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MBMC IDEAX 2025

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MBMC IdeaX 2025 – Nurturing Innovation for Prosperous Nepal

Innovation is no longer a luxury; it is a necessity in today's rapidly evolving world. The technological advancement has transformed every aspect of our lives, from the way we communicate to how we work, learn, and solve global challenges. In such a context, platforms that encourage creativity, problem-solving, and technological exploration are inevitable. One such initiative is MBMC IdeaX, being organized by Madan Bhandari Memorial College, which continues to set the benchmark for innovation-driven events in Nepal.

Since its inception, MBMC IdeaX has been more than just a competition. Its first edition, under the slogan "Language is life, and life itself is language," uniquely focused on preserving and revitalizing indigenous languages, making it Nepal's first hackathon dedicated to cultural and linguistic preservation. The second edition expanded its horizons, bringing together over a hundred students from Nepal and India to explore innovations across environmental technology, healthcare, cyber-security, tourism, financial, and agricultural technology. MBMC IdeaX has consistently provided a platform for young minds to demonstrate their talent, creativity, and problem-solving capabilities.

The 2025 edition promises to raise the bar even higher. With 32 teams comprising 118 students from across Nepal, MBMC IdeaX 2025 will explore six thematic tracks: Health Care, Agrotech, Travel and Tourism, Cultural Identity, Fintech, and an Open track for unbounded creativity. From developing AI-powered telemedicine tools to modernizing agriculture, preserving cultural heritage, and democratizing financial access, participants are encouraged to address real-world challenges with innovative solutions.

However, innovation alone is insufficient. It must be nurtured with continuous support, encouragement, and collaboration. Governments, educational institutions, the private sector, and civil society all have crucial roles to play in fostering an environment that promotes research and development, provides financial and technical assistance to innovators, and implements innovation-friendly policies. Particularly, the younger generation must be engaged and empowered, as their ideas and energy are essential drivers of societal transformation. We believe programs like MBMC IdeaX serve as catalysts for this empowerment, giving youth the chance to turn their creative visions into practical solutions.

As Nepal navigates a world marked by rapid change and technological transformation, embracing innovation is our guiding path to the future. By supporting initiatives like MBMC IdeaX, we not only nurture the next generation of innovators but also pave the way for a new Nepal—one that stands proudly on the global map as a nation of creativity, ingenuity, and forward-thinking solutions. Let us come together to new innovation, invest in ideas, and empower youth to transform challenges into opportunities. MBMC IdeaX 2025 is not just an event; it is a movement toward building a smarter, more innovative Nepal.

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MBMC IdeaX-2025

MBMC IdeaX 2025 was successfully organized as a multi-phase innovation and coding event at Madan Bhandari Memorial College (MBMC), designed to foster creativity, problem-solving, and practical technology skills among students. The event followed a structured selection and execution process, ensuring quality participation and meaningful outcomes.

The program began with online pitching rounds, where numerous teams presented their ideas virtually. After a rigorous evaluation process, 30 teams were shortlisted to participate in the on-site event. These selected teams represented diverse ideas and interdisciplinary approaches, reflecting strong preparation and innovation potential.

The Opening Ceremony formally inaugurated IdeaX 2025 with the presence of college leadership, academic experts, and industry professionals. The session emphasized the importance of innovation, entrepreneurship, and hands-on learning, setting a clear vision and motivation for the participants.

The event was dedicated primarily to intensive coding and development activities. The day followed a well-organized schedule, beginning early in the morning and extending into late evening. Participants remained actively engaged throughout multiple coding sessions, supported by logistics and coordination teams. Scheduled breaks for meals and refreshments ensured continuity and energy, while an evening feedback and interaction session provided an opportunity for reflection, guidance, and alignment with event objectives.

Overall, MBMC IdeaX 2025 demonstrated effective planning, strong student engagement, and a high level of commitment from both participants and organizers. The event successfully bridged ideation and implementation, offering shortlisted teams a collaborative platform to transform their pitched ideas into working solutions. The structured progression from online pitching to on-site execution highlights IdeaX 2025 as a significant academic and innovation-driven initiative of MBMC.

Day 1 Summary: IdeaX 2025 Opening Ceremony

The IdeaX 2025 Opening Ceremony was successfully organized at Madan Bhandari Memorial College on Friday, 2082/09/04, beginning at 10:30 AM. The formal session was chaired by Dr. Babu Ram Adhikari, Campus Chief of MBMC, with Mr. Mahendra Bahadur Pandey, Chair of MBMC College Management Committee as the Chief Guest. The program was graced by distinguished guests from academia and the IT industry, including representatives from business houses.

The ceremony commenced with the formal chairing of the program, followed by the inauguration through lighting of the panas, symbolizing the official launch of IdeaX 2025. The National Anthem was observed, after which a welcome speech was delivered by Mr. Firoz Poudel on behalf of co-lead of IdeaX. A cultural touch was added through a welcome dance performance by Subekshya Chapagai and Aagya Kathiwada.

The highlight of the program was the address by the Chief Guest, emphasizing innovation, creativity, and student engagement in technology-driven initiatives. The formal session concluded with closing remarks by the Chairperson. Following the ceremony, participants proceeded to coding activities at their respective seats, marking the practical commencement of IdeaX 2025.

Day 2 Summary: MBMC IdeaX 2025

Day 2 of MBMC IdeaX 2025 began early in the morning with breakfast arrangements managed smoothly by the logistics team, ensuring participants were prepared for a full day of activities. The core focus of the day was coding, which commenced at 8:00 AM with active participation from all volunteer teams. Students remained highly engaged, collaborating on their ideas and progressing steadily on their projects throughout the morning session.

After an intensive coding phase, participants took a scheduled lunch break, allowing them to refresh and recharge. Coding activities then resumed in the afternoon, led by the core team, where teams continued refining their solutions, debugging, and implementing key features. The environment remained energetic and productive, with consistent teamwork and problem-solving.

In the evening, a refreshment program provided a short break, helping participants relax after long hours of work. This was followed by dinner, again well-coordinated to support the smooth flow of the event. Later in the evening, an interaction and feedback session was conducted with the event core team, creating an open platform to reflect on progress, challenges, and improvements. Also later, the games like treasure hunt, spaghetti tower were played between participants which adds flavor among participants in night session.

The day concluded with late-evening coding sessions, demonstrating the dedication and enthusiasm of the participants as they continued working on their projects beyond regular hours. Overall, Day 2 was marked by strong collaboration, sustained focus, and significant progress toward the goals of IdeaX 2025.

Team She++

Project Title: EduPerks

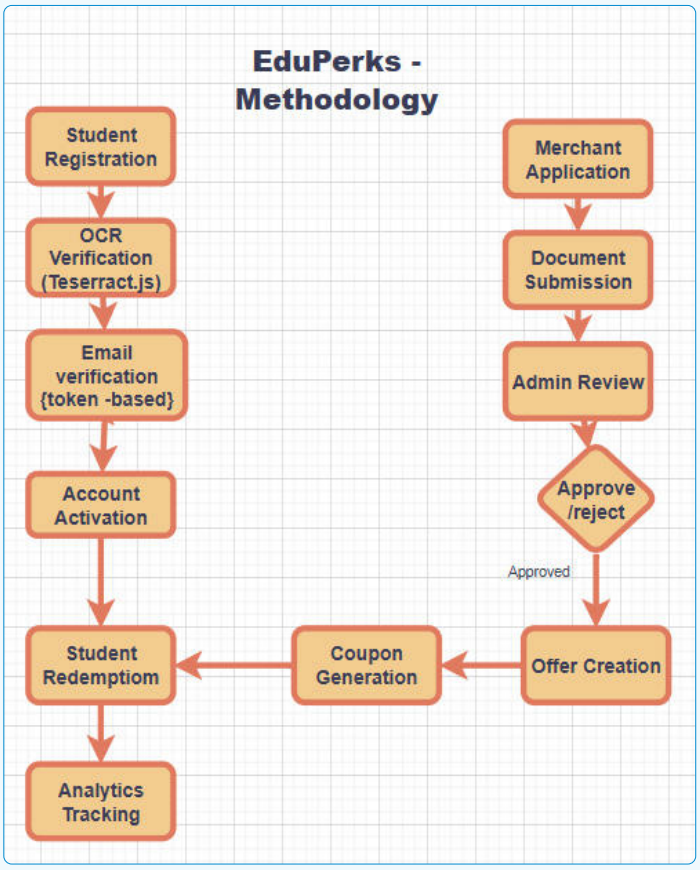
Team Members: Aeva Acharya (Team Leader), Prashamsa Aryal, Austina Aryal, Sostika Shrestha

Project Introduction: EduPerks is the exclusive and verified web platform that provides verified students with access to exclusive discount and offers from partnered merchants. It bridges the gap by combining secure student verification merchant onboarding and controlled redemption both online and physical in a single platform.

Project Objectives

- Create a platform where only students can get discounts.
- Enable merchants to increase their business by allowing them to easily publish , manage and track discount offers.
- Maintain transparency between merchants and students.

Methodology



Conclusion: Our journey highlights that the most impactful innovations arise from collaboration. Drawing from our first hand experience as students in Nepal, we created a product that transcends technical design. It is an authentic solution built by students, for students, fueled by a shared vision to empower our peers with meaningful economic opportunities and financial freedom.

Team DevCoders

Project Title: EcoFarm

Team Members: Aaditya Sapkota (Team Leader), Aashish Bam Thakuri, Bhashkar Paudyal, Shubham Kayastha

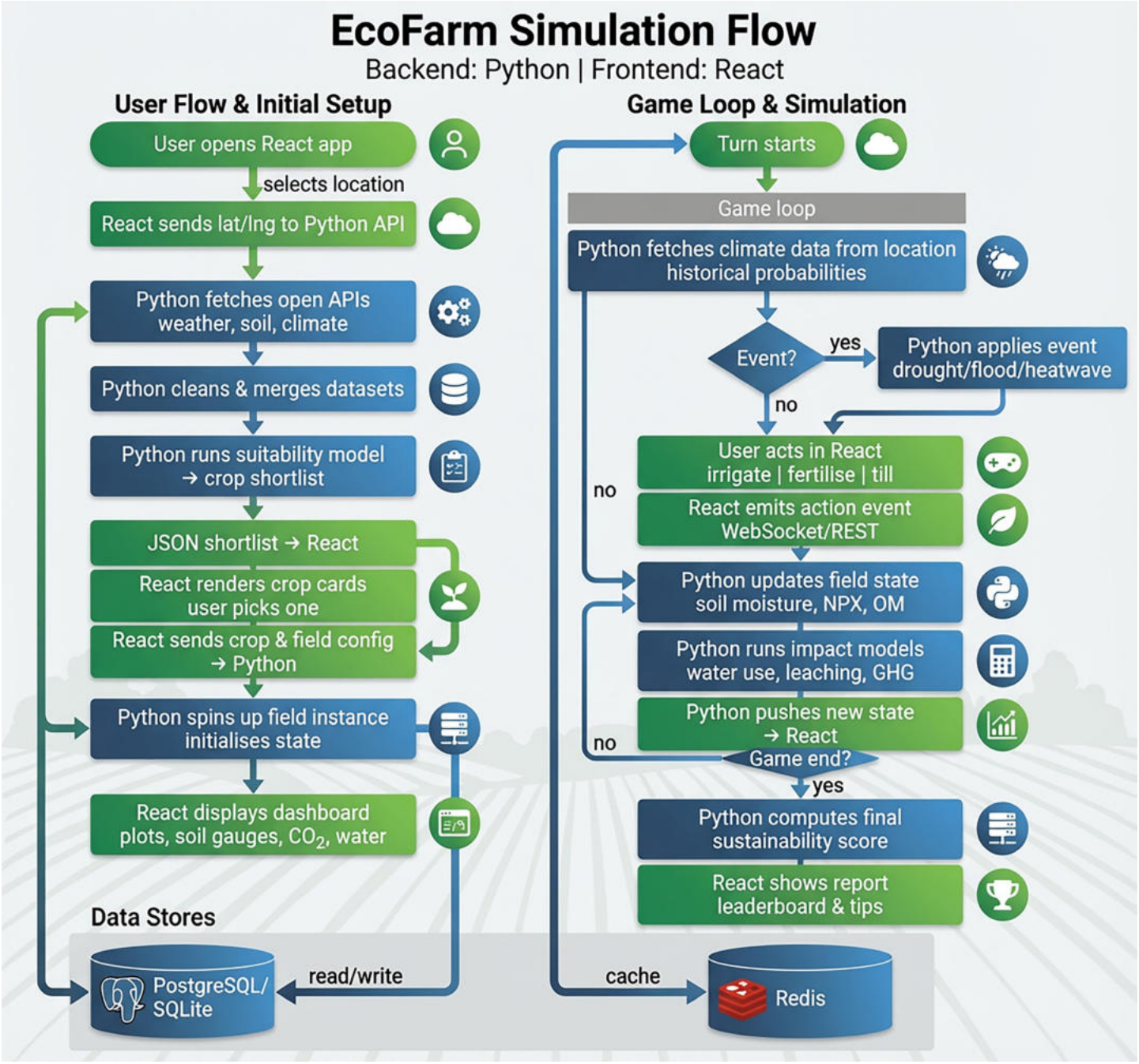
Project Introduction

EcoFarm is a climate-smart, web-based farming simulation game designed to teach sustainability through interactive play. Using real-world climate, weather, and soil data from trusted sources like qpseedling, gardeningknowhow, and soandmo. EcoFarm allows players to farm in real locations and experience the real impacts of climate change. By combining indigenous agricultural knowledge, dynamic climate disasters, and sustainability scoring, the project transforms farming gameplay into an engaging educational tool that helps students/new farmers understand environmental science, climate resilience, and responsible resource management through hands-on decision-making

Project Objectives

- To educate new farmers/students about climate change and sustainable agriculture through an interactive, data-driven farming simulation.
- To promote environmentally responsible farming practices by integrating real-world climate data and indigenous agricultural knowledge.
- To encourage critical decision-making by showing the impact of farming choices on soil health, water usage.

Methodology



Conclusion: EcoFarm demonstrates how gaming can be transformed into a powerful educational tool for climate action. By combining real-world climate data, indigenous farming knowledge, and interactive decision-making, the project creates meaningful learning experiences that go beyond traditional methods. EcoFarm not only raises awareness about sustainable agriculture but also empowers learners to understand the environmental consequences of their choices, fostering climate responsibility and resilience in the next generation of global citizens ecofarm simulator.

Team Uranus

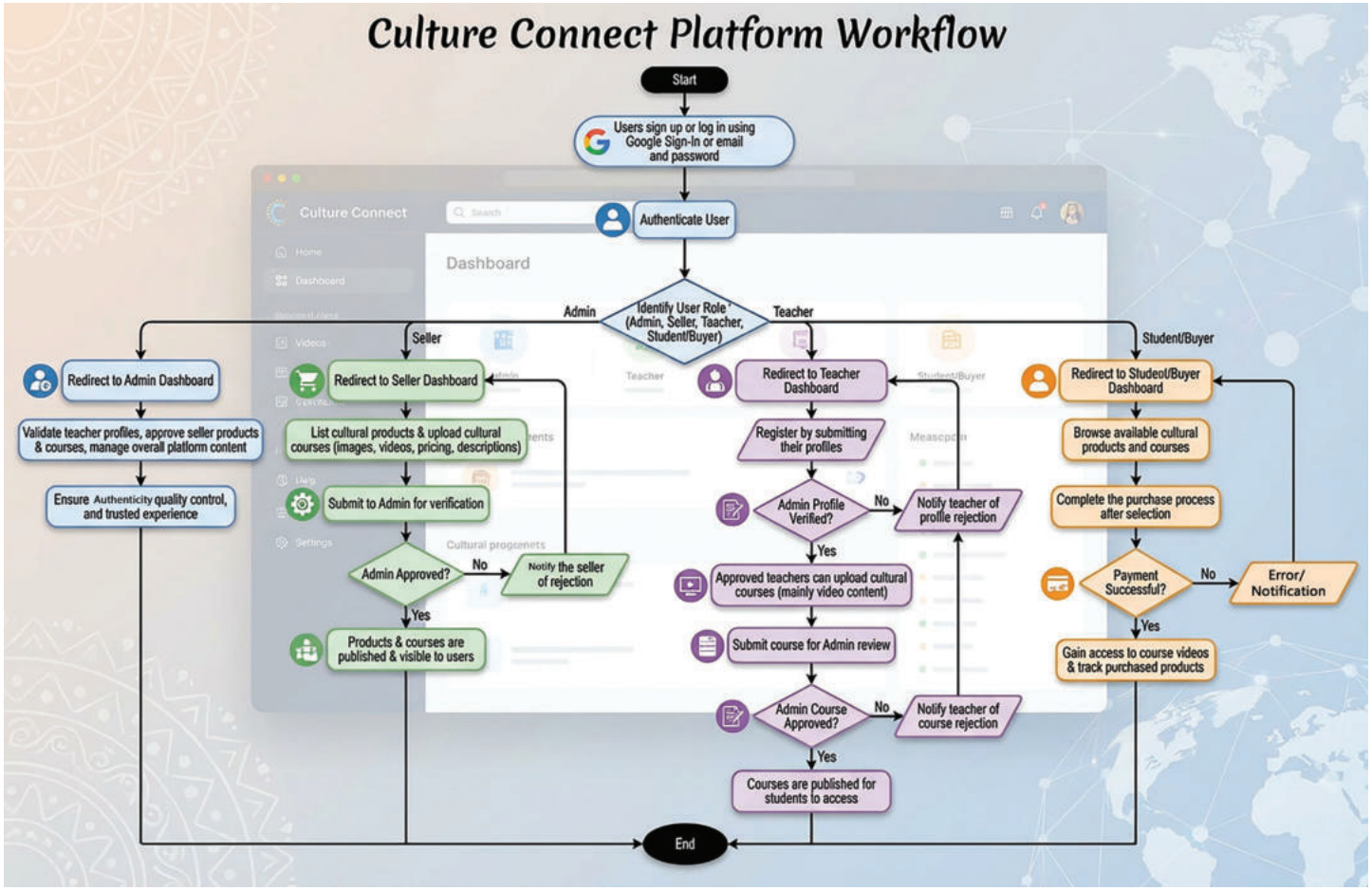
Project Title: CultureConnect

Team Members: Harshit Bhuju (Team Leader), Harman Bhuju, Sanskar Ghimire, Manjil Timalsina

Project Introduction: Culture Connect is an online platform bridging cultural learning and commerce. Sellers can list authentic cultural products and courses, while teachers offer video-based cultural lessons. Students and buyers can explore, purchase, and access content seamlessly. Admins ensure quality by verifying teacher profiles and approving products and courses. With integrated authentication, secure payments, and role-based dashboards, the platform provides a trusted, engaging space for sharing and preserving cultural knowledge and products globally.

Project Objectives

- Preserve and Promote Cultural Heritage: Ensure traditional arts, languages, and practices remain alive and accessible for future generations.
- Marketplace for Cultural Vendors and Teachers: Provide a platform for sellers and educators to showcase and monetize authentic cultural products and courses.
- Easy Access to Cultural Learning and Products: Enable students and buyers worldwide to explore, learn, and purchase cultural courses, clothing, and artifacts seamlessly.



Conclusion: Culture Connect bridges cultural learning and commerce, creating a platform that preserves heritage while empowering vendors and educators. By providing easy access to traditional products, courses, and knowledge, it fosters cultural unity, promotes authentic practices, and ensures that the richness of culture continues to thrive in a modern, globalized world.

Team Code2Convert

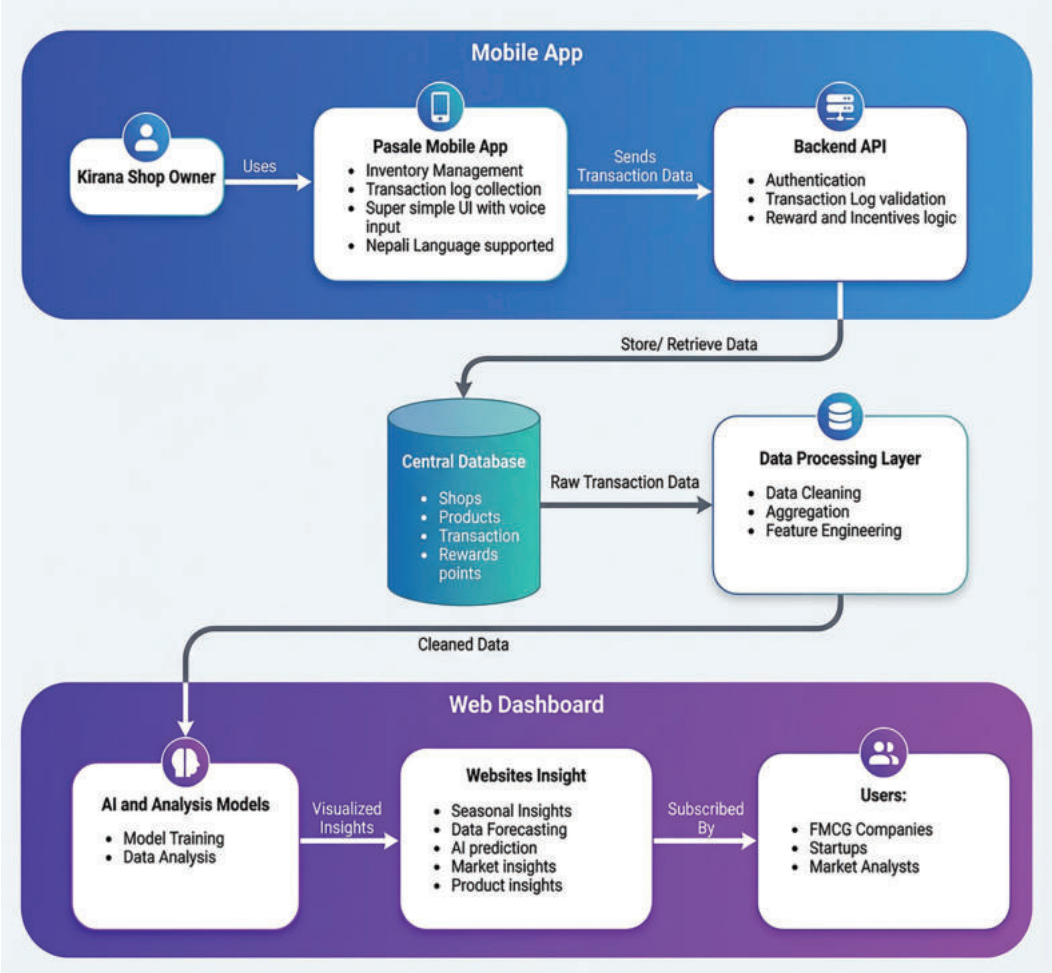
Project Title: Pasale

Team Members: Arya Dahal (Team Leader), Ayush Dev, Ananda Rimal

Project Introduction: Small kirana shops play a major role in Nepal's retail ecosystem, but most of them still rely on manual record-keeping and lack access to digital tools. This makes inventory management difficult and prevents valuable sales data from being used effectively. At the same time, FMCG companies and market analysts struggle to obtain real, ground-level retail insights. This project, Pasale, is designed to bridge this gap by introducing a simple mobile application for kirana shop owners and a powerful web dashboard for data consumers. The mobile app allows shop owners to manage inventory, record transactions, and use the system easily with Nepali language and voice input support. Transaction data collected through the app is securely stored, processed, and analysed using AI and data analytics models. The processed insights are then visualised through a web dashboard for FMCG companies, startups, and market analysts.

Project Objectives

- To develop a simple mobile application that allows kirana shop owners to manage inventory and record transactions easily using Nepali language and voice input.
- To design a centralised backend system that securely stores, processes, and cleans transaction data for reliable data management and reward handling.
- To apply AI and data analytics to generate meaningful market insights and visualise them through a web dashboard for FMCG companies, startups, and market analysts.



Conclusion: This project proposes an end-to-end system that benefits both small retailers and large data consumers. By enabling kirana shop owners to digitally record transactions using an easy and accessible mobile app, the system ensures reliable data collection at the grassroots level. The backend, database, and data processing layers transform raw transaction data into clean, structured information suitable for analysis. Through AI-driven models and an interactive web dashboard, the platform delivers valuable market insights such as demand trends, seasonal patterns, and product performance. Overall, the system creates a sustainable data ecosystem that empowers small retailers while providing FMCG companies and analysts with accurate, real-world retail intelligence.

Team Peridot

Project Title: CultureLense

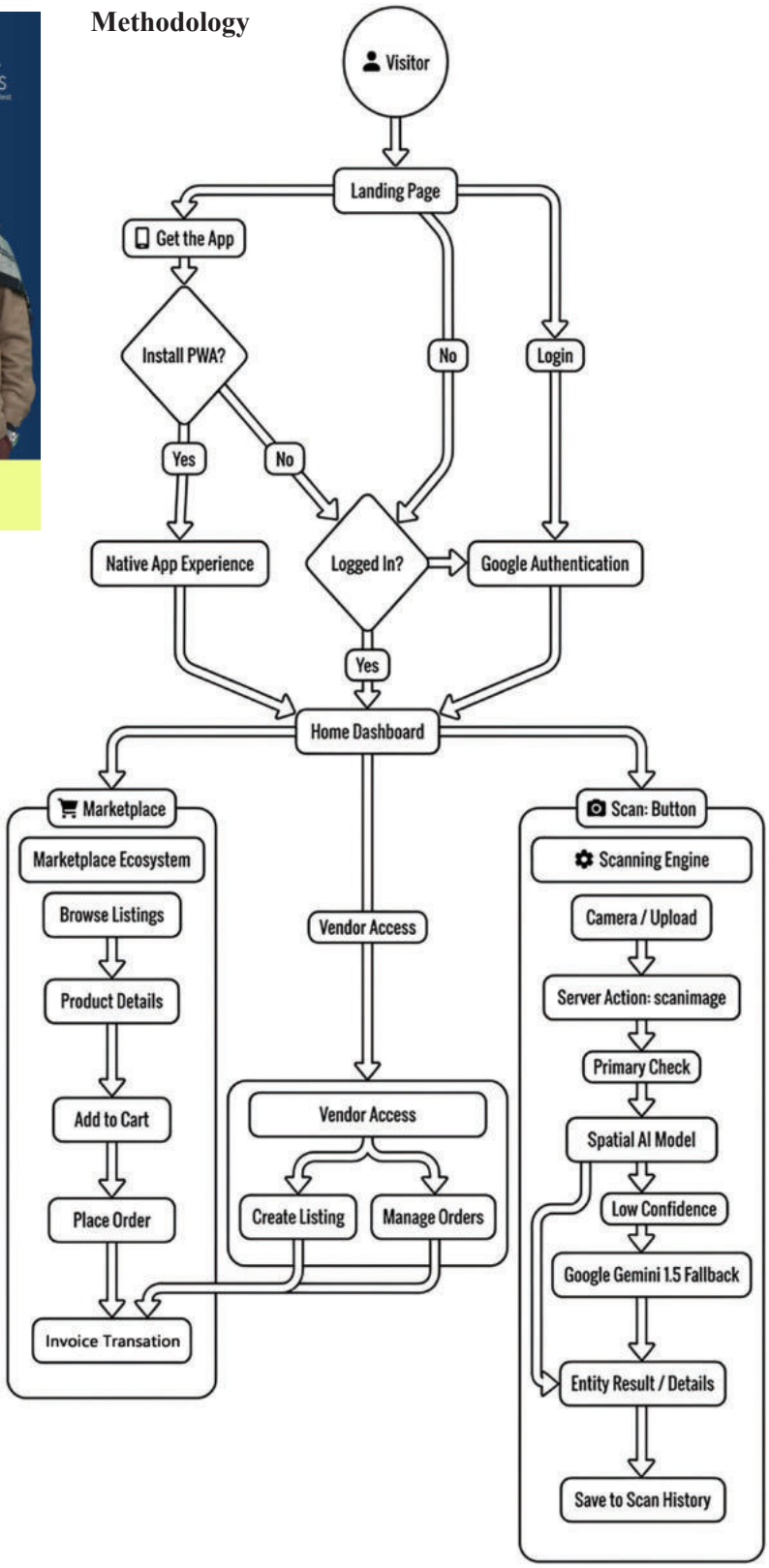
Team Members: Shrestha (Team Leader), Rockey Chamling Rai, Sandip, Khagendra Bahadur Bohara, Samir Ghimire

Project Introduction: CultureLense is a progressive web platform that enables users to discover Nepal's cultural heritage by scanning or uploading images of statues and sculptures. Using image recognition and curated cultural data, the platform instantly provides historical, religious, and artistic information about the scanned artifact. CultureLense also features a cultural marketplace where local artisans and vendors can showcase and promote their handcrafted creations, connecting heritage preservation with community empowerment through technology.

Project Objectives

- Digitally preserve and make Nepal's cultural statues and sculptures easily accessible through image-based identification.
- Educate users about the historical, religious, and artistic significance of Nepal's cultural heritage.
- Support and promote local artisans by providing a platform to showcase and connect their cultural creations with users.

Methodology



Conclusion: CultureLense effectively combines technology with cultural preservation by making Nepal's statues and sculptures easily identifiable and educational through image recognition. By supporting local artisans via a cultural marketplace, the project promotes heritage awareness, preservation, and community empowerment in a simple and impactful way.

Team LazyPandas

Project Title: DiaVoc

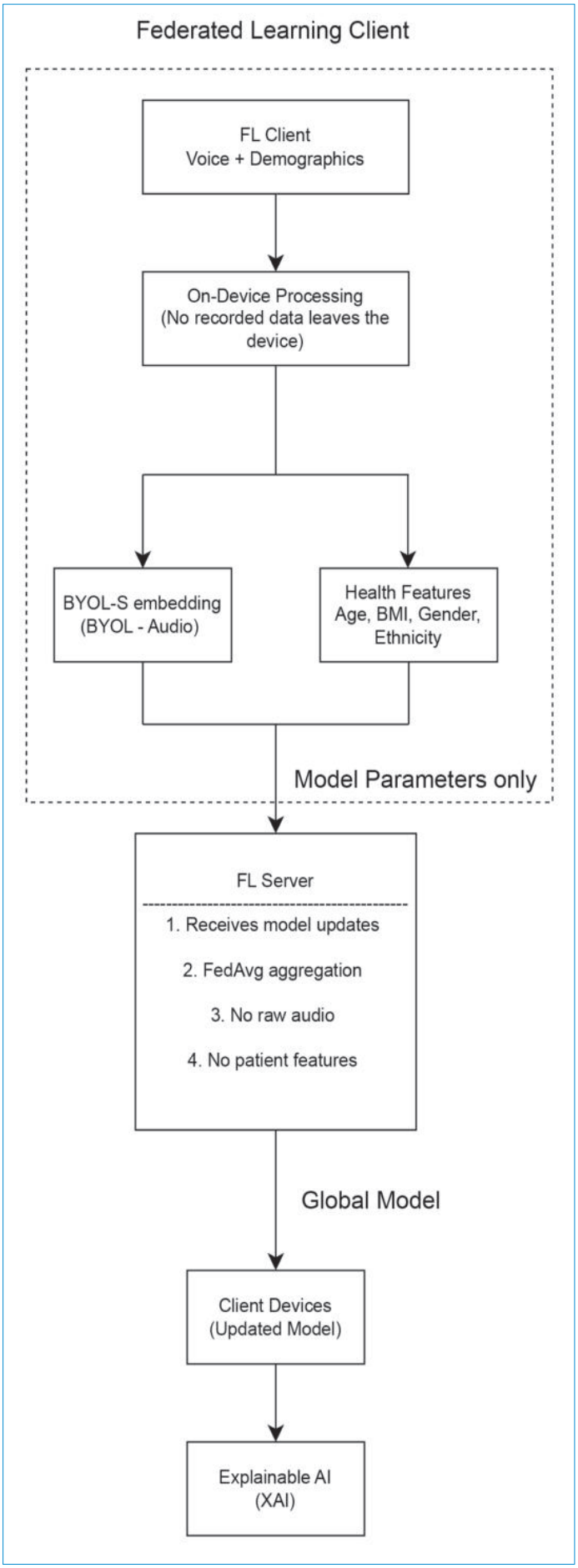
Team Members: Samriddha Pathak (Team Leader), Jyoti Pokhrel, Harina Kumari Khati, Rasum Subedi

Project Introduction: DiaVoc is a privacy-preserving federated learning system for Type-2 Diabetes screening through voice analysis. The system processes voice recordings and demographic data (age, BMI, gender, ethnicity) entirely on-device using BYOL-S audio embeddings, ensuring no raw audio or patient information leaves the user's device. Only anonymized model parameters are transmitted to a federated server, which aggregates updates using FedAvg to train a global model. This approach enables accurate diabetes screening while maintaining complete data privacy. The system incorporates Explainable AI (XAI) to provide transparent, interpretable results for clinical decision-making.

Project Objectives

- Privacy-Preserving Screening: Enable Type-2 Diabetes detection through voice analysis while ensuring all patient data remains on-device.
- Collaborative Model Improvement: Leverage federated learning to continuously enhance screening accuracy across distributed devices without sharing raw data.
- Transparent AI Predictions: Provide explainable and interpretable results to support clinical decision-making and build healthcare provider trust.

Conclusion: DiaVoc successfully combines privacy-preserving federated learning with voice-based diabetes screening, demonstrating that accurate health diagnostics and complete data protection can coexist through on-device processing and explainable AI.



Team CodeBlitz

Project Title: TrekTrack

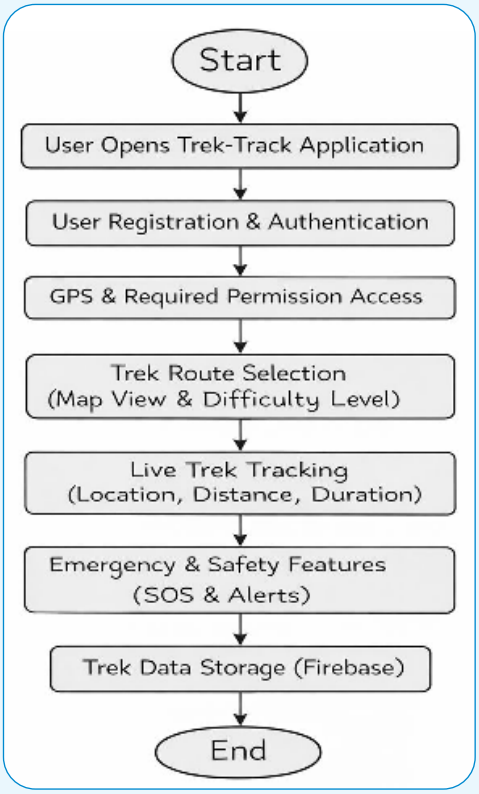
Team Members: Samya Shrestha, Aadarsha Dhami, Anushka Chhetri, Manjita Shrestha

Project Introduction: TrekTrack is a proposed mobile application concept aimed at helping trekkers and travelers plan their trekking activities effectively. It is designed as an idea to provide trekking related informations in a structured and user friendly way.

Project Objectives

- To propose features that can help trekkers plan routes and trips.
- To understand how technology can improve trekking safety and management.
- To enhance safety and enable offline map.

Methodology



Conclusion: The project successfully identifies problems faced by trekkers and proposes possible solutions. This project enhanced our understanding of system analysis, planning and teamwork.

Team Enigma

Project Title: Ohmie

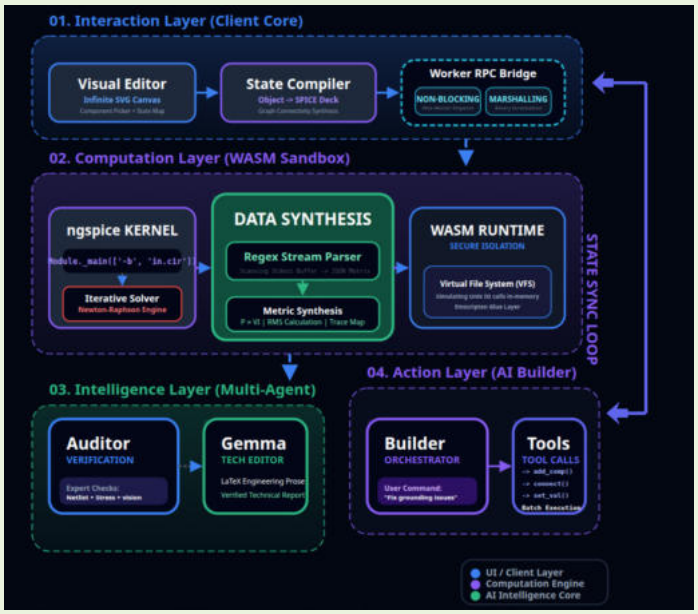
Team Members: Rabin Lamichhane (Team Leader), Riya Jha, Atul Tiwari

Project Introduction: Ohmie is an intelligent EDA (Electronic Design Automation) platform bridging the gap between schematic design and formal verification. By pairing a local ngspice WASM engine with a multi-agent AI Auditor, Ohmie enables "Correctness by Construction." While you design, Ohmie performs real-time Design Rule Checks (DRC) and electrical stress tests. For example, it flags if a 16V capacitor is subjected to 25V (maxviolation). Featuring HPA* and RAG, auto-routing and private, browser-based simulation via Web Workers, Ohmie ensures that your circuits are professional and functional before you ever touch a soldering iron.

Project Objectives

- To prevent component damage: Automatically detects safety violations by validating simulations against component limits before physical assembly.
- To accelerate circuit design: Automate efficient, interference-free wire routing to reduce manual effort and design time.
- To democratize circuit simulation: Deliver high-performance, zero-install browser-based simulations accessible on any device.

Methodology



Conclusion: Ohmie transforms the traditional circuit design workflow from a manual, error-prone process into a streamlined, "Correctness by Construction" experience. By integrating high-speed HPA and RAG-based auto-routing* with a rigorous AI Auditor, Ohmie solves the real-world engineering challenge of design-stage failure. Through the power of WebAssembly, we bring industrial-grade ngspice simulation directly to the browser—ensuring that every design is safe, professional, and functional. With Ohmie, engineers don't just draw circuits; they build them with the confidence that their first prototype will work exactly as intended.

Team Super Nova

Project Title: Nova Health

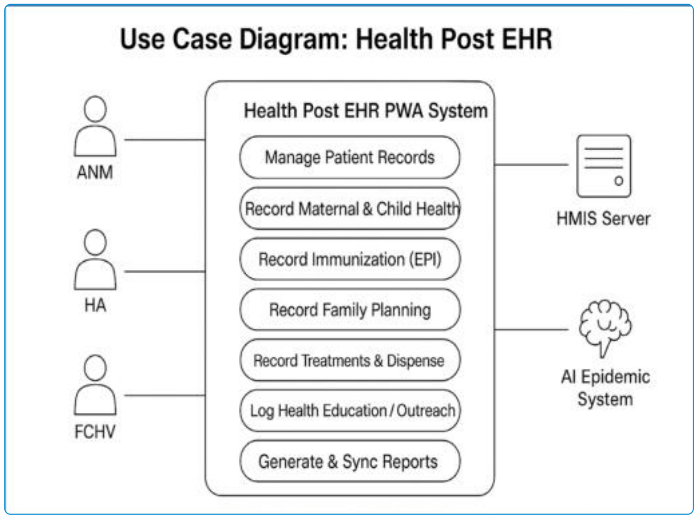
Team Members: Bhawana Shrestha (Team Leader), Mamata Khanal, Kriti Mandal

Project Introduction: This project is an offline-first PWA-based EHR system designed for Nepal Health Posts to ensure uninterrupted healthcare delivery in low-connectivity settings. It supports essential services such as patient records, maternal and child health, immunization, family planning, drug dispensing, and community outreach with secure local data storage and seamless data synchronization when online. Enhanced with AI-driven disease surveillance for early outbreak detection, the platform empowers frontline health workers to deliver timely, data-driven primary healthcare in remote and underserved communities.

Project Objectives

- Ensure uninterrupted healthcare delivery by enabling offline-first digital health services for Nepal Health Posts in low-connectivity and remote areas.
- Strengthen frontline health worker efficiency through a unified platform for patient management, maternal and child health, immunization, family planning, treatments, and outreach activities.
- Enable early detection and prevention of outbreaks using AI-driven disease surveillance to support timely, proactive public health interventions.

Methodology



Conclusion: This project delivers a simple, reliable, and offline-first digital health solution tailored for Nepal Health Posts, enabling uninterrupted primary healthcare in remote and low-connectivity settings. By combining secure local data management with AI-driven disease surveillance, the system empowers frontline health workers to act early, prevent outbreaks, and improve community health outcomes through timely, data-informed decisions.

Team Digikrit

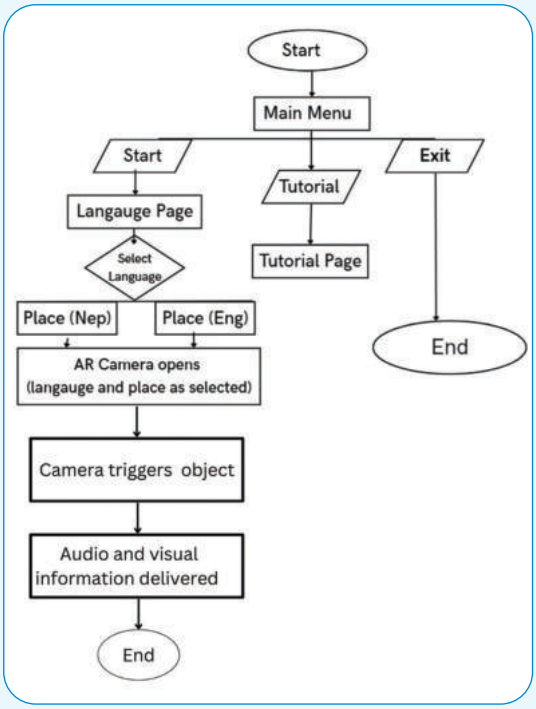
Project Title: Pocket Guide

Team Members: Sanjay Shrestha, Prarabda Singh Mahat, Ishan Guragain

Project Introduction: AR based travel guide app

Project Objective: To provide informative and accessible content through augmented reality in order to enhance the tourism experience and demonstrate the practical application of AR in the tourism sector.

Methodology



Conclusion: Pocket guide efficiently uses AR to provide instant information about landmarks, offering an interactive experience. It highlights how technology can enhance learning and tourism in a simple user friendly way.

Team UI2AI

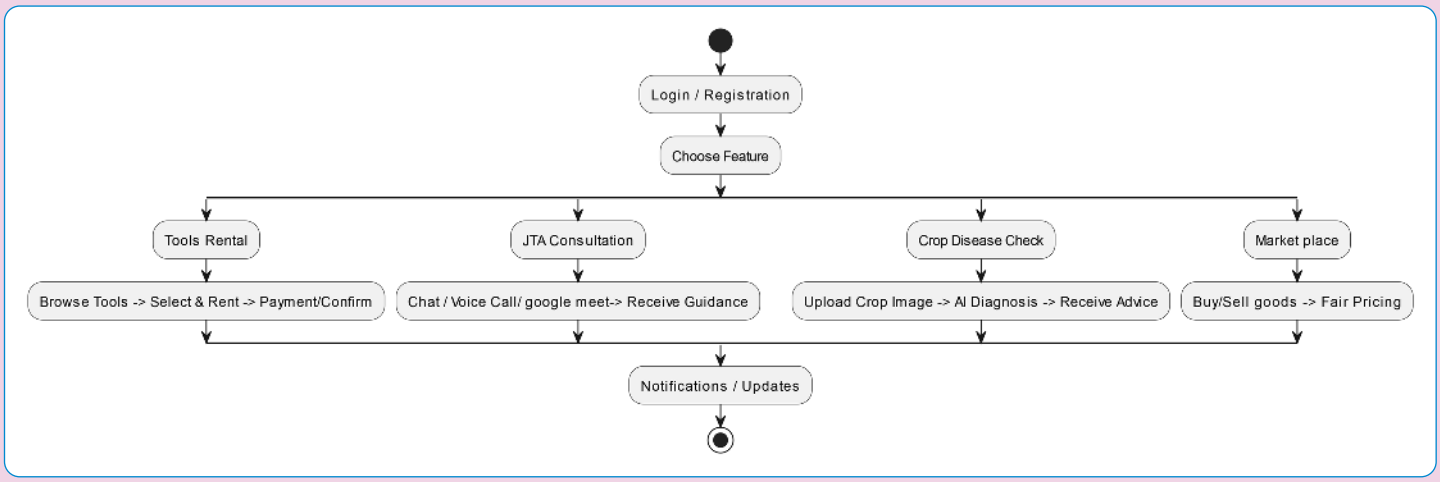
Project Title: Sahayatri – An Integrated Agricultural Support and Marketplace System

Team Members: Aayush Singh Rajput (Team Leader), Bibisha Basnet, Bhanu Prasad Chaudhary, Bishal Sharma

Project Introduction: In Nepal, agriculture is the primary livelihood for many, yet farmers face challenges like limited access to modern tools, delayed expert support, unfair pricing, and low digital literacy. Sahayatri – An Integrated Agricultural Support and Marketplace System addresses these issues through a unified farmer-centric platform. It offers affordable equipment rental, crop disease detection, direct consultations with Junior Technical Assistants (JTAs), and a transparent marketplace that reduces middleman exploitation. Designed as a voice-first, mobile-friendly solution, the platform ensures accessibility, inclusivity, and sustainable support empowering farmers to make informed decisions and improve productivity from sowing to selling.

Project Objectives

- Enable farmers to rent modern agricultural tools affordably.
- Connect farmers with JTAs for guidance and provide crop disease prediction.
- Promote digital inclusion through a voice-first, easy-to-use platform with a fair marketplace to reduce middle men exploitation.



Conclusion: Farmer's companion offers a practical, scalable solution to real agricultural challenges by combining technology, expert support, and fair market access. With its farmer-first, voice-enabled design and sustainable business model, the platform reduces exploitation, improves productivity, and strengthens rural livelihoods. It demonstrates how inclusive digital innovation can transform agriculture and create long-term impact for farmers and food systems alike.

Team Healing Hands

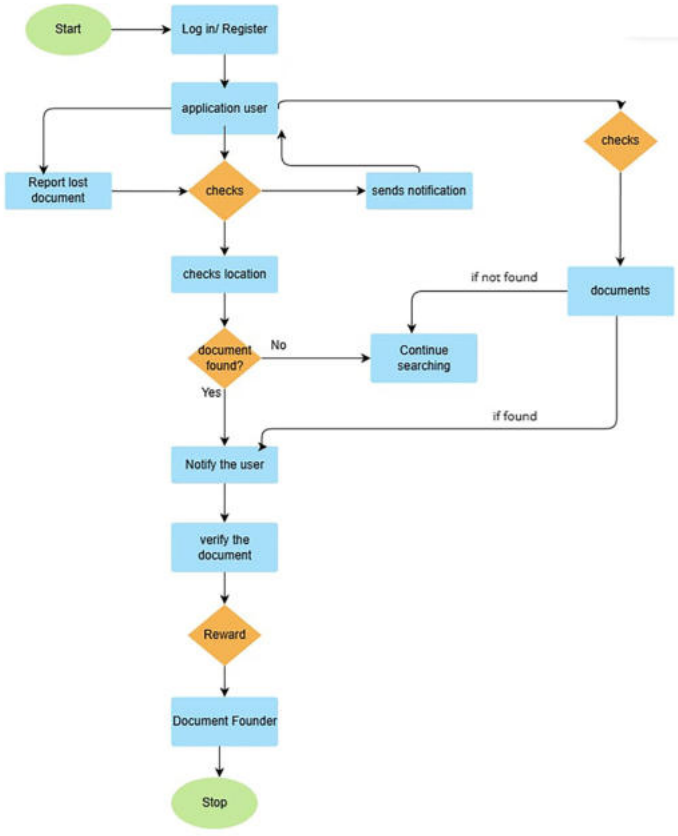
Project Title: Khoj Mitra

Team Members: Aiswarya Pokharel (Team Leader), Prajina Adhikari, Ayushma Pokhrel, Hemkala Thapa

Project Introduction: Khoji Mitra is like a helping friend when you lose an important document. It remembers where you last had it and guides you in tracing it back. If someone else finds your document, they can report it through the app and even get a reward for their honesty. When urgent, users can prioritize the search with a small fee for faster recovery. Khoji Mitra focuses on community support, trust, and peace of mind when valuables go missing.

Project Objectives

- Help people recover lost documents quickly
- Connect the community safely
- Encourage honesty with rewards



Conclusion: Khoj Mitra is a technologically advanced platform, wthat simplify the reporting lost items or persons, as well as locate them. This will be achieved through the use of a real-time database, which will be created using Firebase Firestore. There will also be a process of image recognition, which will make it possible to locate a lost item. There will also be a process of OCR.

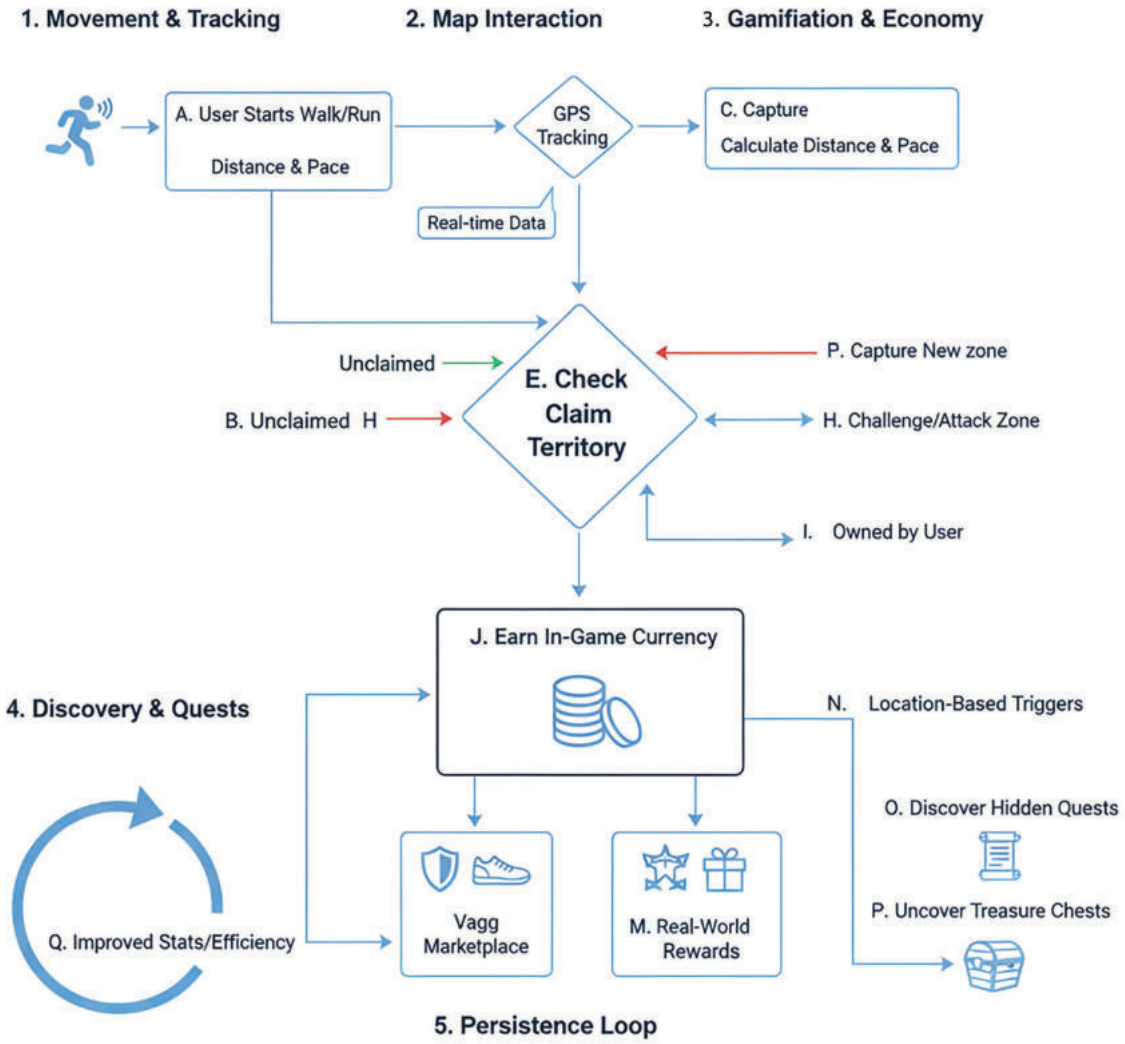
Project Title: Vagg

Team Members: Aayush Pokhrel (Team Leader), Aavash Lamichhane, Diwas Parajuli, Saroj Poudel

Project Introduction: Vagg is a fitness app that turns running and walking into a game. Captures and defends real-world territory, expands into new zones, completes quests, discovers treasures, and earns in-game currency to unlock gear and rewards—making every step an adventure and competition.

Project Objectives

- Gamify Fitness
- Community Collaboration
- Encourage Healthy Habits



Conclusion: Conclusion Vagg is more than a fitness app it is a movement to make exercise exciting, inclusive, and socially impactful. By gamifying running and walking, it transforms ordinary workouts into adventures where users capture territories, defend their progress, and uncover hidden quests. Beyond personal achievement, Vagg encourages healthier habits, builds community through friendly competition, and contributes to public well-being by making fitness accessible to all. With its blend of fun, challenge, and purpose, Vagg redefines how people stay active, turning every step into progress toward both individual growth and collective health.

Team Nascent

Project Title: Dristi360

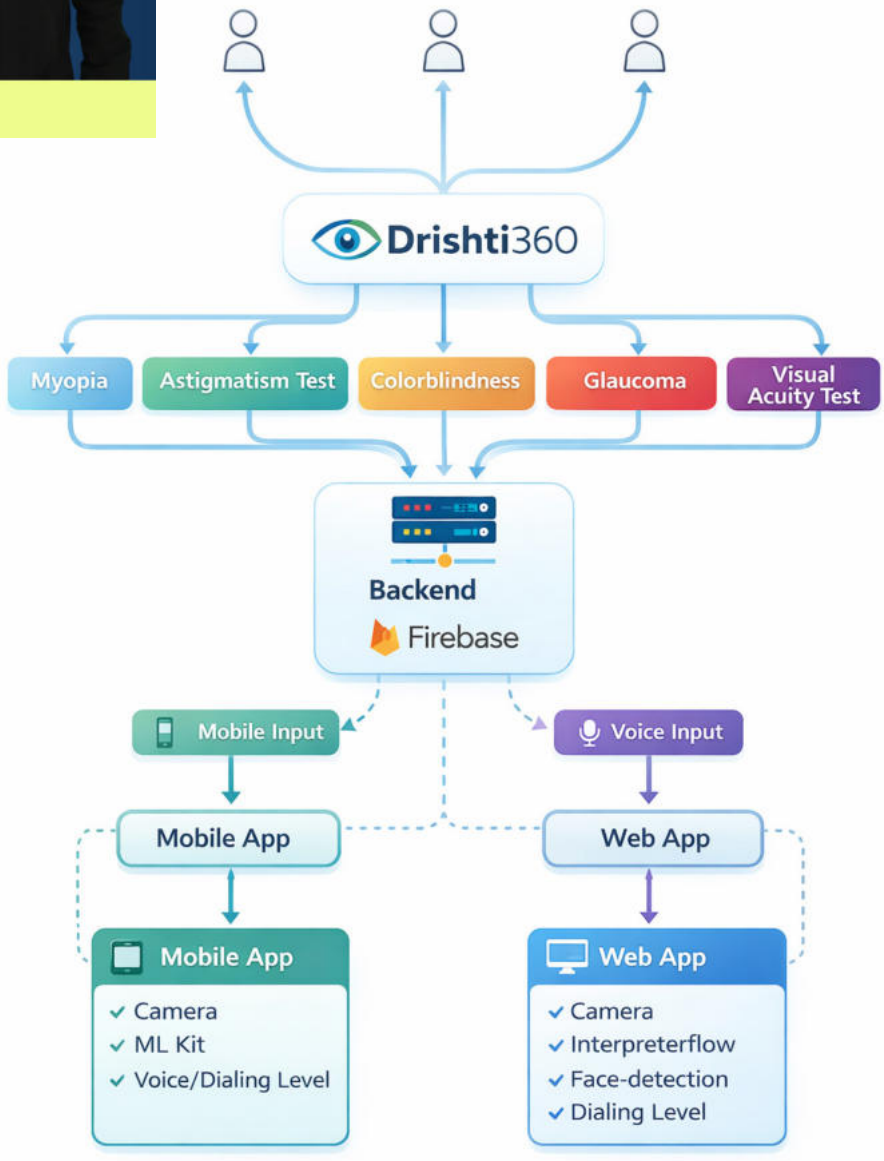
Team Members: Bipin Poudel, Rojina Tiwari, Smriti Pandeya (Team Leader)

Project Introduction: Dristi 360 is a smart digital eye screening platform designed to help people check their eye health easily, anytime and anywhere. Many individuals delay eye checkups due to lack of time, cost, or access to eye care services. Dristi360 addresses this problem by bringing basic eye screening directly to users through their mobile phones or computers. The platform uses simple vision tests and camera-based technology to screen for common eye conditions such as vision clarity issues, eye strain, and potential glaucoma risk. It also guides users to maintain the correct testing distance and posture, ensuring more reliable results. Dristi360 does not replace professional eye examinations. Instead, it acts as an early screening and awareness tool, helping users recognize potential vision problems early and encouraging timely consultation with eye care professionals. By making eye screening accessible, preventive, and user-friendly, Dristi 360 promotes better eye health for everyone.

Project Objectives

- To develop a camera-based digital eye screening system accessible via web and mobile devices.
- To support early detection of common vision abnormalities through automated tests and real-time guidance.
- To provide a scalable platform for preventive eye care using vision assessment, monitoring, and user feedback.

Methodology



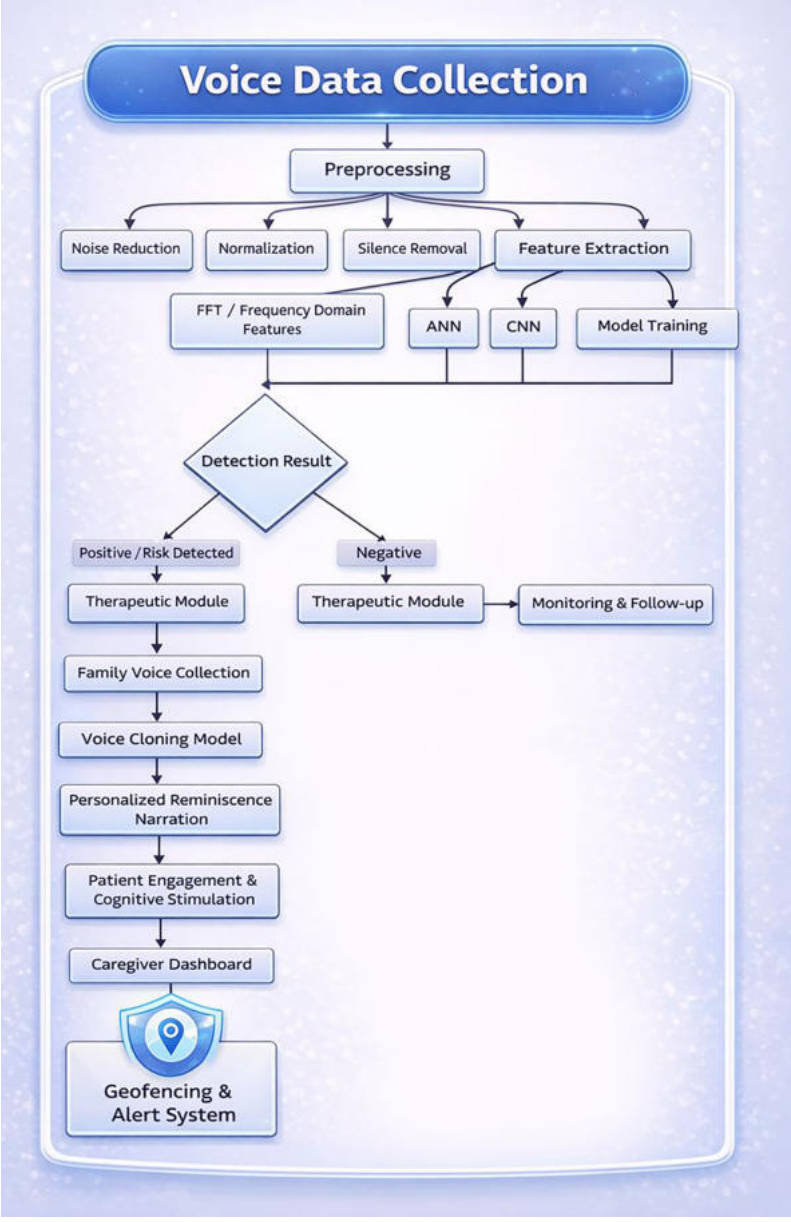
Conclusion: Dristi360 is a smart and accessible digital eye screening platform that enables early detection of common vision problems using camera-based technology and standard devices. By combining clinically inspired vision tests with real-time distance and posture guidance, the platform improves the reliability of at-home eye screening. While it does not replace professional eye examinations, Dristi360 serves as an effective early screening and awareness tool, encouraging timely consultation and promoting preventive eye care for all.

Project Title: LifeEcho: Connecting the Hearts Preserving the Mnd

Team Members: Rajesh Bhusal (Team Leader), Rinju Pokhrel, Prakash Mahato, Rejina Karki

Project Introduction: LifeEcho is a health-focused assistive system designed to support the early detection of Alzheimer's disease and provide cognitive support through reminiscence therapy. The project integrates voice-based analysis for Alzheimer's detection with a therapeutic module that uses familiar voices of family members to stimulate long-term memory (LTM) in patients. Voice cloning technology is employed to recreate familiar voices, which are then used to narrate personalized stories and messages. Additionally, jitter and shimmer measurements are analyzed as speech biomarkers to assist in identifying cognitive impairment related to Alzheimer's disease.

Team Infinity Coders



Project Objectives

- To detect Alzheimer's disease using clinically validated voice-based features.
- To provide reminiscence therapy using familiar and cloned voices of family members.
- To evaluate cognitive improvement and engagement of patients through therapy sessions.

Conclusion: The Alzheimer's detection model achieved an overall accuracy of approximately 70% during training and validation, indicating that voice-based biomarkers can be effectively used for early cognitive impairment detection. Feature analysis showed that frequency-domain and voice stability features contributed significantly to classification performance. The voice cloning module was successfully implemented and used to deliver reminiscence therapy through narration in familiar family voices, which improved patient engagement and emotional response. Caregiver dashboards and safety features functioned reliably, enabling effective monitoring of patients. While the detection accuracy is still being improved, the combined detection and therapy approach demonstrates strong potential as an assistive system for Alzheimer's care and highlights scope for further optimization and clinical validation.

Team Non-Chalants

Project Title: StrayMandu

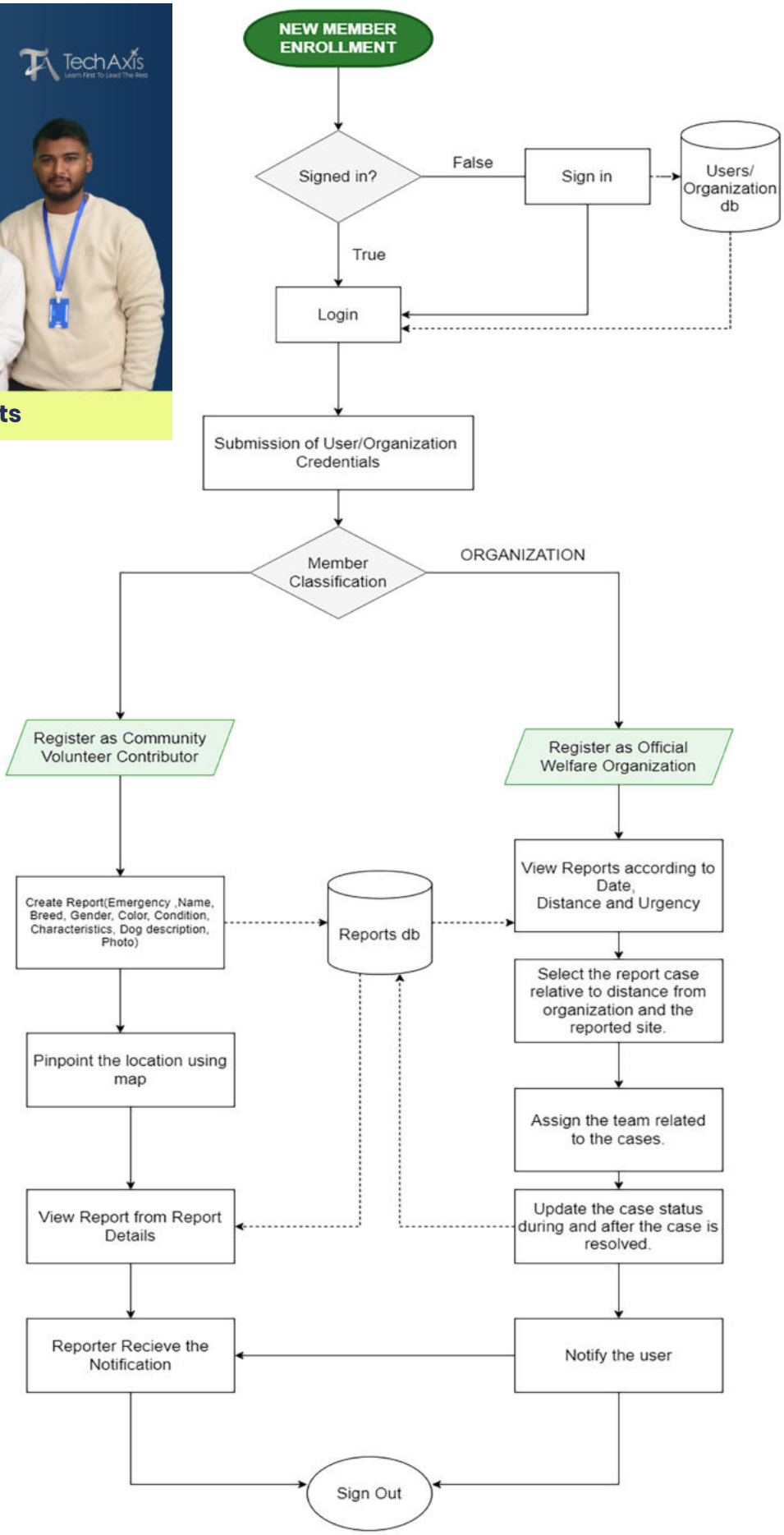
Team Members: Asim Pokharel (Team Leader), Prashan Shrestha, Ashal Pandey, Sumarga Pokharel

Project Introduction: Stray and injured dogs in urban areas often suffer due to delayed reporting or even no reporting. Straymandu is a mobile-based application designed to bridge the gap between citizens that report the needy dog and verified rescue organizations. This platform allows users to report injured or stranded dogs using real-time location with photo evidence, enabling faster and more accountable rescue operations.

Project Objectives

- To provide a reliable medium to report injured and needy stray dogs.
- To make the tracking and rescue process of the dogs easier to the organizations.
- To report cases of animal cruelty for immediate actions.

Conclusion: Straymandu provides an easy reporting and rescuing platform which connects the reporters with verified rescue organizations and helps to track the rescue process from start to finish.

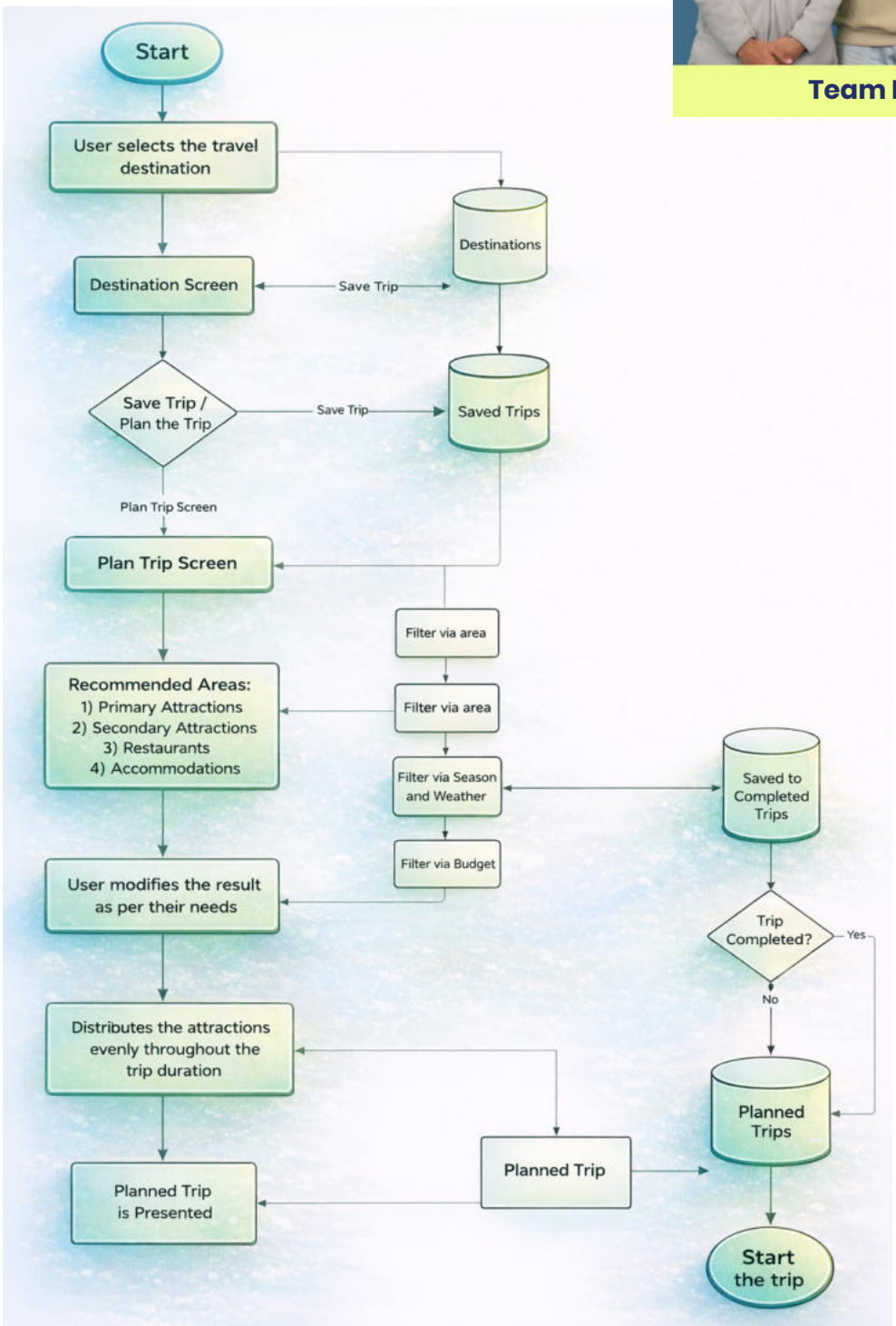


Project Title: Travlapes

Team Members: Manish Bhattarai (Team Leader), Sameep Shrestha, Samyak Maharjan, Slok Pradhan

Project Introduction: Travlapes is a innovative way of bringing you the optimal travelling experience travel companion for smarter, personalized trips across Nepal and to plans routes, schedules, and activities based on your travel style, we use real-time data for weather and nearby recommendations and allow travellers to have a seamless traveling experience with our app.

Team Paryatan Mantralaya



Project Objectives

- To simplify travel planning by providing an all-in-one platform that eliminates the need to use multiple applications for navigation, food, accommodation, and scheduling.
- To help travelers efficiently organize their trips by assisting in destination selection, route planning, meal options, and daily itinerary creation.
- To reduce the time and effort spent on trip planning, allowing users to focus more on enjoying their travel experience rather than managing logistics.

Conclusion: Travlapes successfully addresses the challenges of travel planning by providing a centralized platform that simplifies organizing trips. By combining itinerary planning, destination guidance, and personalized recommendations into a single solution, it reduces the time and effort required to plan a trip. As a result, travelers can experience a smoother, more enjoyable journey with less stress and better use of their time.

Team Mechi Mavericks

Project Title: Skyweave

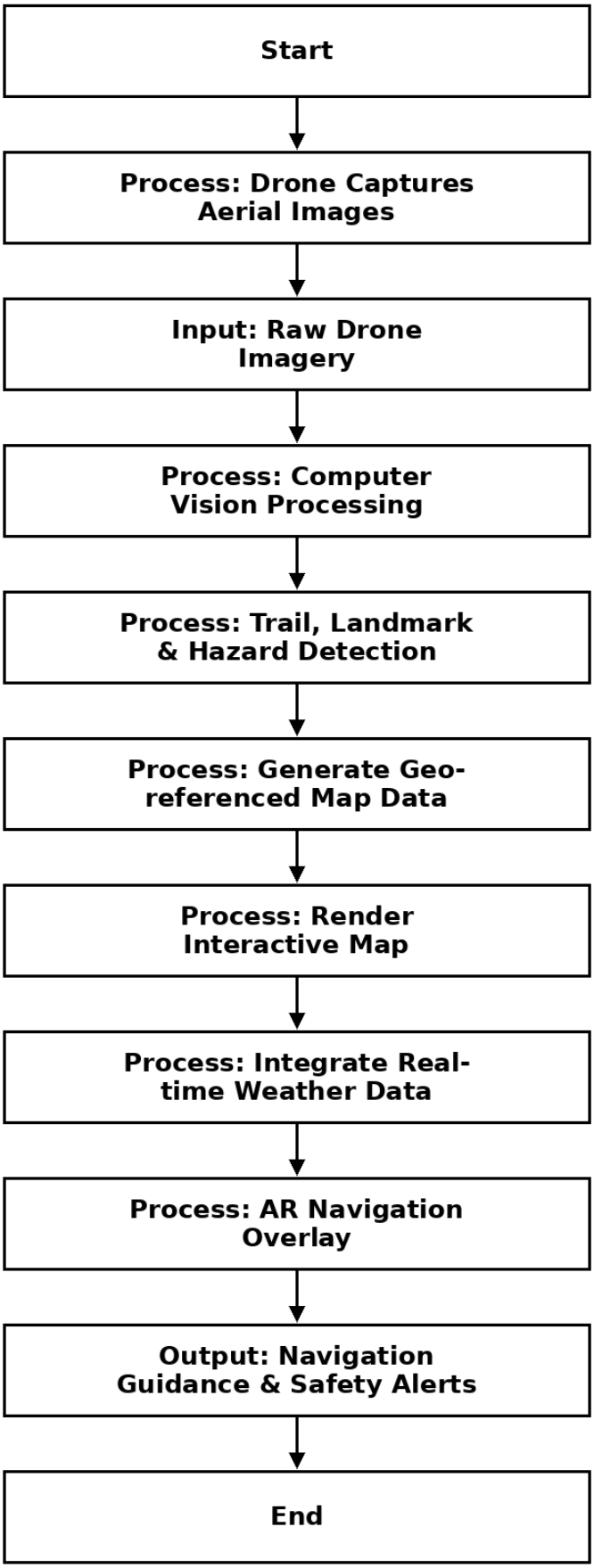
Team Members: Sanket Shiwakoti (Team Leader), Samip Phuyal, Anusha Khatiwada, Nishant Kafle

Project Introduction: SkyWeave is an AI-based trail and hazard mapping system. We use a multi-class YOLOv8 segmentation model to detect trails and landslides from Live drone footage or video. These segmented regions are converted into geographic coordinates and visualized on a live map. The goal is to support disaster response, route planning, and terrain monitoring.

Project Objectives

- Real-Time Trail & Hazard Detection
- AI-Driven Geospatial Mapping
- Support for Disaster Response & Planning

Conclusion: SkyWeave aims to detect terrain features in real time, map them accurately, and support safer decision-making during navigation and disaster response.



Team Runtime Terrors

Group Name: Runtime Terrors

Project Title: Slideshow

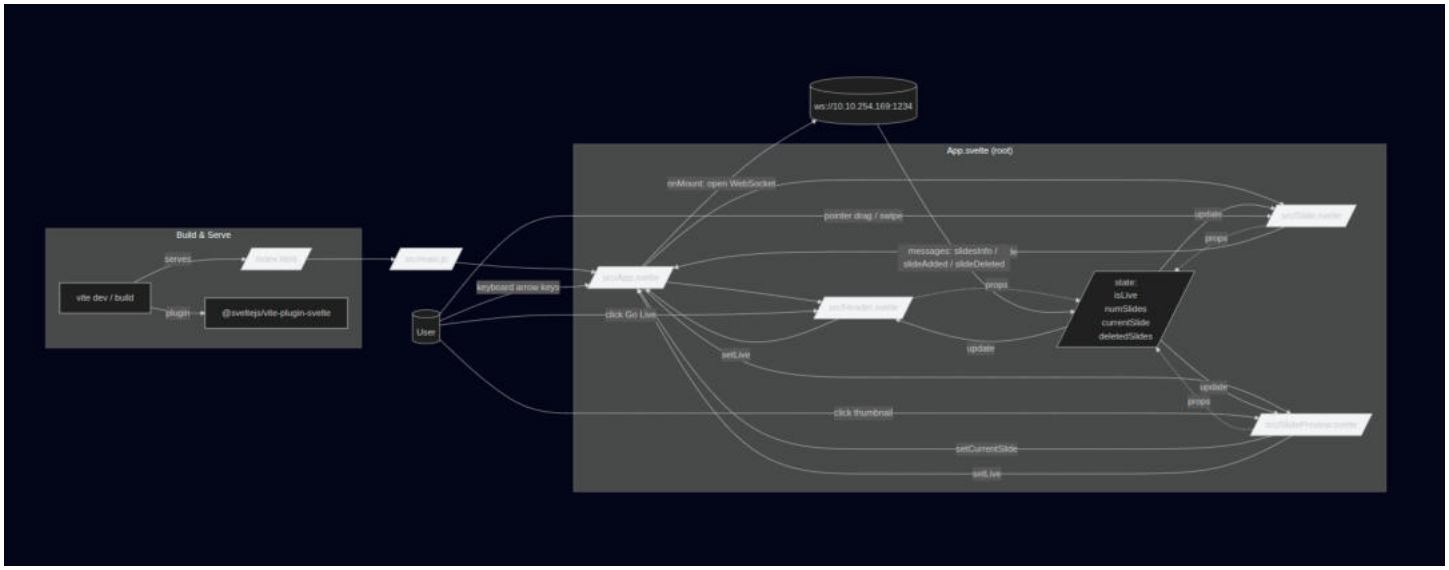
Team Members: Sujata Ghimire (Team Leader), Mukesh Aryal

Project Introduction: Slideshow is a lightweight, real-time slide broadcasting system that delivers presentations directly to audience devices through a simple browser link, eliminating the need for apps or sign-ups. It makes presentations more accessible, engaging, and seamless — even in low-bandwidth environments.

Project Objectives

- Enhance user experience with smooth interactive slideshow navigation.
- Display visual content clearly across all devices and screen sizes.
- Offer easy customization for slides, transitions, and layout

Conclusion: The slideshow project successfully delivers a clean, responsive, and user-friendly way to present visual content across devices. With smooth navigation, easy customization, and clear design, it improves how users create and view presentations. This project demonstrates practical implementation of web technologies and opens the door for future enhancements such as advanced animations, media integration, and dynamic content loading.



Team Synaptic

Project Title: Cognify

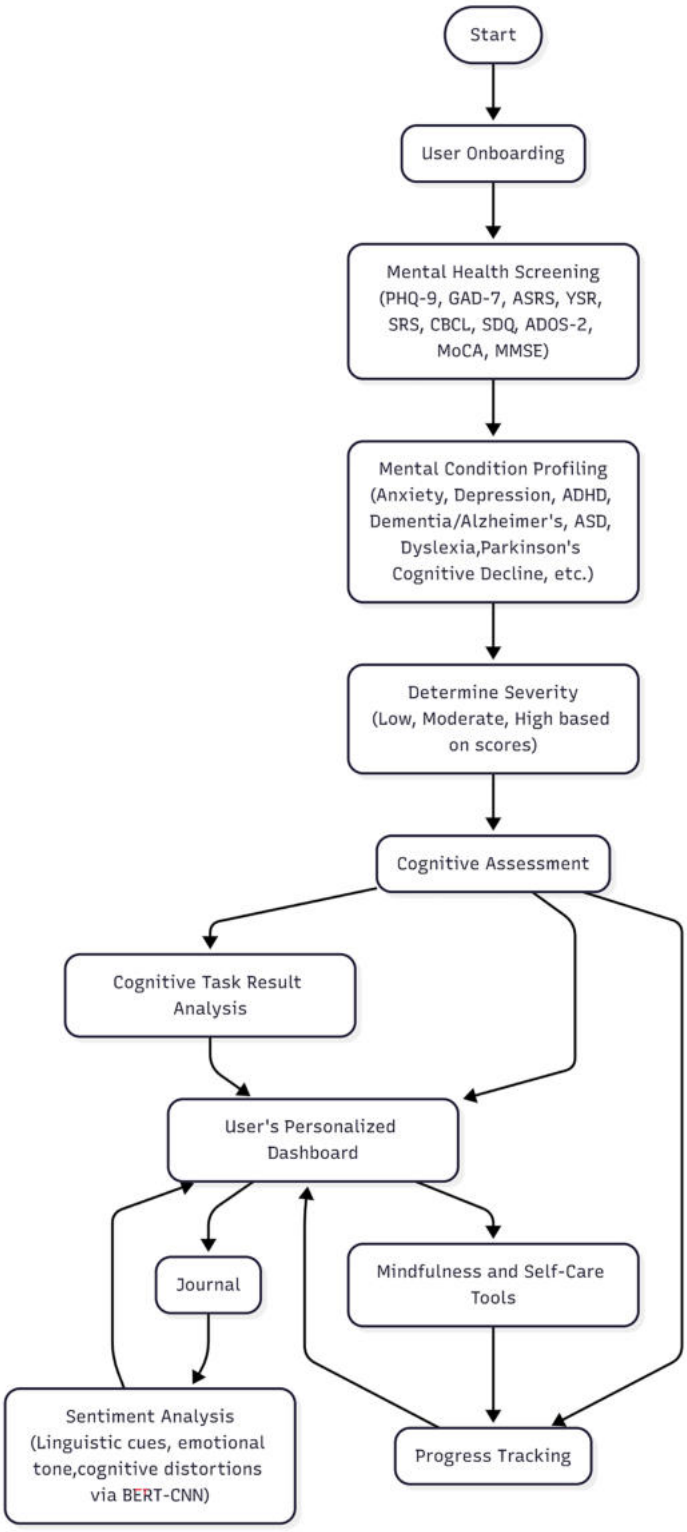
Team Members: Aarya Pathak (Team Leader), Himesh Dulal, Safal Narsingh Shrestha, Swoham Kayastha

Project Introduction: Cognify is an innovative mental health hackathon project that combines cognitive science, NLP, and psychiatry to deliver personalized wellness tools. Users complete a validated survey and journal emotions; AI analyzes responses to generate a mental health dashboard and recommend tailored cognitive games for improvement. With a focus on scientific backing, engaging UI, and real-world impact, Cognify empowers users to proactively manage anxiety, depression, and more, making it a compelling, scalable solution.

Project Objectives

- Digital Solution for Physiatrist, Complemetary assistive system people with abnormal mental health condition and elderly brain diseases.
- Apply the core cognitive tools and concepts aiming to provide mental exercises for a particular brain reason.

Conclusion: Cognify revolutionizes mental health by merging AI, cognitive science, and NLP to deliver personalized assessments, insightful dashboards, and targeted cognitive games. Backed by validated research, it empowers users to proactively improve well-being. This innovative, impactful solution is primed to win the hackathon and evolve into a transformative startup.



Team Yantra Mind

Project Title: Nagarik Sahayog

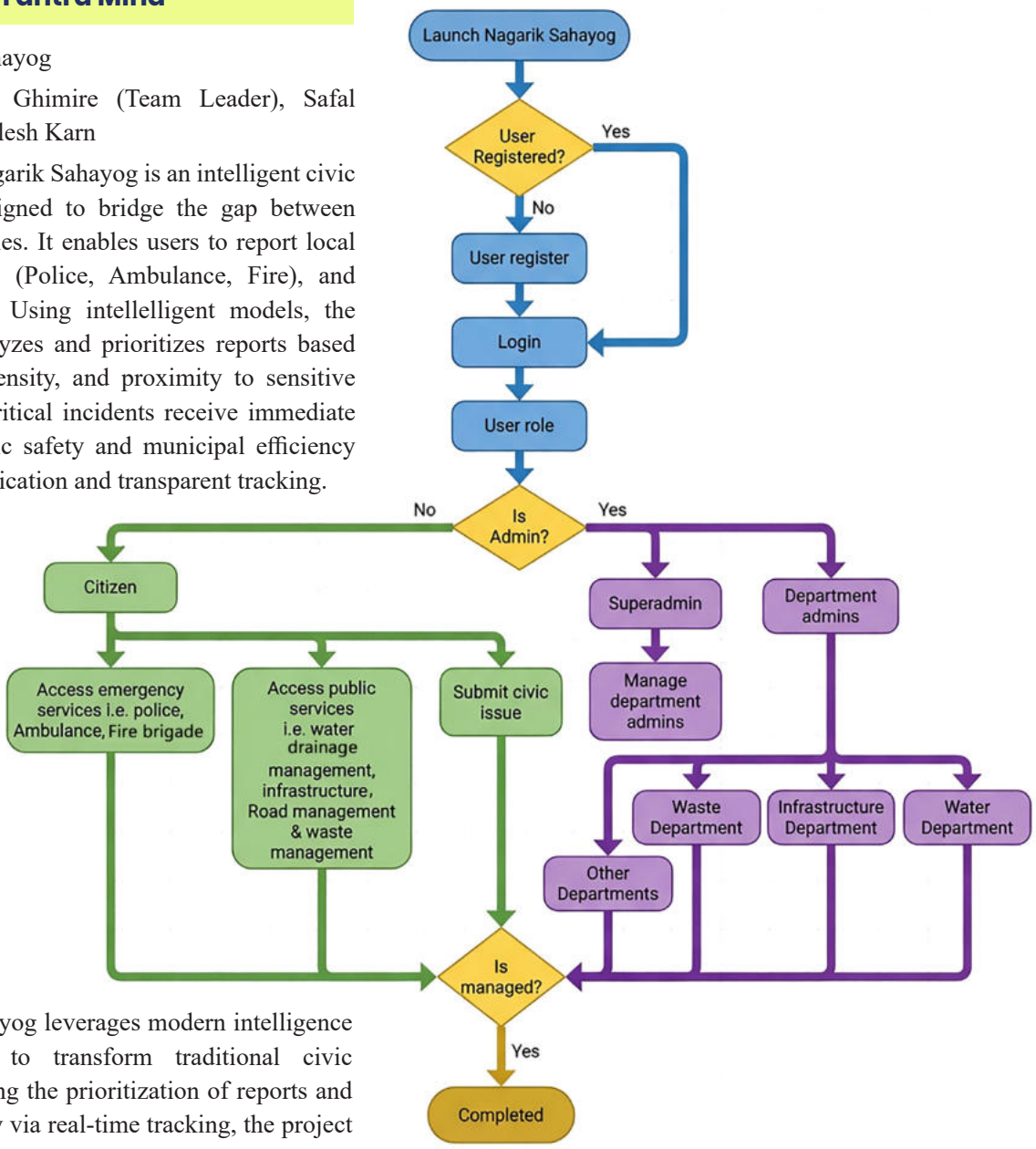
Team Members: Kabin Ghimire (Team Leader), Safal Tamang, Dipak Shanki, Nilesh Karn

Project Introduction: Nagarik Sahayog is an intelligent civic engagement platform designed to bridge the gap between citizens and local authorities. It enables users to report local issues, track emergencies (Police, Ambulance, Fire), and access essential services. Using intellelligent models, the system automatically analyzes and prioritizes reports based on urgency, population density, and proximity to sensitive areas. This ensures that critical incidents receive immediate attention, improving public safety and municipal efficiency through real-time communication and transparent tracking.

Project Objectives

- To provide a real-time, prioritized reporting system that enhances responsiveness to civic grievances and emergency incidents.
- To implement a transparent tracking mechanism that allows citizens to monitor the live status of their reports and community alerts.
- To streamline resource allocation for authorities by providing data-driven dashboards for administrators and field officials.

Methodology



Conclusion: Nagarik Sahayog leverages modern intelligence and mobile technology to transform traditional civic management. By automating the prioritization of reports and fostering community safety via real-time tracking, the project demonstrates how digital solutions can effectively address urban challenges, reduce response times, and ultimately improve the quality of life for citizens.

Team Tech Tactix

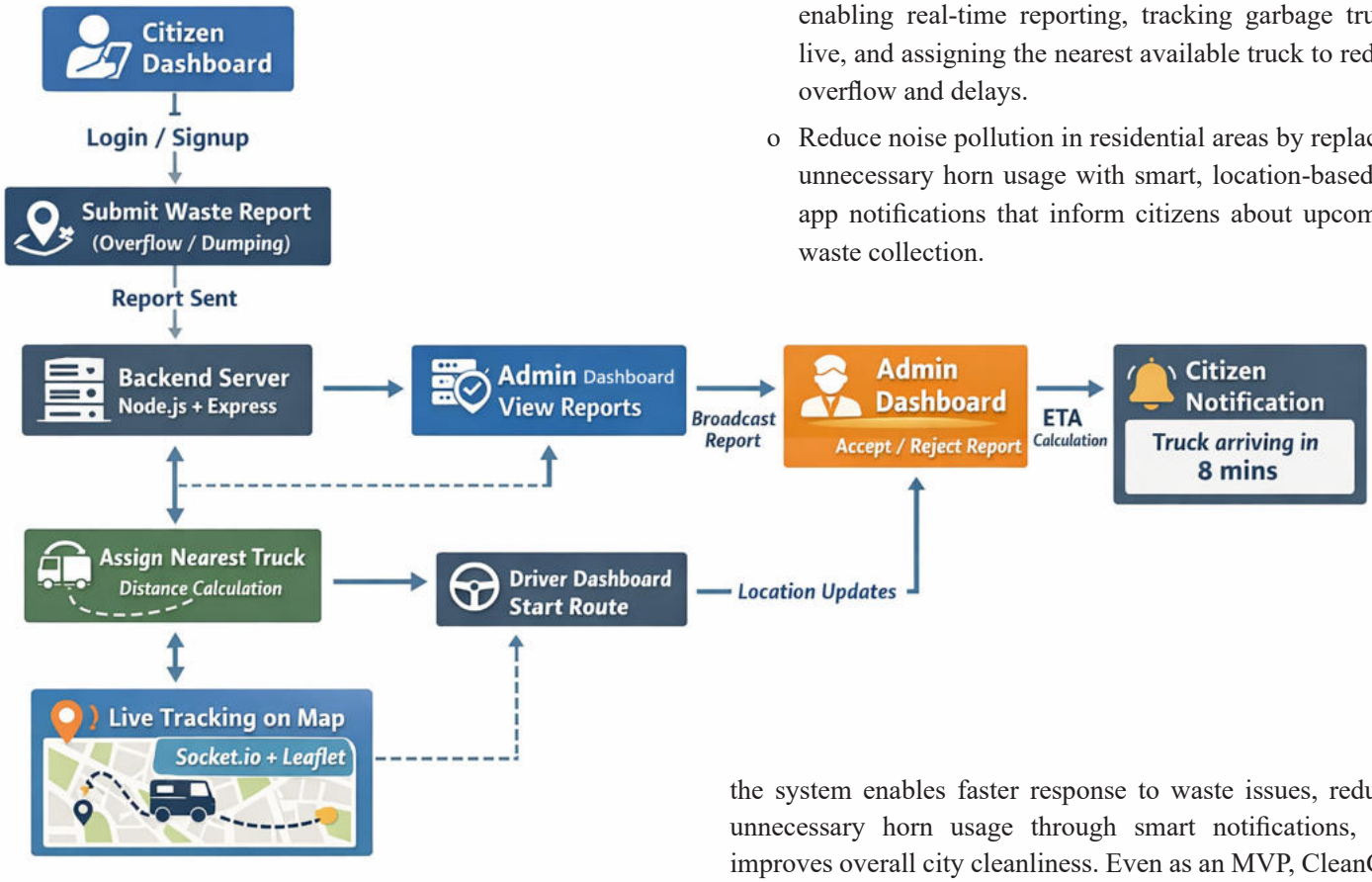
Project Title: CleanCity

Team Members: Swikar Gyawali (Team Leader), Sazan Poudel, Aman Raskoti , Keshab Bhandari

Project Introduction: CleanCity is a smart, software-first platform designed to improve waste management and reduce noise pollution in urban Nepal. It connects citizens, garbage truck drivers, and city administrators through a real-time system. Citizens can report waste issues and see nearby trucks with estimated arrival times, eliminating the need for loud horns. Drivers share live location updates, and admins review reports, assign the nearest trucks, and monitor operations. CleanCity aims to make cities cleaner, quieter, and more efficiently managed using simple, scalable technology.

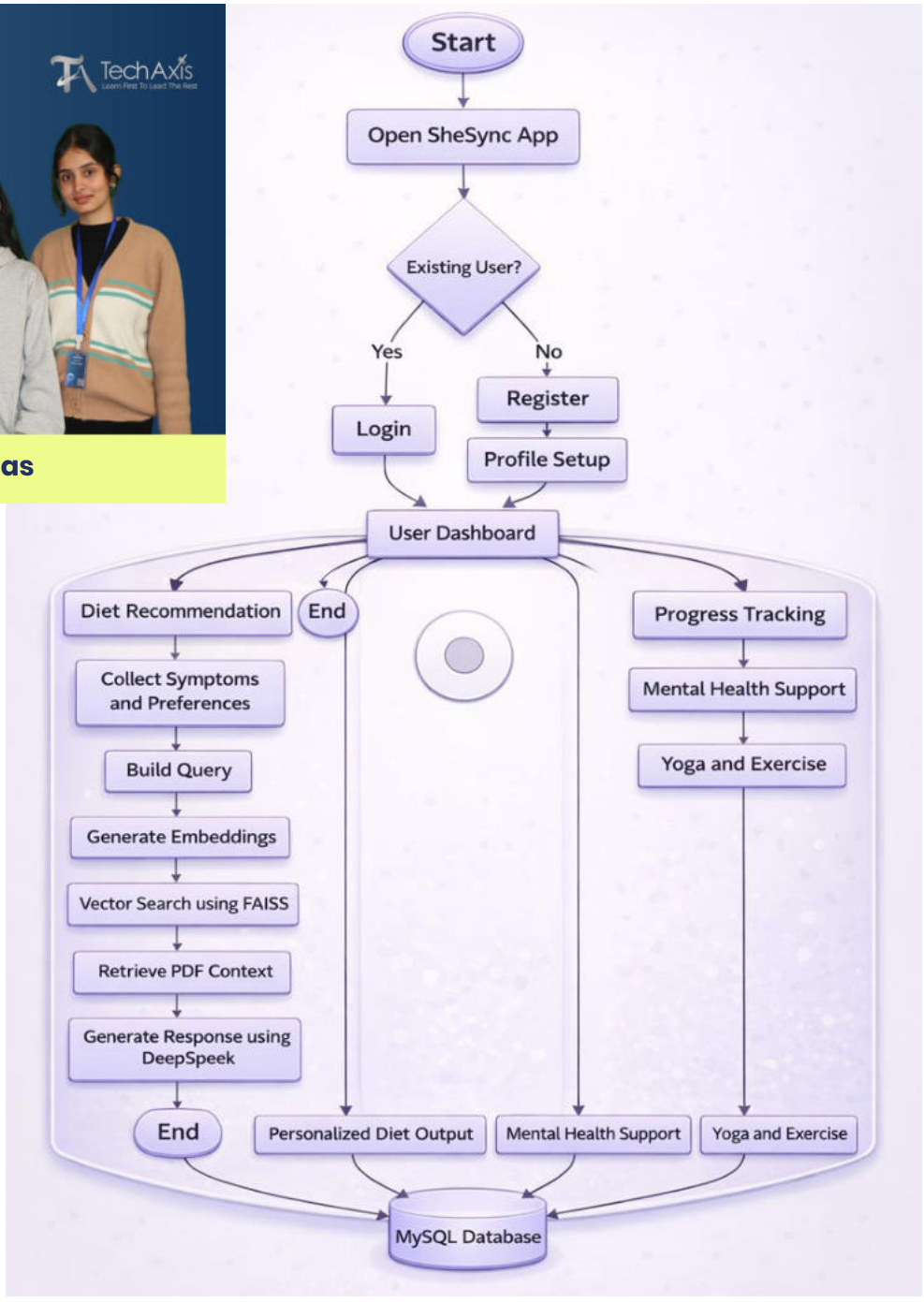
Project Objectives

- Improve urban waste management efficiency by enabling real-time reporting, tracking garbage trucks live, and assigning the nearest available truck to reduce overflow and delays.
- Reduce noise pollution in residential areas by replacing unnecessary horn usage with smart, location-based in-app notifications that inform citizens about upcoming waste collection.



Conclusion: CleanCity demonstrates how a simple, software-first approach can solve real urban problems like inefficient waste collection and noise pollution. By connecting citizens, drivers, and city administrators on a single real-time platform, the system enables faster response to waste issues, reduces unnecessary horn usage through smart notifications, and improves overall city cleanliness. Even as an MVP, CleanCity proves that data-driven decision-making and live tracking can make urban services more transparent, efficient, and citizen-friendly, with strong potential for future city-wide adoption and scaling.

Team Code Stellas



Project Title: SheSync

Team Members: Kritika Subedi (Team Leader), Priti Paudel Jaisi, Sanisha Kayastha, Pragya Dhungel

Project Introduction: Polycystic Ovary Syndrome (PCOS) is a common hormonal disorder affecting women of reproductive age, often leading to irregular menstrual cycles, hormonal imbalance, weight gain, acne, and fertility issues. Lack of timely awareness and proper guidance can worsen its long-term health effects. This project aims to develop a digital PCOS management platform that helps users understand their condition, track symptoms, and access reliable health-related information. By combining technology with healthcare awareness, the system focuses on early detection support, lifestyle guidance, and user-friendly interaction to empower women in managing PCOS effectively and confidently.

Project Objectives

- To develop a user-friendly digital platform that helps women track symptoms, understand PCOS, and manage their health through awareness, monitoring, and lifestyle guidance.

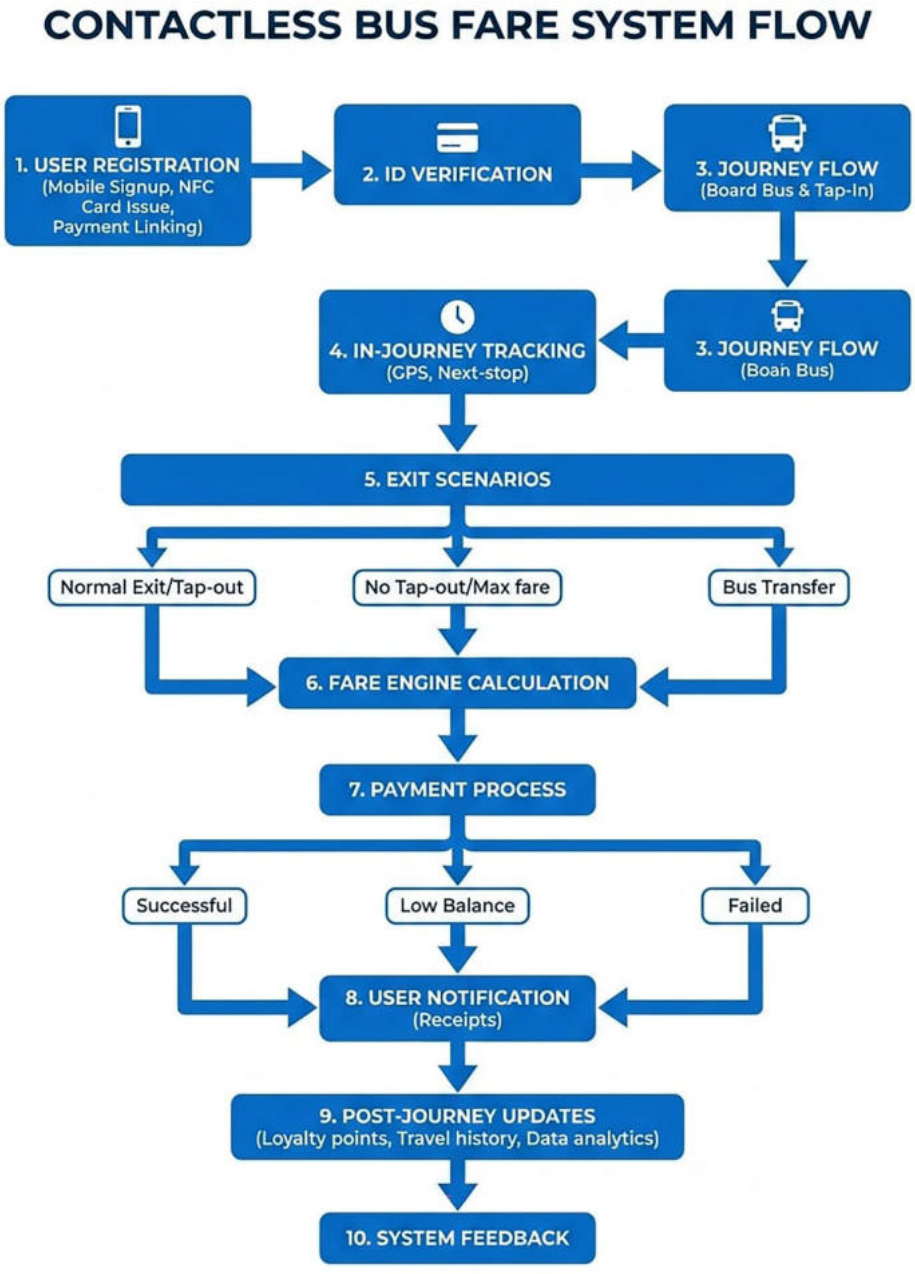
Conclusion: This project focuses on developing a supportive digital platform for individuals affected by Polycystic Ovary Syndrome (PCOS). By combining technology with healthcare awareness, the system helps users track symptoms, understand their menstrual cycles, and access personalized recommendations related to diet, lifestyle, and overall well-being. The inclusion of features such as health logging, informative insights, and an AI-based chatbot enhances user engagement and promotes informed decision-making. Overall, the project aims to bridge the gap between medical knowledge and daily self-care, empowering users to manage PCOS more effectively. With future improvements such as advanced analytics and professional medical integration, the platform has the potential to become a reliable companion for long-term PCOS management.

Team Git Force

Project Title: Transit Pay

Team Members: Prashant Adhikari (Team Leader), Rojin Baniya, Dikshya Sitaula, Samikshya Dhamala

Project Introduction: TransitPAY is a smart, cashless fare management system designed to modernize public transportation in Nepal. It replaces manual, cash-based ticketing with an NFC-enabled tap-in/tap-out system that ensures accurate fare deduction, transparency, and convenience for passengers and operators. By integrating digital wallets, automated fare calculation, and inclusive access through physical cards, TransitPAY reduces fraud, improves trust, and supports Nepal's vision for efficient, digital urban mobility.



Project Objectives

- To eliminate cash-based fare collection in public transport.
- To prevent overcharging and fare manipulation by conductors.
- To ensure transparent and accurate fare calculation for passengers.

Conclusion: TransitPAY offers a practical and inclusive solution to the long-standing challenges of Nepal's public transportation fare system. By replacing manual, cash-based collection with an NFC-enabled, automated process, it ensures fair pricing, reduces fraud, and improves passenger convenience. The system benefits commuters, transport operators, and government bodies through transparency, efficiency, and data-driven insights. Overall, TransitPAY supports Nepal's digital transformation goals and lays the foundation for a modern, reliable, and cashless public transport ecosystem.

Team Attendtion is All we Need

Project Title: Trade नीति: Strategy First, Trade Second

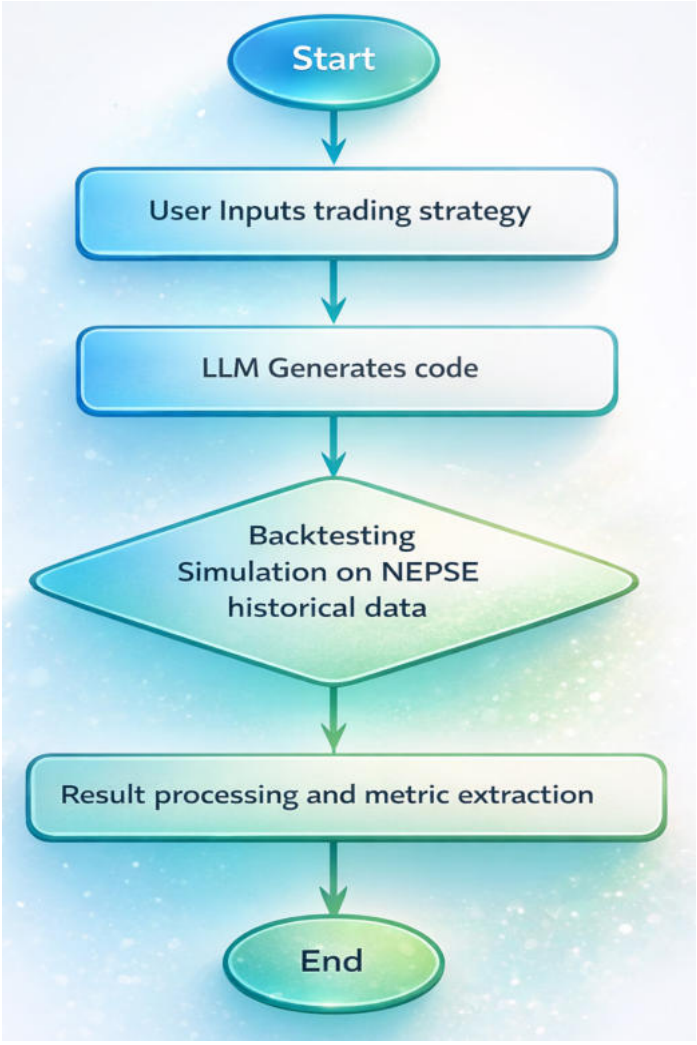
Team Members: Rohit Khadka (Team Leader), Ashim Khatri Chhetri, Himamshu Bhattarai, Nishant Jaiswal

Project Introduction: Retail traders in the NEPSE market spend significant time researching and refining trading strategies, yet most lack a reliable way to test whether those strategies actually work. Our project addresses this bottleneck by providing an automated backtesting platform tailored for NEPSE data. Users can define strategies in simple terms, run them in a secure simulation environment, and instantly receive key performance metrics such as returns, drawdown, and equity curves. This empowers traders to make evidence-based decisions instead of relying on intuition alone.

Project Objectives

- Enable NEPSE traders to backtest strategies quickly and reliably.
- Simplify strategy definition without requiring advanced coding.
- Deliver clear performance metrics for data-driven decisions.

Methodology



Conclusion: This project demonstrates how automated backtesting can bridge the gap between trading ideas and real market performance for NEPSE traders. By making strategy evaluation simple, fast, and data-driven, the platform helps traders reduce guesswork, understand risk, and refine their approaches before deploying capital. It lays a strong foundation for more advanced features such as live trading simulations in the future.

Team NoCactus

Project Title: UNDRctrl

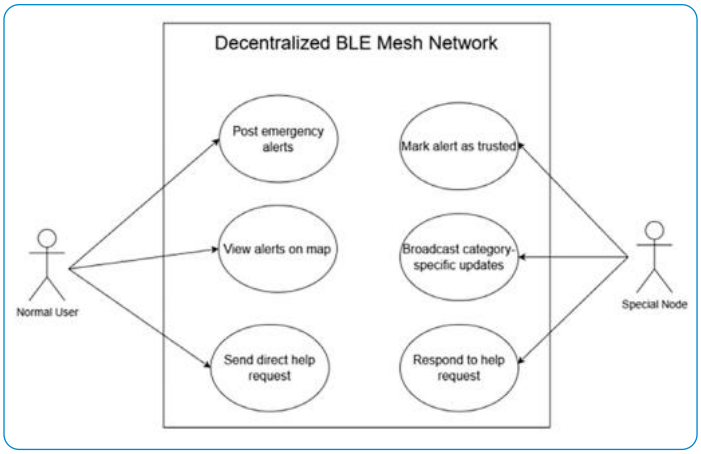
Team Members: Sabin Ranabhat (Team Leader), Bipul Lamsal, Sanjay Pahari, Utkrist Neupane

Project Introduction: UNDRctrl is a decentralized disaster management system designed to function when traditional cellular networks fail. Built on a BLE-based (Bluetooth Low Energy) offline mesh network, the platform enables seamless peer-to-peer communication during emergencies. Through an interactive map interface, users can instantly report medical crises, fires, accidents, and natural disasters without an internet connection. By bridging the gap between victims and responders in connectivity-blind zones, UNDRctrl ensures that community safety and emergency coordination remain resilient, reliable, and "under control" regardless of infrastructure status.

Project Objectives

- To establish offline connectivity: Build a BLE-based mesh network for communication during grid failures.
- To enable real-time emergency mapping: Allow users to report and geolocate critical incidents.
- To optimize decentralized disaster response: Facilitate rapid community and professional rescue coordination.

Methodology



Conclusion: UNDRctrl redefines disaster resilience by proving that safety doesn't have to depend on a cellular tower. By leveraging decentralized BLE mesh technology, the project transforms every smartphone into a critical node of a life-saving network. Ultimately, UNDRctrl empowers communities to maintain communication, geolocate emergencies, and coordinate rescues in the most challenging environments, ensuring that even when the grid goes down, help is never out of reach.

Team Snack Overflow

Project Title: Real time sign language translation app

Team Members: Sujal Maharjan (Team Leader), Astha Shrestha, Prabhakar Chaulagain

This project focuses on the development of a real-time sign language translation application that converts spoken language into sign language. The main objective of the application is to improve communication accessibility for people who are hard of hearing by providing an effective and user-friendly translation platform. The system captures real-time speech, processes it using speech recognition techniques, and translates the output into corresponding sign language representations. By addressing the fundamental communication gap between hearing and non-hearing individuals, this project aims to promote inclusivity and ease of interaction in everyday situations. The proposed solution demonstrates the potential of technology to support accessible communication and assistive services.

Team BiyoR

Project Title: BiyoR: The Future of Tradition

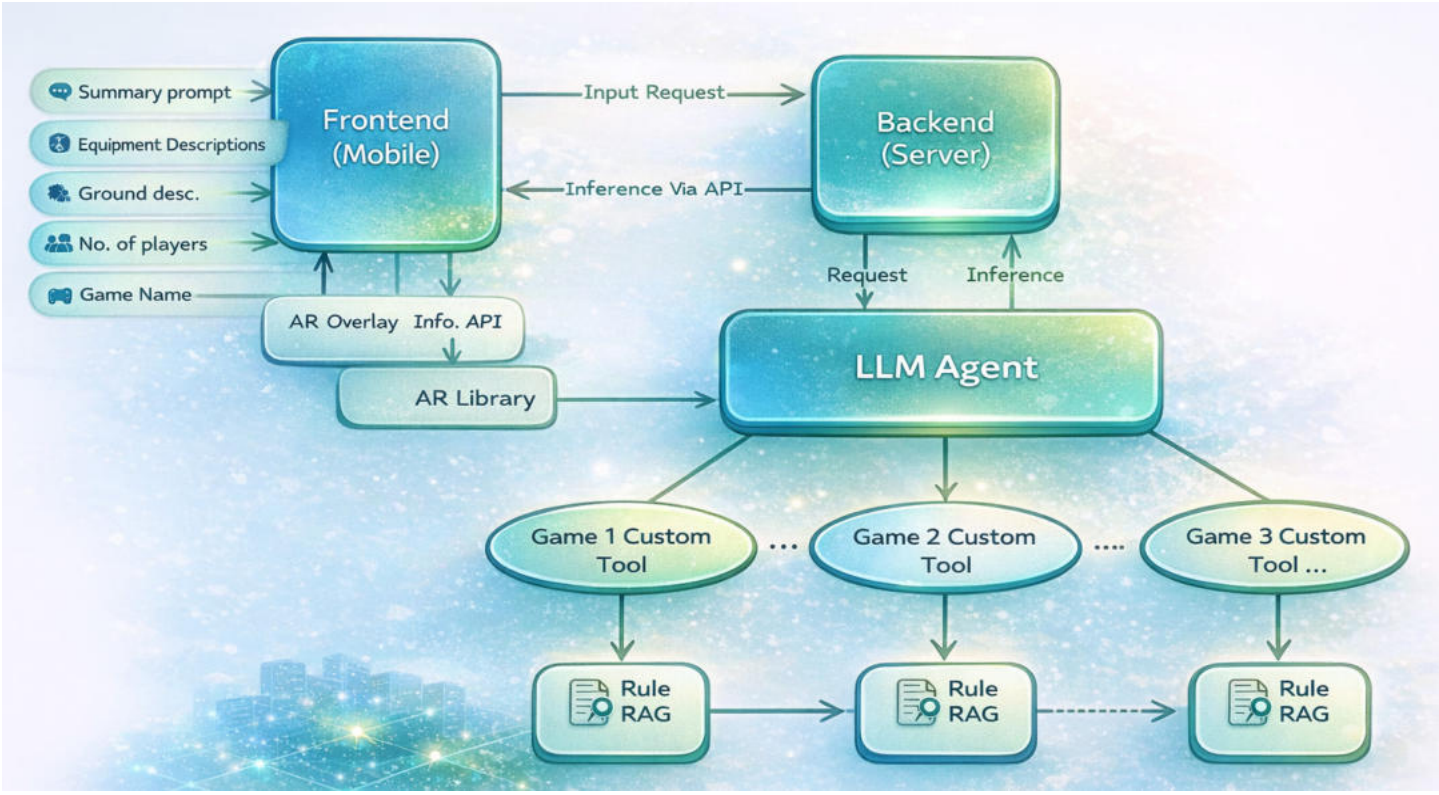
Team Members: Nikolson Chauhan (Team Leader), Sanam Ghimire, Avaya Bajracharya

Project Introduction: BiyoR is an AR- and AI-assisted mobile app that modernizes Nepal's traditional sport Dandi Biyo by bringing precision, fairness, and accessibility to gameplay. Using augmented reality, BiyoR projects a standardized, accurately scaled court onto any flat surface, while AI assists with real-time rules, guidance, and distance-based scoring. This eliminates manual measurements and disputes. Developed as a proof of concept for MBMC IdeaX 2025, BiyoR blends technology with tradition to make Dandi Biyo easier to learn, play, and preserve for a new, tech-savvy generation.

Project Objectives

- Standardize and ensure fair gameplay Use AR-based court projection and precise measurements to eliminate inconsistent field setups, manual errors, and scoring disputes in Dandi Biyo.
- Make Dandi Biyo easy to learn and accessible anywhere Leverage AR and AI assistance to guide players with rules, setup, and scoring so beginners, schools, and communities can play confidently in any open space.
- Preserve and revitalize traditional Nepali sports Reimagine Dandi Biyo through modern technology to attract younger generations and lay the foundation for digital transformation of other traditional games.

Methodology



Conclusion: BiyoR shows how AR and AI can be used in a meaningful way to support cultural heritage. By turning any open space into a fair and standardized Dandi Biyo ground, and by assisting players with clear rules and accurate scoring, the project removes long-standing barriers to accessibility and consistency. More than just a prototype, BiyoR represents a scalable vision for bringing traditional Nepali sports back into everyday play. It demonstrates how thoughtful technology can help tradition evolve and stay relevant for future generations.

Team Ramanujan

Project Title: Spidey

Team Members: Sitanshu Shrestha (Team Leader), Sourya Udas

Project Introduction: Spidey is an AI-powered autonomous security system built around a hexapod patrol robot. It combines real-time video and audio intrusion detection, IoT sensors, and edge processing on a Raspberry Pi to monitor spaces humans can't easily reach. When anomalies are detected, Spidey autonomously investigates, records evidence in short clips, and alerts users through a mobile app. Designed for homes, warehouses, and industrial sites, Spidey modernizes security by making it mobile, intelligent, and proactive.

Project Objectives

- Autonomous Security Patrol
- Real Time Multi Modal Threat Detection
- Unified controlling and Monitoring Platform

Conclusion: Our system modernizes physical security by combining autonomous robotics, real-time AI analysis, and a unified mobile platform. By integrating a hexapod patrol bot with video, audio, and IoT sensing, we enable proactive threat detection rather than passive monitoring. This approach is scalable from homes to industrial sites, reduces human dependency, and demonstrates how intelligent edge systems can make security more adaptive, reliable, and accessible.

Thanks for MBMC IdeaX-2025 Collaboration

Team Aetherhacks

Project Title: CHUK: AI-Powered Smart Recipe Generator & Intelligent Diet Tracker

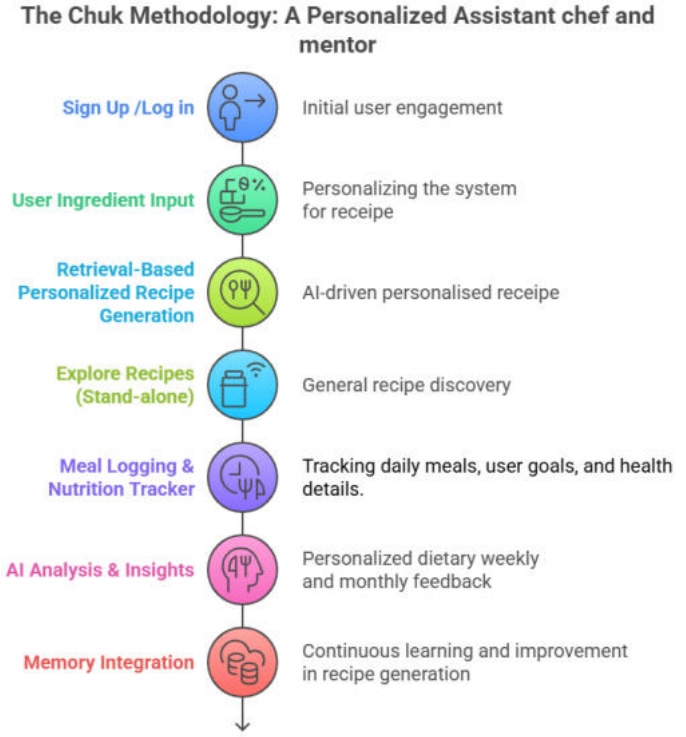
Team Members: Priyanka Khatri (Team Leader), Nancy Mahatha, Smriti Basnet

Project Introduction: Chuk is an AI-powered kitchen and health companion that revolutionizes how people cook and eat. It generates personalized recipes from Nepali and global cuisines using ingredients on hand, saving time, money, and reducing food waste. Beyond recipe generation, Chuk tracks meals, analyzes nutrition, and provides weekly, and monthly health insights, guiding smarter, healthier decisions. By solving real-life dilemmas like "what to cook?" and "am I eating right?", Chuk empowers users—from individuals to hostels and small businesses—to improve health, efficiency, and sustainability, blending AI, cultural understanding, and data-driven guidance.

Project Objectives

- To enable intelligent meal decisions by using AI to recommend what to cook based on available ingredients, preferences, and Nepali/global cuisines.
- To optimize food resources by reducing waste, saving time and money, and generating healthier, portion-aware recipes from existing ingredients.
- To provide personalized health and nutrition insights through automatic meal tracking and culturally aware dietary guidance for individuals and communities.

Methodology



Conclusion: Chuk is an AI-powered kitchen and health companion that generates recipes from available ingredients, lets users explore meals across cuisines, and tracks every meal to provide actionable, personalized nutrition insights. Its tracker ensures users understand their intake, progress toward goals, and make smarter health decisions. By reducing food waste, saving time, and optimizing spending, Chuk empowers users—from individuals to communities—to achieve their health, fitness, and dietary goals efficiently. Future Enhancements: Voice-assisted cooking, hyper-personalization, social recipe sharing, global recipe expansion, and smart kitchen integration for a fully interactive, proactive, and culturally-aware experience.

IdeaX-2025
Media Coverage

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काठमाडौँ, पुस ४ गते। मदन भण्डारी मेमोरियल कलेजमा शुक्रबारदेखि विज्ञान प्रविधिसम्बन्धी विशेष कार्यक्रम सुरु भएको छ । 'एमबिएमसि आइडिया एक्स–२०२५' कार्यक्रमको शुक्रबार उद्घाटन भएको हो । कार्यक्रम आइतबारसम्म सञ्चालन हुनेछ।

यो कार्यक्रममार्फत विज्ञान तथा प्रविधिका माध्यमबाट देशका समसायिक समस्या र अवसरसँग सम्बन्धित विषयवस्तुमा केन्द्रित रहेर नवीनतम सोचको खोज गरी समस्या समाधानमा आधारित उद्यमशीलता विकास र प्रवर्द्धन गर्ने कलेजले जनाएको छ।

त्रिभुवन विश्वविद्यालयबाट सम्बन्धन प्राप्त र विश्वविद्यालय अनुदान अयोगद्वारा गुणस्तर उन्नयन प्रत्यायनकृत यस कलेजले यस वर्षको उत्कृष्ट डिजिटल रूपान्तरण संस्था पुरस्कारसमेत प्राप्त गरेको छ।

यो कार्यक्रमको तेस्रो संस्करणमा स्नातक तहका सूचना तथा प्रविधि विषय अध्ययनरत विद्यार्थी र प्रविधिमा रुचि राख्ने नवप्रवर्तकलाई

एमबिएमसि आइडिया एक्स २०२५ कार्यक्रमले नेपालको वर्तमान आवश्यकता र सम्भावनासँग प्रत्यक्ष रूपमा सम्बन्धित रहेका विषयवस्तु– पर्यटन, स्वास्थ्य सेवा र पहुँच, वित्तीय प्रविधि, कृषि प्रविधि, सांस्कृतिक पहिचान तथा खुला विषयवस्तुहरूमा केन्द्रित रही प्रतिस्पर्धा गराइनेछ।

प्रतियोगितात्मक तथा सहकार्यात्मक रूपमा सञ्चालन हुने यस कार्यक्रममार्फत् सहभागीले नवीन सोचको प्रोटोटाइप विकास गर्ने, कार्यान्वयन गर्ने र विज्ञको मार्गदर्शन प्राप्त गर्ने अवसर प्राप्त गर्नेछन्।

कार्यक्रमको उद्घाटन कलेज व्यवस्थापन समितिका अध्यक्ष महेन्द्र बहादुर पाण्डेले गर्नुभएको हो । उक्त कार्यक्रमको सभापतित्व कलेजका क्याम्पस प्रमुख डा. बाबुराम अधिकारीले गर्नुभयो।

कार्यक्रममार्फत् नवप्रवर्तनशील सोचलाई प्रोत्साहन गर्दै समसामयिक समस्या समाधानमा आधारित रही उद्यमशीलता विकास, प्रविधिको सदुपयोग तथा दिगो विकासका लक्ष्यतर्फ योगदान पुऱ्याउने अपेक्षा गरिएको छ। उक्त कार्यक्रमबाट उत्कृष्ट आइडियाहरूलाई पुरस्कार, मेन्टरसिप तथा नेटवर्किङको अवसर प्रदान गर्ने आयोजकले जनाएको छ।

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मदन भण्डारी मेमोरियल कलेजमा तेस्रो संस्करणको आइडिया एक्स–२०२५ हाकाथन सुभारम्भ भएको छ। ४८ घण्टे ह्याकाथनको तेस्रो संस्करण आज पुस ४ देखि पुस ६ गतेसम्म सञ्चालन भईरहेको छ

विज्ञान तथा प्रविधिका माध्यमबाट देशका समसामयिक समस्या र अवसरमा केन्द्रित रही नवीन सोचको खोज, समस्या समाधान र उद्यमशीलता विकास तथा प्रवर्द्धन गर्ने उद्देश्यसहित कार्यक्रम आयोजना गर्न लागिएको कलेजले जनाएको छ।

कार्यक्रमको शुभारम्भ गर्दै चीनका लागि पूर्वराजदूत एवम् कलेज व्यवस्थापन समितिका अध्यक्ष डा. महेन्द्रबहादुर पाण्डेले शैक्षिक संस्थाहरूले विश्वबजारमा प्रतिस्पर्धा गर्न सक्ने दक्ष जनशक्ति उत्पादन गर्न केन्द्रित हुनुपर्ने धारणा राख्नुभयो। कलेजले विज्ञानप्रविधिमा आधारित विभिन्न कार्यक्रमहरु आयोजना गर्दा विद्यार्थीहरूलाई थप प्रोत्सहान मिल्ने उहाँले बताउनुभयो।

ह्याकाथनको दैरान पनि सिर्जनशीलतालाई धेरैभन्दा धेरै प्राथमिकता दिई समाज, सभ्यता, राष्ट्र र मानवजगतको हित हुने गरी प्रविधिको सदुपयोग गर्न अध्यक्ष डा. पाण्डेले सुझाव दिनुभयो।

कलेजका प्रमुख डा. बाबुराम अधिकारीका अनुसार विद्यार्थीहरूको आत्मविश्वास, ज्ञान, सीप र क्षमता अभिवृद्धिका निम्ति स्वच्छ प्रतिस्पर्धा हुनु जरुरी छ। प्रविधिको उच्चतम प्रयोग भइरहेको यस समयमा मदन भण्डारी कलेजले नवीन ढङ्गका कार्यक्रम आयोजना गरी राष्ट्रिय रूपमा मात्रै नभइ अन्तर्राष्ट्रिय स्तरमा पनि आफ्नो पहिचान बनाउन अग्रसर रहेको उहाँको भनाइ छ। यस्ता किसिमका अवसर विभिन्न प्रतिभाशाली विद्यार्थीहरूलाई प्रदान गर्न पाउँदा कलेज गौरव महशुस गर्ने उहाँले बताउनुभयो।

त्यसैगरी कलेजका आइटी विभाग प्रमुख एवम् कार्यक्रमका संयोजक फूलबाबु झाले ह्याकाथनको तेस्रो संस्करणसम्म आइपुग्दा आयोजकको तर्फबाट कार्यक्रमको गुणस्तरीयता र व्यवस्थापनमा धेरै सुधार गरेको दाबी गर्नुभयो। सहभागीहरूले प्रतियोगितात्मक तथा सहकार्यात्मक वातावरणमा आह्ना आइडियाको प्रोटोटाइप विकास, कार्यान्वयन र विज्ञहरूबाट मार्गदर्शन प्राप्त गर्ने अवसर पाउने उहाँले बताउनुभयो।

यस कार्यक्रममा स्नातक तहमा सूचना तथा प्रविधि विषयमा अध्ययनरत विद्यार्थी तथा प्रविधिमा विशेष रुचि राख्ने नवप्रवर्तकहरूको सहभागिता छ । प्रतियोगिता पर्यटन, स्वास्थ्य सेवा र पहुँच, वित्तीय प्रविधि, कृषि प्रविधि, सांस्कृतिक पहिचान तथा खुला विषयवस्तुहरूमा केन्द्रित हुनेछ ।

ह्याकाथनमा नेपाल र विदेशका गरी कुल ३२ टिम सहभागी हुनेछन् । कुल ४२३ व्यक्तिगत दर्तामध्ये ११८ जना कार्यक्रममा सहभागी हुनेछन्।

MBMC IdeaX-2025 Launched रातोपाटी

Ratopati, December 19, 2025

RSS

Kathmandu, Dec 19: The third edition of the MBMC IdeaX-2025 Hackathon began on Friday.

Organized by Madan Bhandari Memorial College, the initiative aims to encourage Nepalese students to move beyond theoretical learning and develop functional prototypes with the potential to grow into sustainable startups by addressing contemporary challenges.

According to the college, this year's competition focuses on six key sectors crucial to Nepal's economic and social development, including tourism, technology, health services and accessibility, fintech, cultural identity, and an open category.

Bachelor-level students from IT and those interested in IT studies are taking part in the 48-hour onsite hackathon. A total of 138 teams, comprising 423 individuals, initially registered for the event. Following a rigorous online presentation round, 32 finalist teams with 118 participants were selected, said college Chief Dr Baburam Adhikari.

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MBMC IdeaX2025 ;~r fng ub}

पुस ४, काठमाडौं । काठमाडौंको नयाँ बानेश्वर स्थित मदन भण्डारी मेमोरियल कलेजले ४८ घण्टे MBMC IdeaX–2025 Hackathon को तेस्रो संस्करण आजबाट सञ्चालन हुने भएको छ ।

MBMC IdeaX कार्यक्रममार्फत कलेजले विज्ञान तथा प्रविधिका माध्यमबाट देशका समसामयिक समस्या र अवसरसँग सम्बन्धित विषयवस्तुमा केन्द्रित रहेर नवीनतम सोचको खोज गरी समस्या समाधानमा आधारित उद्यमशीलता विकास र प्रवर्धन गर्दै आएको छ । त्रिभुवन विश्वविद्यालद्वारा सम्बन्धन प्राप्त यस कलेज विश्वविद्यालय अनुदान अयोगबाट गुणस्तर उन्नयन प्रत्यायनकृत छ । साथै कलेजले (Asian Oceanian Computing Industry Organization–ASOCIO) बाट Outstanding Digital Transformation Organization Award 2025 समेत प्राप्त गरेको छ । यस कलेजले स्नातक र स्नातकोत्तर तहमा विभिन्न सङ्कायका कार्यक्रमहरू सञ्चालन गर्दै आएको छ ।

MBMC IdeaX प्रतिस्पर्धाको पहिलो संस्करण २०८० असोज १९ देखि २१ गते सम्पन्न भएको थियो । उक्त संस्करणले आदिवासी भाषाहरूको संरक्षण, प्रवर्धन र पुनरुत्थान गर्ने लक्ष्य राखेको थियो । "भाषा जीवन हो, जीवन नै भाषा हो" भन्ने मूल नाराका साथ UNESCO नेपालसँगको सहकार्यमा देशभरका ५० भन्दा बढी प्रतिस्पर्धीको सहभागितामा ४८ घण्टे Onsite Hackathon भएको थियो ।

MBMC IdeaX को दोस्रो संस्करण गत वर्ष असोज ११ देखि १३ गतेसम्म सञ्चालन भएको थियो । दोस्रो संस्करणको प्रतिस्पर्धामा नेपाल तथा भारतका सयभन्दा बढी सूचना प्रविधि विषय अध्ययनरत विद्यार्थी सहभागी थिए । उनीहरूले वातावरण प्रविधि, स्वास्थ्य र पहुँच, विकेन्द्रीकरण, साइबर सुरक्षा, पर्यटन, वित्तीय र कृषि प्रविधि लगायतका विधामा खोज तथा अन्वेषण गरी आ–आफ्ना प्रतिभा प्रस्तुत गरेका थिए । प्रतिस्पर्धामा ६ ओटा विभिन्न विधामा आधारित रही विषयविज्ञहरूबाट प्रत्येक विधाको उत्कृष्ट र समग्रमा एक सर्वोत्कृष्ट विजेता चयन गरिएको थियो ।

तेस्रो संस्करण MBMC IdeaX–2025 मा स्नातक तहका सूचना तथा प्रविधि विषय अध्ययनरत विद्यार्थीहरू र प्रविधिमा रुचि राख्ने नवप्रवर्तकहरूले नेपालको वर्तमान आवश्यकता र सम्भावनासँग प्रत्यक्ष रूपमा सम्बन्धित पर्यटन, स्वास्थ्य सेवा र पहुँच, वित्तीय र कृषि प्रविधि, सांस्कृतिक पहिचान तथा खुला विषयवस्तुहरूमा केन्द्रित रही एउटै मञ्चमा ल्याई प्रतिस्पर्धा गर्नेछन् । प्रतियोगितात्मक तथा सहकार्यात्मक रूपमा सञ्चालन हुने यस कार्यक्रममार्फत सहभागीले आफ्ना नवीन सोचको प्रोटोटाइप विकास गर्ने, कार्यान्वयन गर्ने र विज्ञहरूबाट मार्गदर्शन प्राप्त गर्ने सुनौलो अवसर प्राप्त गर्नेछन् ।

यस वर्षको Hackathon मा अनलाइन मार्फत दर्ता भएका कूल १३८ समूहका ४२३ प्रतिस्पर्धी मध्ये ३२ समूहका ११८ जना प्रतिस्पर्धी छनोट भएका हुन् ।

कार्यक्रमको औपचारिक उद्घाटन कलेज व्यवस्थापन समितिका अध्यक्ष तथा पूर्व परराष्ट्र मन्त्री महेन्द्रबहादुर पाण्डेद्वारा बिहान १०:३० बजे हुनेछ । कार्यक्रमको सभापतित्व क्याम्पस प्रमुख डा. बाबुराम अधिकारीले गर्ने कार्यक्रम रहेको छ ।

MBMC IdeaX–2025 ले नवप्रवर्तनशील सोचलाई प्रोत्साहन गर्दै समसामयिक समस्या समाधानमा आधारित रही उद्यमशीलता विकास, प्रविधिको सदुपयोग तथा दिगो विकासका लक्ष्यतर्फ योगदान पुऱ्याउने अपेक्षा गरिएको क्याम्पस प्रमुख डा. अधिकारीले बताउनुभयो । कार्यक्रमबाट उत्कृष्ट आइडियाहरूलाई पुरस्कार, मेन्टरशिप तथा नेटवर्किङको अवसर प्रदान गरिने उहाँको भनाइ छ ।

Acknowledgment

Madan Bhandari Memorial College sincerely thanks all print, broadcast, and digital media outlets for their valuable coverage of the IdeaX–2025 program. Your continued support and responsible reporting have significantly contributed to amplifying the spirit of innovation, academic dialogue, and youth creativity promoted through this event and more to come.

Some of the Major Highlights








Madan Bhandari Memorial College

(Affiliated to Tribhuvan University)

Accredited by University Grants Commission (UGC), Nepal, (2025)

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