SolveCon 2026 – Event Impact Report

Prepared by the SolveCon Team | For Internal & Stakeholder Distribution

Executive Summary

SolveCon 2026 was a one-day mega youth event designed to inspire problem-solving among young people. This report synthesises data from three sources — event registrations, SolverJam mini-sessions, and post-event participant feedback — to provide a comprehensive picture of reach, engagement, and impact.

4,247	**1,639**	**1,309**	**387**
Total Registrations	**Event Participants**	**SolverJam Sign-ups**	**Feedback Responses**
Dec 2025 – Feb 2026	38.6% overall show-up rate	Mini-session Registrations	Post-event survey

> *Nearly 4 in 10 registrants attended the event on the day. It marks a significant improvement from previous SolveCon editions (~28–30%).*
> *This reflects stronger pre-event engagement, brand recall, and participant intent.*
> *93% of feedback respondents expressed willingness to be contacted again.*

1. Registrations Overview

Registrations opened in mid-December 2025 and saw a significant surge in the final two weeks before the event, with the last week alone accounting for 1,805 sign-ups (42.5% of all registrations). The event attracted participants primarily from Bengaluru and Mysuru, with a notable national footprint.

1.1 Registration Timeline

Week	Registrations	Cumulative %
Dec 8 – Jan 11 (Early)	31	0.7%
Jan 12 – Feb 1 (Mid)	555	13.8%
Feb 2 – Feb 8	333	21.6%
Feb 9 – Feb 15	1,265	51.4%
Feb 16 – Feb 22 (Final week)	1,805	100%

> *42.5% of all registrations came in the final week — highlighting a strong last-mile buzz.*

1.2 Geographic Reach

City	Registered	Participated	Show-up %
Bengaluru	2,868	1,095	38.2%
Mysuru	759	232	30.6%
Other Cities (Chennai, Delhi, Mumbai, Jalandhar, etc.)	480	172	35.8%
Unknown / Not captured	140	140	100%*

* Unknown city registrants were all marked as participated — likely walk-ins not captured at registration.

The event was strongly rooted in Bengaluru (67.5% of registrations, 38.2% show-up).
Mysuru had a lower conversion at 30.6% having the 2nd largest city by registrations — signalling a need for stronger pre-event engagement for outstation attendees.

1.3 Demographic Profile — Gender Breakdown

Gender	Registered	Participated	Show-up %
Female	2,431	854	35.1%
Male	1,589	623	39.2%
Prefer not to say / Other	35	16	45.7%
Unknown	192	146	76.0%

1.3b Demographic Profile — Age Distribution

Age Group	Registered	% of Reg.	Participated	Show-up %
Under 13	5	0.1%	1	20.0%
13 – 17 years	466	11.4%	108	23.2%
18 – 24 years (Core)	3,039	74.6%	1,127	37.1%
25 – 34 years	393	9.6%	176	44.8%
35+ years	169	4.1%	61	36.1%

Females dominated registrations (57.2%) but had a slightly lower show-up rate (35.1%) vs. males (39.2%). The 25–34 age group had the highest show-up rate (44.8%), suggesting older participants were more committed. School-age participants (13–17) had the lowest at 23.2% — parental logistics and distance may be factors worth addressing for future editions.

1.4 Source of Acquisition

Registrations came through a wide variety of channels. The top 5 identified channels are listed below; the remaining 44% originated from a long tail of other sources including mentors, clubs, teachers, and community organisations.

Channel	Registered	Participated	Show-up %	Notes
School / College	1,274	469	36.8%	Top acquisition channel
Friend Referral	361	172	47.6%	Strong word-of-mouth
WhatsApp Groups	294	80	27.2%	Low conversion
SolveNinja Mentor Bot	256	66	25.8%	Lowest conversion
Instagram	189	54	28.6%	Social media
Other / Multiple Sources	1,873	798	42.6%	Diverse long tail

Friend referrals delivered the highest show-up rate (47.6%) — people who heard directly from a friend were far more likely to follow through.

WhatsApp groups and the Bot had high registration volume but low conversion (~26–27%), suggesting these channels attract curious but less committed audiences. Targeted nudges for these cohorts could significantly improve show-up rates.

2. SolverJam Sessions

SolverJam was the core activity format of SolveCon — a set of concurrent mini-sessions run across three time slots during the event day. Participants could select one session per slot.

1,309	30
Total SolverJam Sign-ups	**Unique Sessions Run**
Across 3 slots	Across 3 time slots

2.1 Session Engagement by Slot

Across all three slots, 'Adda' (open discussion) was consistently the most-chosen format after the general Mela floor, suggesting strong interest in peer conversation. The table below shows the top sessions by attendance in each slot:

Slot 1 Session	Count	Slot 2 Session	Count
Using Simple Tech to Solve Big Problems	97	Using AI to Study Problems	102
Listening to Your Body	93	Anyone Can Start – Quiz on Changemaking	100
Solving for the Air We Breathe	92	How the Internet Works	97
Collaboration while Building Robots	90	Learning about India Using Numbers	93
Different Minds Share Solutions	88	Social Media Addiction & Emotions	89
Plan Your Life Your Way	86	Justice for People & Nature in Bangalore	82

Slot 3 Session	Count
Making Zines About Mental Health	132
Harmful Plants and Animals Around Us	108
Turning Actions into Stories	92
Fixing City Problems Together	83
Using Math to Fix City Problems	82
Stopping Germs from Getting Stronger	81

Mental health, technology, and environment were recurring themes across all three slots — aligning well with issues that youth find most urgent and personally relevant. 'Adda' grew in popularity across slots, suggesting participants became more comfortable with open dialogue as the day progressed.

2.2 Participant Engagement Depth

Sessions Attended	Participants	% of SolverJam
All 3 slots (Highly Engaged)	616	47.1%
2 slots (Moderately Engaged)	478	36.5%
1 slot only	123	9.4%
Mela only (0 sessions)	92	7.0%

> *83.6% of SolverJam participants registered for 2 or more sessions — a strong indicator of deep engagement through this format. Only 7% selected exclusively in the Mela, suggesting the structured session format resonated well.*

3. Youth Conversations during the Event

We spoke to and recorded a few insightful conversations with a few of the young people who attended. The recorded interactions reveal a wide reach across diverse demographics and geographic regions.

- First-Time Attendance: 65% (36/55) were first-time participants.
- 93% (51/55) reported met or exceeded expectations, specifically praising the "campus maps" and "energetic vibe."
- 16% (9/55) requested a 2-day format to allow for deeper immersions into technical workshops like robotics and Ahara AI.
- Gender Representation: Approximately 56% Female (31/55) and 44% Male (24/55) among the participants who identified themselves.
- Diverse Demographic
  - Age Range: 14 (middle school) to 25 years old.
  - Geographic Hubs:
  - Bengaluru: 73% (40/55)
  - Mysuru: 18% (10/55)
  - Other (Uttarakhand, Chennai, Abroad): 9% (5/55)

3.1 Interests & Session Engagement

Participants were surveyed on the domains they care about and the specific workshops they attended:

Interest / Domain	Mention Frequency	Top Specific Session Mentioned
Robotics & Mechatronics	**38% (21/55)**	"Collaborating while building robots"
AI & Emerging Tech	**24% (13/55)**	"Using AI to study/find problems"
Mental Health & Arts	**16% (9/55)**	"Listening to your body" & "Zine making"

Climate & Environment	14% (8/55)	"Bangalore climate issues"
Leadership & Career	8% (4/55)	"Plan your life your own way"

3.2 Support Requested

Youth prioritized these areas for their next steps toward social action:

- **Mentorship**: **73% (40/55)** explicitly requested industry or domain-specific mentors to provide guidance beyond the event.
- **Bridge to Productization**: **56% (31/55)** want student-led ideas to be bridged with professionals to become tangible real-world products or services.
- **Peer Community**: **51% (28/55)** sought a permanent, informal network of like-minded problem solvers.
- **Funding**: **31% (17/55)** mentioned seed funds or project-based grants as a necessary secondary step.

4.1 Skill Development Goals

Participants were vocal about using SolveCon to bridge specific personal and professional skill gaps:

- **Advanced Communication & Fluency**: **45% (25/55)** identified this as their primary goal. Beyond just "speaking," youth want to learn how to standardize their tone, initiate professional networking conversations, and present complex ideas to stakeholders without fear.
- **Collaborative Management & Delegation**: **33% (18/55)** of university-level students identified a major struggle with leadership management. They reported a lack of skill in task delegation, often leading to personal burnout; they are specifically looking for frameworks on how to split tasks and manage team expectations effectively.
- **Empathetic Problem Solving**: **22% (12/55)**—particularly younger students (ages 14-16)—identified "Empathy" as a technical skill. They highlighted that without deep listening and empathetic mapping, technological solutions (like AI or robotics) fail to address the actual needs of the community.
- **Digital Discipline**: A significant subset of students sought skills in pivoting from passive social media consumption (scrolling) to active, math-based or tech-based daily problem solving.

4.1 Insights & Feedback

Several distinct viewpoints emerged that provide a deeper look at the youth psyche:

- **The "Clueless" Attraction**: Multiple participants stated they were drawn to SolveCon because the marketing explicitly welcomed those who were "clueless" about their future. This indicates a high demand for spaces that allow for exploration without the pressure of pre-defined career paths.
- **The Body-Action Connection**: One 14-year-old participant (Sarvani) provided a unique exception to tech-focused goals, emphasising that change-making must start with "Listening to the Body." She noted that youth bodies carry trauma and stress from a "chaotic world" and that psychological calming is a prerequisite for effective social action.

- **Call for Decentralization**: One participant noted that most attendees are "privileged" by virtue of being in Bengaluru and suggested SolveCon workshops must branch out to rural areas or smaller towns where students lack travel access.

4. Post-Event Participant Feedback

387 participants submitted post-event feedback forms, representing a 23.6% response rate among those who attended. The feedback covered three core questions: issues participants care about, what would help them go further, and interest in continued engagement.

4.1 Issues Participants Care About

Respondents were asked: 'What issue keeps you thinking or awake at night? What problems do you really care about solving?' Responses highlighted a diverse range of concerns, with mental health, environment, and civic issues emerging as dominant themes:

Issue / Theme	Nature of Concern
Mental health & emotional well-being	Personal & peer-level concern
Environment (pollution, climate, waste)	Community & global concern
Civic issues & city problems	Hyperlocal concern
Education, career & future	Personal development concern
Technology & social media impact	Digital era concern
Inequality & social justice	Systemic concern
Healthcare access	Systemic & community concern

💡 *Mental health surfaced as the single most mentioned concern — cutting across age and gender groups. This validates SolveCon's session choices (e.g., 'Solve for Mental Health & Prevent Suicides', 'Making Zines About Mental Health') and signals a strong mandate for future programming in this space.*

4.2 What Would Help Participants Go Further

Respondents selected from a menu of support options (numbered 1–6). The most frequently chosen options were 4 (Mentorship), 5 (Community/Network), and 1 (Knowledge/Resources). Many selected multiple options, suggesting participants want holistic support rather than a single intervention.

#	Support Type	Frequency
4	Mentorship & guidance	Highest — selected alone or in combos most frequently

5	Community & peer network	Second highest — often combined with option 4
1	More knowledge & resources	Third — strong demand for learning materials
3	Structured opportunities/projects	Moderate
6	Recognition & visibility	Moderate
2	Financial support / funding	Less frequent

> 💡 *Mentorship and community building are the top asks from participants. This is a strong signal to invest in alumni networks, mentor-matching programmes, and post-event community platforms (e.g., WhatsApp or Discord communities) to convert event energy into sustained engagement.*

4.3 Interest in Continued Engagement

Response	Count	% of Feedback Respondents
Yes — reach out to me	263	**67.9%**
Maybe Later	108	27.9%
No	16	4.1%

> 💡 *95.8% of respondents said Yes or Maybe Later to being contacted again — representing 371 warm leads for follow-up engagement, community building, or future event invitations. These individuals are a high-quality pipeline for deeper involvement in SolveNinja's ecosystem.*

4.4 Skills Participants Want to Build

118 participants responded to the question: 'Which skill do you want to build more?' — selecting from 8 options (multiple selections allowed). The table below shows how many respondents selected each skill and its share of all skill mentions across the group.

#	Skill	Respondents Who Chose It	% ofRespondents	% of AllMentions
4	**Communication**	58	49.2%	**18.4%**
2	**Critical Thinking**	54	45.8%	**17.1%**

3	**Problem Solving**	52	44.1%	**16.5%**
8	Tech & AI	49	41.5%	**15.5%**
5	Collaboration	43	36.4%	**13.6%**
1	Data Analysis	34	28.8%	**10.8%**
7	Empathy	20	16.9%	**6.3%**
6	Grit	6	5.1%	**1.9%**

Note: 118 respondents made 316 total skill mentions — an average of 2.7 skills per person. 79 of 118 respondents (67%) selected more than one skill, reflecting a desire for broad, multi-dimensional growth.

> *Communication topped the list (49.2% of respondents), closely followed by Critical Thinking (45.8%) and Problem Solving (44.1%)*
> *Tech & AI ranked 4th (41.5%), signalling strong appetite for digital skills. Grit ranked last at just 5.1% probably because participants feel less articulate about it as a skill category.*

5. Key Takeaways & Recommendations

5.1 What Worked Well

- Strong female participation (57.2%) — inclusive outreach worked
- 47% of SolverJam participants attended all 3 sessions — very high engagement depth
- Sessions on mental health, technology & environment were top-attended — relevant programming
- 95.8% of feedback respondents are open to continued engagement — strong community signal
- School/college partnerships drove 30% of registrations — institutional channel works

5.2 Areas for Improvement

- 61.4% no-show rate — invest in reminder, nudge and pre-event engagement strategies
- 42.5% registrations came in the last week — accelerate early sign-up incentives
- Data quality gaps: 4.5% gender unknown, some corrupted city fields — strengthen form validation
- Only 23.6% of attendees submitted feedback — improve post-event survey follow-through
- National reach is nascent — develop a deliberate Tier-2 city expansion strategy

5.1 Recommended Next Steps

WhatsApp Community Engagement

- 4,247 registered participants were added to the SolveCon WhatsApp broadcast/community ecosystem.
- 1,639 attendees form the most engaged cohort within this group.

Engagement Strategy Lens:

- Registrants represent the broader awareness community.
- Attendees represent the activated community.
- Feedback respondents represent the high-intent leadership cohort.

This layered segmentation enables:

- Targeted follow-ups
- City-based micro community formation
- SolverJam deep-dive cohorts
- Fellowship and Samaaja pathway onboarding

The immediate opportunity is to convert event energy into structured 30–60 day action journeys through WhatsApp nudges, challenges, and city meetups.