Virtualization, Cloud, IoT solutions, Drones, Blockchain, and more!

### **First Place Winner – “Team Bo-Zos” - \$2000**

A team of three students from Purdue University created a way to enhance technology by enabling virtual reality users to control experiences.

### **Second Place Winner – “Team May-bees” - \$750**

A team of three students from Purdue University recreated a 3-D scene from a video, and gamified it using product placement as a monetization opportunity for Altice.

### **Third Place Winner - Goodies**

A team of two students from Stevens Institute of Technology created an algorithm to optimize cost for server storage & bandwidth.