HACK ILOILO

Information

Theme - How can we leverage technology to improve education in the Philippines?

Task - Develop an app, game, or website that would help improve education in the Philippines. We're not expecting anything fancy, rather a minimum viable product.

Submission - You will submit all your project files, including your presentation to a github repository that will be provided to you.

Judging - You will be presenting your digital product at 7PM and will be judged based on the rubric criteria.

Teams - There can only be up to 4 people per team.

SCHEDULE

8:30AM - 9:00AM
Sign In

9:00AM - 9:15AM
Keynote - Dwight

9:15AM
HACKING BEGINS

12:00PM
Lunch is served

6:00PM
Dinner is served

7:00PM
Project submissions are due

7:00PM - 8:30PM
Presentations

8:30PM
Hand out exit surveys

8:30PM - 8:40PM
Judging

8:40PM
Closing Statements + Announce winners

Ambition of Problem

Category Scoring (1-5):

Scale and complexity of the problem being explored.

1 - There are already existing solutions to this problem that are identical or very similar.

2 - The new code provides a better/faster/clearer way to attack the problem than existing solutions.

3 - The new code adds functionality beyond that provided by the existing solutions.

4 - The new project tackles a problem that has been overlooked or ignored in the past, or attacks a problem with a new angle/ on a bigger scale/ on a higher level.

5 - The new project attacks an entirely new problem, provides a good solution

Innovation of Solution

Category Scoring (1-5):

Scale and novelty of the technology being used, and/or the architectural approach taken.

1 - The chosen technology and design is already deeply established at BetterCloud.

2 - The code adds a new twist on established design (e.g. exploring a new Java library).

3 - The project adds a major departure from established design (e.g. exploring a new Java framework, or new Kafka-replacement middleware, etc).

4 - The project makes a profound break from established design (e.g. implemented in an entirely different programming language, uses an entirely different deployment or infrastructure model, a major new architectural direction we've never done here, etc).

5 - The technology or design breaks new ground, not only here at BetterCloud, but in the industry at large.

Quality of Implementation

Category Scoring (1, 3, 5):

Ability for the team to reach a conclusion about the viability of the project.

1 - The team was not able to offer a conclusion.

3 - The team offered a definitive conclusion with no reason, or evidence backing it.

5 - The team offered a definitive conclusion with a well thought out reason, or evidence backing it.

People Impact

Category Scoring (1-5):

Total impact of the idea and impact on cost of goods sold (COGS).

1 - The functionality provides little to no benefit to the "end user" and it has a major negative impact on COGS.

2 - The functionality provides little to no benefit to the "end user" but it has no negative impact on COGS.

3 - The functionality provides significant benefit to the "end user" but it has a major negative impact on COGS.

4 - The functionality provides significant benefit to the "end user" and it has little to no impact on COGS.

5 - The functionality provides significant benefit to the "end user" and it has a major positive impact on COGS.

Quality of Presentation

Category Scoring (1-5):

Ability for the judges to clearly understand (a) what the desired functionality is, and (2) see that the functionality is behaving as expected.

1 - The visualizations obscured the functionality, and the desired functionality was unclear.

2 - The visualizations obscured the functionality, and the desired functionality was poorly explained.

3 - The visualizations were difficult to understand and the functionality was poorly described/explained.

4 - The visualizations were clear but the functionality was poorly described/explained.

5 - The visualizations clearly showed the functionality working as described.