

# 1stDayHack

A high schooler's hackathon

Taylor's University  
21 - 22 March, 2020



# What is 1stDayHack?

**1stDayHack** is one of the first hackathon in Malaysia that caters specifically to secondary high school students. The goal is to **inspire, engage and give hands-on experience** to the next generation of Malaysian youths in the cutting edge of modern computing technology - **Machine Learning**. We will be bringing together **60 students** from various schools, public and private, across 2 days to learn and develop software that are highly **practical** and **technologically sophisticated**, not merely a coding exercise. Included in the program are various talks, dedicated workshops and tutorials to provide sufficient foundation in topics such as fundamentals of programming and product design. In addition, a dedicated mentor will be assigned to each team to guide them throughout the entire experience.

**Theme: Pratical Machine Learning**

**Tracks:**

1. Online social media sentiment analysis with Natural Language Processing (NLP)
2. Highly competitive object classifier with Deep Convolutional Neural Networks.
3. Automated web crawler for online products aggregation and analysis.

## Why Secondary Schoolers?

**Bandwidth.**

We will need more than 750,000 additional digital talents by 2020 alone. This fact would be immediately obvious to any tech-inclined companies. Demand exceeds supply despite a decade of record high enrolment rate to CS programs at universities. Thus, the problem is one of bandwidth.\*

In Malaysia, most of the current developers and coders are capable of carrying out professional projects are churned out from universities alone and that is problematic. Coding is actually not hard to learn, and most certainly do not require a 4-year degree to be proficient at. In fact, it has been made much easier nowadays thanks to the countless resources available online - all one needs is an interest to get started, and perseverance to get through the initial learning hump. That is why the secondary school would be a great place to get them started. We believe that there are many talented to-be developers in Malaysia that we can help kickstart and nurture through this initiative.

# Schedule



1stDayHack is a **2-day event** that is on the weekend. The first day will be a **workshop** that will educate the students on the technology and skillset needed for the hackathon. The second day is the actual hackathon where students will be utilising the things they learnt and apply to their hackathon projects.

\*The schedule stated is just tentative it might subject to future changes

## Day 1 (Learning Day)

0800 - 0930	Registration
0930 - 1000	Opening Keynote - Introduction to Competition Theme
1000 - 1200	First Workshop - e.g. Introduction to Programming / Coding
1200 - 1300	Lunch
1300 - 1500	Second Workshop - e.g. Hands-on coding to build something simple along the line of theme
1500 - 1600	Tea Break & Mingle Time
1600 - 1800	<ul style="list-style-type: none"><li>- Continuation of Hands-On coding workshop</li><li>- Short workshop on How to Pitch</li><li>- Pairing up with mentor to discuss strategy for tomorrow.</li></ul>
1800 - 1830	Closing for first day

## Day 2 (Hacking Day)
















0800 - 0900	Registration
0900 - 0915	Launch of Hackathon!
0915 - 1200	Start Hacking with Mentor
1200 - 1300	Lunch
1300 - 1600	Continue Hacking!
1600 - 1730	<ul style="list-style-type: none"><li>- End of Hackathon!</li><li>- Pitching Session</li><li>- Judges' Discussion</li></ul>
1730 - 1800	<ul style="list-style-type: none"><li>- Prize Giving Ceremony</li><li>- Closing and Big Group Photo!</li><li>- End of Event</li></ul>

# Why Sponsor Us?

- 1. Gain student awareness:** Promote your brand directly to new hackers that are very interested in the creative world of software development.
- 2. Engage with and help train the Gen Z youths:** Invested in reaching out to Gen Z audiences? Engage directly with the cream of the crop in this intensely involved 2 days hackathon.
- 3. Help educate and produce next-gen Technopreneurs & Developers:** Be directly involved in raising change makers and technological experts of tomorrow.

## Sponsorship Packages

We offer a range of packages for sponsorship as shown below. If you are interested in a different arrangement, we are also open to specific requests so please do reach out to us!

Benefits	Benefits In Kind*	Tutor RM 500	Lecturer RM 1000	Professor RM 2500	Dean RM 4000
Logo on website					
Logo on T-shirt & Banners					
Promotional Banners Access					
Promotional Booth Access					
Promotional Blurb on Website & Social Media					
Dedicated 10-minutes Keynote Slot at the Opening					

\*F&B materials, swags (T-shirts, stickers, corporate items, lanyard, etc), souvenirs for VIP or participants, prizes and other beneficial materials.

# Thank You!



Feel free to reach out to us by on inquiries pertaining to 1stDayHack!

Website: [www.1stdayhack.com](http://www.1stdayhack.com)

Email: [1stdayhack@gmail.com](mailto:1stdayhack@gmail.com)

