Hi there,

This document contains information on tomorrow's Hackathon. It lists judging criteria, some suggestions on what to bring, and also a full agenda of the event.

App Scope

The intention of this hackathon is to build an app that solves a real-world problem. You will be judged based on the presentation of that problem, and how well your app solves the stated problem. If you do not have any ideas, you are welcome to grab one from a list of problems that are based on **NUS and/or education** as a theme, which will be available upon registration at the hackathon.

You are allowed to use web and/or mobile platforms to solve your problem.

Judging Criteria

Due to the open-ended nature of this hackathon, our judging criteria are based on three main factors. Much of the scoring will be left to the judge's discretion, so teams have to be able to fully articulate the features of what they've built to fit the following categories:

Category 1: The Problem

The overall vision of the project has to be clearly stated. Teams have to be able to justify what problem they are solving with their system, and why it is important. There is no requirement to have a fully functional system, but the core features of the system should be ready for a live demo. Screencasts or screenshots *alone* will not be accepted.

How well you solve the problem will include all user-facing aspects. That includes user experience, program flow, design, and the importance of your problem.

> **BUILD AS MUCH AS YOU CAN:** You will have limited time, so prioritize your hacking time to demonstrate the core functionality with a working prototype as much as possible.

> For the parts of your project that you don't have time to build, wireframe or sketch out how the other parts would work in a way that you can explain it in your presentation. Be prepared to explain how you would implement the technology for the parts you weren't able to complete.

Category 2: The Stack

Teams have to showcase the technology that went into the app. Extra marks will be awarded if teams use something novel or new, and are able to explain the technological advantages of doing so. This allows everyone at the hackathon to learn about new tech, and perhaps use it in their own future projects.

Complexity, *if pulled off successfully*, will be rewarded. What this means is that if you deploy

your mobile app on an actual mobile device, and not just on a simulator, the added complexity will be noted. The same goes with server-deployments of your webapp. **Note, though, that this is dangerous:** the primary goal of this hackathon is to solve your stated problem. Adding complexity, while good for extra marks, may result in wasting time that might otherwise be best spent on solving your problem.

Make the right tradeoffs.

Category 3: The Awesome
Basically, everything else. Interesting one-liners, novel data-structures, cool algorithms used in the project that are showcased during the presentation adds to the score. Please, please remember to put it in your presentation, or no one will know about it.

What to Bring
Here are a number of things you can think of bringing:

- **Power plugs** - important for your team
- **Sleeping bags** - some teams might not want to sleep, but it's good if you and your teammates take turns taking naps.
- **An extra monitor** - this helps with productivity
- **A jacket or sweater** - you may get cold at night

Do remember to get enough sleep on Saturday night. Or wake up late on Sunday so you get enough sleep. Or just douse yourself in coffee.

Contact Persons:
Please arrive before 1pm. If you have any questions, problems, or clarifications, feel free to contact the following people:

    Heng Low Wee - 9147819
    Cedric Chin - 91148111
    Shawn Tan - 93877026

Short Agenda

Time	Day 1 (19th Feb)	Day 2 (20th Feb)
0800hrs		Breakfast is served.
0900hrs-1159hrs		Last minute hacking.
1200hrs		Arrival of Judges
1300hrs	Introduction & Briefing	Hacking ends & Lunch
1400hrs-1459hrs	Hacking	Presentations and Prize-giving ceremony

1500hrs-1759hrs	Hacking	
1800-1959hrs	Dinner	
2000-2259hrs	More Hacking	
2300hrs	Snacks.. and Hacking	
0000hrs-0759hrs	More Hacking	

Detailed Agenda

Remember to have lunch on Sunday. Lunch will not be provided, and you'll want to be able to start coding as soon as possible.

19th Feb, 1pm -
- Participants come in and are requested to stick their name tags on their shirts.
- Registration happens at the registration counters.

19th Feb, 1:15 pm (can be extended to 1:25pm, depending on when enough participants are gathered) -
- Briefing starts - general info and rules.
- Rules of the hackathon.
- Judging criteria
- Suggestions of the themes given.
- Helpers introduced.

19th Feb, 1:45 pm (by this time, anyone who was supposed to come should be there) -
- Ad-hoc problems like team mates being absent, grouping of loners, etc. resolved.

19th Feb, 2:00
- Hacking begins

19th Feb, 6:30-8:00pm
- Dinner

19th Feb, 11:30pm
- Coffee and light snacks for the night brought and kept

20th Feb, 8.30am
- Breakfast

20th Feb, 11am
- Reminder to teams to start giving the finishing touches since the judges will be arriving soon

20th Feb, 12pm
- Judges arrive

20th Feb, 12:30pm
- Judges walk around, surveying teams as they work on the last hour of code

20th Feb, 1:00pm
- Hacking ends
- Lunch
- During lunch, judges will walk around and talk to participants. Participants will make a short, informal pitch. Judges will select a shortlist to do a final presentation.

20th Feb, 1:40pm - 2:20pm
- Shortlisted teams will present. Each team has 7 minutes.
- At 2:20pm, judges deliberate.

20th Feb, 2:40pm -
- Results are out.
- Prize presentation

20th Feb, 3:00pm - may drag to 3:30pm
- Event ends

Prizes

First Place:
- 4 PlayBooks
- 4 Samsung Aces
- 4 X 50 AWS Credits
- 4 Private Github Accounts
- 4 Tickets to NUS Startup Weekend
- 4 Tickets to Echelon
- 4 Nokia Goodie Bags

Second Place:
- 4 Blackberry Torches
- 4 Microsoft Ergonomic Keyboards (Not sponsored)
- 4 X 50 AWS Credits
- 4 Tickets to NUS Startup Weekend
- 4 Nokia Goodie Bags

Popular Vote:
- 4 X 50 AWS Credits
- 4 Nokia Goodie Bags