

JANUARY 18,
2026



JANUARY 31,
2026

EVENT

TIMELINE



VECTORS IN ORBIT

HACKATHON

18th January 2025



JANUARY 18,
2026

JANUARY 31,
2026

TABLE OF CONTENTS

INTRODUCTION & EVENT OVERVIEW

EVENT FORMAT AND TIMELINE

OPENING DAY — ONSITE (JANUARY 18)

ONLINE PHASE— WEEK 1 (JANUARY 19-25)

ONLINE PHASE— WEEK 2 (JANUARY 26-30)

CLOSING DAY (JANUARY 31) — ONSITE

HACKATHON GUIDELINES:

JANUARY 18,
2026

JANUARY 31,
2026

INTRODUCTION & EVENT OVERVIEW

THE VECTORS IN ORBIT HACKATHON IS A TWO-WEEK NATIONAL TECHNOLOGY COMPETITION, CO-ORGANIZED BY GDG OC SUP'COM AND GDG OC FST, DESIGNED TO UNITE STUDENTS, YOUNG DEVELOPERS, AND AI ENTHUSIASTS AROUND REAL-WORLD CHALLENGES. PARTICIPANTS ARE INVITED TO BUILD INNOVATIVE SOLUTIONS LEVERAGING QDRANT, A HIGH-PERFORMANCE VECTOR DATABASE, AND EXPLORE MODERN TECHNIQUES IN SEMANTIC SEARCH, RECOMMENDATION SYSTEMS, AND AI-POWERED APPLICATIONS.

JANUARY 18,
2026

JANUARY 31,
2026

EVENT FORMAT AND TIMELINE

THE VECTORS IN ORBIT HACKATHON IS DESIGNED AS A TWO-WEEK HYBRID EVENT COMBINING LEARNING, HANDS-ON DEVELOPMENT, AND COMPETITION.

EVENT PHASES:

- **OPENING DAY (ONSITE):** INTRODUCTION TO THE HACKATHON, RULES, OBJECTIVES, AND TOOLS. PARTICIPANTS MEET MENTORS, FORM TEAMS, AND GET READY FOR THE COMPETITION.
- **ONLINE PHASE:** TEAMS WORK ON THEIR PROJECTS WHILE PARTICIPATING IN TECHNICAL WORKSHOPS AND RECEIVING MENTORSHIP. THIS PHASE ENCOURAGES EXPERIMENTATION, ITERATIVE DEVELOPMENT, AND APPLICATION OF ADVANCED AI AND VECTOR SEARCH CONCEPTS.
- **CLOSING DAY (ONSITE):** TEAMS PRESENT THEIR SOLUTIONS TO A JURY. PROJECTS ARE EVALUATED BASED ON INNOVATION, TECHNICAL QUALITY, AND PRACTICAL APPLICATION. WINNERS ARE ANNOUNCED, AND THE EVENT CONCLUDES WITH A CLOSING CEREMONY.

OPENING DAY – ONSITE (JANUARY 18)

7:30AM

CHECK-IN

Participants register and receive event materials.

OPENING CEREMONY

Welcome speeches, event objectives, and sponsor introductions.

9AM

10AM

SPEAKER SESSION 1
+ 2

COFFEE BREAK

Informal time for participants to relax, enjoy musical ambiance, and connect with peers and mentors.

10:30 AM

12PM

SPEAKER SESSION 3

JANUARY 18,
2026

JANUARY 31,
2026

OPENING DAY – ONSITE (JANUARY 18)

12:30PM

SPEAKER SESS 4

THEME ANNOUNCEMENT

*Reveal of the hackathon's
challenge and problem
statements.*

2PM

2:30PM.

CLOSING CEREMONY

*Summary of the day, next
steps, and encouragement
for the online phase.*

ONLINE PHASE– WEEK 1 (JANUARY 19–25)

THE FIRST WEEK OF THE HACKATHON MOVES FULLY ONLINE,
FOCUSING ON PROJECT DEVELOPMENT, TECHNICAL LEARNING,
AND TEAM COLLABORATION

KEY ACTIVITIES:

- **COMPETITION KICK-OFF:** TEAMS BEGIN WORKING ON THEIR PROJECTS, DEFINING GOALS AND STRATEGIES.
- **WORKSHOP 2: VECTOR SEARCH WITH QDRANT (TECHNICAL FOUNDATION):** LEARN HOW TO CREATE VECTOR EMBEDDINGS (TEXT, IMAGE, ETC.), PERFORM SIMILARITY SEARCHES, APPLY FILTERS AND PAYLOADS, AND DESIGN A SIMPLE VECTOR SEARCH PIPELINE. **SCHEDULED ON MONDAY, JANUARY 19, 2026 AT 7:30 PM, LASTING 1 HOUR 30 MINUTES.**
- **WORKSHOP 3: RECOMMENDATION SYSTEMS WITH QDRANT (USE CASES):** EXPLORE BUILDING RECOMMENDATION SYSTEMS USING CONTENT-BASED METHODS, USER-ITEM SIMILARITY, “PEOPLE ALSO LIKED” PATTERNS, AND STRUCTURING DATA FOR EFFECTIVE RECOMMENDATIONS. **SCHEDULED ON WEDNESDAY, JANUARY 21, 2026 AT 7:30 PM, LASTING 1 HOUR 30 MINUTES.**

THIS WEEK IS DESIGNED TO EQUIP PARTICIPANTS WITH PRACTICAL SKILLS, HANDS-ON EXPERIENCE, AND EXPERT GUIDANCE, SETTING THE FOUNDATION FOR ADVANCED DEVELOPMENT IN WEEK 2.

JANUARY 18,
2026

JANUARY 31,
2026

ONLINE PHASE- WEEK 2 (JANUARY 26-30)

THE SECOND WEEK OF THE HACKATHON CONTINUES ONLINE, FOCUSING ON ADVANCED TECHNIQUES, PROJECT REFINEMENT, AND PREPARATION FOR FINAL SUBMISSION.

KEY ACTIVITIES:

- **ONGOING PROJECT DEVELOPMENT:** TEAMS CONTINUE BUILDING AND REFINING THEIR SOLUTIONS, APPLYING FEEDBACK AND ADVANCED TECHNIQUES.
- **WORKSHOP 4: MULTIMODAL SEARCH:** LEARN HOW TO WORK WITH MULTIMODAL EMBEDDINGS AND IMPLEMENT CROSS-MODAL SEARCH (E.G., TEXT-TO-IMAGE AND IMAGE-TO-TEXT) TO ENHANCE AI-POWERED SEARCH CAPABILITIES. **SCHEDULED ON MONDAY, JANUARY 26, 2026 AT 7:30 PM, LASTING 1 HOUR 30 MINUTES.**
- **WORKSHOP 5: PROJECT ARCHITECTURE & EVALUATION TIPS:** RECEIVE GUIDANCE ON CHOOSING THE RIGHT USE CASE, STRUCTURING YOUR PROJECT, AND PREPARING A COMPELLING PRESENTATION. UNDERSTAND WHAT JUDGES LOOK FOR AND COMMON PITFALLS TO AVOID WHEN FINALIZING YOUR SUBMISSION. **SCHEDULED ON WEDNESDAY, JANUARY 28, 2026 AT 7:30 PM, LASTING 1 HOUR 30 MINUTES.**

THIS WEEK IS DESIGNED TO HELP TEAMS POLISH THEIR PROJECTS, APPLY ADVANCED AI TECHNIQUES, AND PREPARE FOR SUCCESSFUL EVALUATION.

JANUARY 18,
2026

JANUARY 31,
2026

CLOSING DAY – ONSITE (FEBRUARY 1)

7:30AM

CHECK-IN

Participants register and gather for the day's events.

OPENING CEREMONY

Recap of the hackathon journey and acknowledgments.

9AM

10AM

PROJECT PITCHING:

Teams present their final solutions to the jury.

COFFEE BREAK & NETWORKING

Informal time for participants to relax, enjoy musical ambiance, discuss projects, and connect with peers and mentors.

10:30AM

12PM

LUNCH BREAK

JURY DELIBERATION

The jury reviews all 10 finalist projects to select the winning team.

4PM

JANUARY 18,
2026

JANUARY 31,
2026

CLOSING DAY – ONSITE (FEBRUARY 1)

5PM

WINNERS ANNOUNCEMENT

*Participants register and
gather for the day's events.*

CLOSING CEREMONY

*Final remarks, acknowledgments,
and celebration of participants'
efforts throughout the hackathon.*

5:30PM

JANUARY 18,
2026

JANUARY 31,
2026

HACKATHON GUIDELINES

TEAM FORMATION: COLLABORATE EFFECTIVELY WITHIN YOUR TEAM;
ROLES AND RESPONSIBILITIES SHOULD BE CLEAR

PROJECT SCOPE: FOCUS ON REALISTIC, INNOVATIVE SOLUTIONS
ALIGNED WITH THE ANNOUNCED THEME.

USE OF TOOLS: UTILIZE QDRANT AND VECTOR DATABASES AS
PRIMARY TECHNOLOGY; OTHER TOOLS MAY BE USED AS NEEDED.

CODE OF CONDUCT: RESPECT MENTORS, PEERS, AND ORGANIZERS;
MAINTAIN PROFESSIONAL AND COLLABORATIVE BEHAVIOR.

SUBMISSION REQUIREMENTS: FOLLOW THE DEADLINES AND
DELIVERABLE INSTRUCTIONS CAREFULLY TO ENSURE ELIGIBILITY FOR
JUDGING.

PROHIBITED CONTENT: CHATBOTS AND UNRELATED PROJECTS ARE
NOT ALLOWED.