



FORGE INSPIRA HACKATHON THEMES

1. Healthcare Innovation: Develop solutions for improving patient care, remote monitoring, mental health support, or healthcare accessibility.

Some examples of solutions/areas where you can focus on:

- 1. Healthcare Data Management
- 2. Mindfulness and well-being apps
- 3. Remote Patient Care
- 4. Healthcare accessibility
- 5. Women Care
- 6. Chronic disease management
- 2. Sustainability Solutions: Develop apps, devices, or platforms to promote recycling, reduce energy consumption, or track carbon footprint.

Some examples of solutions/areas where you can focus on:

- 1. Waste management
- 2. Renewable energy
- 3. Water conservation and management
- 4. Sustainable agriculture
- 5. Air quality monitoring and improvement
- 6. Green transportation
- 3. Advanced Al and Machine Learning: Develop Al-driven solutions for various applications, such as natural language processing, image recognition, or predictive analytics.

- 1. Al for health
- 2. Generative Al
- 3. Al for anomaly detection
- 4. Al for gaming and entertainment
- 5. Al for smart homes
- 6. Al for safety









4. Financial Technology (Fintech) Innovation: Innovate new solutions for online banking, digital payments, budgeting tools, or investment platforms.

Some examples of solutions/areas where you can focus on:

- Digital Banking solutions
- 2. Blockchain
- 3. Cryptocurrency
- 4. Wealth management
- 5. Payment solutions
- **5. E-commerce Solutions:** Create innovative e-commerce platforms, customer engagement tools, or supply chain optimization systems.

Some examples of solutions/areas where you can focus on:

- 1. Personalization and Recommendation System
- 2. Inventory Management and Fulfillment
- 3. Customer Support and engagement
- 4. Payment solutions and security
- 5. Influencer marketing
- 6. Sustainability and ethical commerce
- **6. Cybersecurity Advancements:** Create tools and systems to enhance cybersecurity, protect data, or detect and prevent cyber-attacks.

Some examples of solutions/areas where you can focus on:

- 1. Threat detection and response
- 2. Identity and access management
- 3. Vulnerability assessment
- 4. Cloud/Endpoint/Network security.
- 7. Social Impact Technology: Create technology to address social issues such as poverty, homelessness, inequality, or access to education.

- 1. Access to education
- 2. Access to healthcare









- 3. Access to clean water and sanitation
- 4. Crisis response and humanitarian aid
- 5. Food security and nutrition
- 8. Immersive AR/VR (Augmented Reality/Virtual Reality) Experiences: Develop immersive experiences, training simulations, or educational tools using AR/VR technology.

Some examples of solutions/areas where you can focus on:

- 1. Immersive tools for education and training
- 2. Healthcare and medicine
- 3. Interactive team/workspace collaboration tools
- 4. Sports and Fitness
- 5. Tourism and Travel
- 6. Architecture and real estate
- 7. Art and creativity
- **9. Blockchain Innovations**: Explore applications of blockchain technology beyond cryptocurrencies, such as supply chain management, identity verification, or voting systems.

Some examples of solutions/areas where you can focus on:

- 1. Digital Voting
- 2. Healthcare Data Management
- 3. Tokenization of assets
- 4. Supply Chain Management
- 5. Digital Identity Management
- 10. Internet of Things (IoT) Solutions: Develop connected devices and solutions for home automation, industrial monitoring, or environmental sensing.

- 1. Smart Home Automation
- 2. Smart Agriculture
- 3. IOT for Healthcare
- 4. IOT for for education
- 5. Retail and inventory management
- 6. Smart cities





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11. Accessibility Technology: Develop solutions to improve accessibility for people with disabilities, such as assistive technologies, communication aids, or mobility devices.

- 1. Assistive tech/tools for the visually impaired
- 2. Accessible transportation and navigation
- 3. Accessible web designing and development tools
- 4. Accessible education and learning
- 5. Speech Recognition and voice interfaces
- 6. Transcriptions and captioning
- 7. Accessible gaming

