



Faculdade de Design,  
Tecnologia e Comunicação

 Universidade Europeia

# TECH GOOD

April 5, 6 and 7



# tech4good

Tech4Good is a social responsibility tech jam that challenges teams to develop solutions to real problems in 48 hours by creating games, applications, or services with social and/or educational purposes.

These solutions must align with the themes suggested by the invited organization.

This year's institution is **CASA (Homeless Support Center)**.

Tech4Good aims to demonstrate that technology innovation should not be seen as something for "techies" and that, nowadays, it is the product of the creativity of multidisciplinary teams.

# tech4good

That's why **Tech4Good is for everyone**: those who want to participate and bring their own team and those who wish to use the event to meet and work with people from other areas.

The event occurs at IADE from **Friday to Sunday (April 5th to 7th)**.

Tech4Good is, above all, a party to create technological, creative, and differentiating solutions that, ultimately, we want to be fun. Ultimately, you'll be tired, or even exhausted, but happy!

# tech4good

As an event that promotes social responsibility, **Tech4Good has teamed up with CASA to collect food throughout the event.**

Donating food is optional for participating in the event, but **we would like you to help us make a difference!**

Each participant is free to donate whatever they wish. Some examples are rice, pasta, dried pulses, packaged soya, tofu, and seitan.



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# TECH GOOD

*program*



# program



## IADE 05 APRIL

**05/04 (17h00)**

Registration, Check-in and Welcome

**05/04 (19h00)**

Opening Session

**05/04 (19h30)**

Team registration

Tech jam starts

# program



## IADE 06 APRIL

**06/04 (11h30)**

Coffee break

**06/04 (16h00 – 18h00)**

Presentation Reversal

Checking the compatibility of the devices to be used in the presentation with the Factory equipment

**06/04 (19h30)**

Dinner

# program



## IADE 07 APRIL

**07/04 (11h30)**

Coffee break

**07/04 (16h30)**

End of tech jam

Submission to itch.io (games)

Cleaning the rooms

**07/04 (17h00 – 19h00)**

Project presentations

**07/04 (19h00)**

Awards ceremony

Closing Session





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# TECH GOOD

*rules*

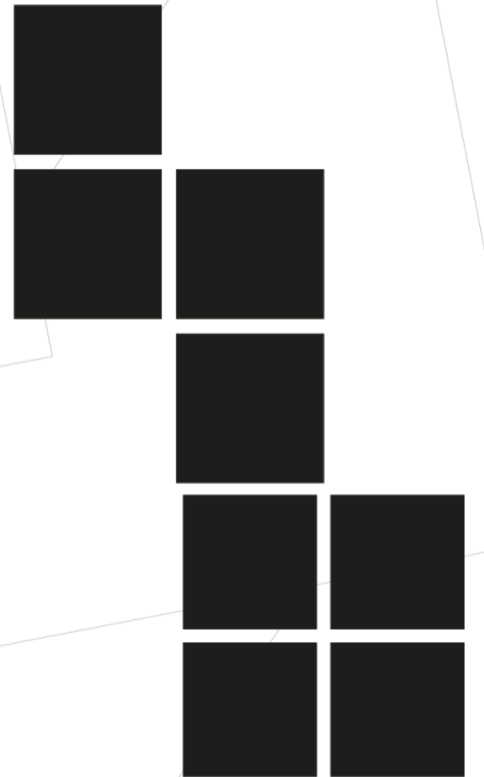


# rules

The aim is to eventually find a solution but remember to enjoy the journey. The experience and conviviality are what really matter.

Even if you don't create a masterpiece that will go down in history, you'll learn a lot from this journey, both personally and professionally.

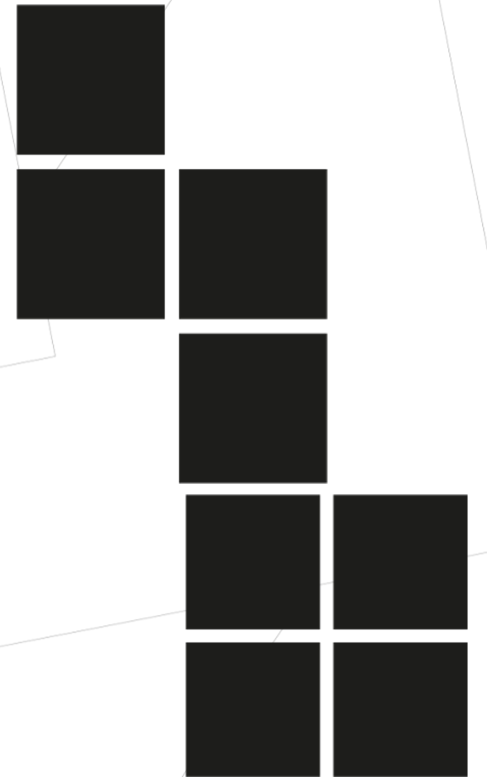
Let's get to the rules!



# rules

## 1. REGISTRATION

- a. **All registrations must be made via the link provided** on the IADE, UE, or the event's website, posters, and social networks. Registrations by other means will not be accepted.
- b. Registration **is limited to 100 places**. Each participant must register individually.
- c. When registering, **each participant must choose one of the three lines of action:** games, apps, or citizenship.



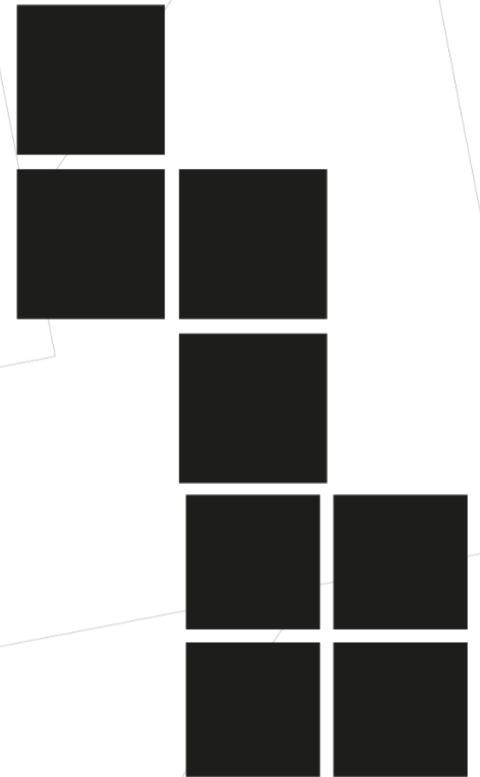
# rules

## 2. REGISTRATION & CHECK-IN

- a. All participants must present themselves on the **first day of the event (April 5), between 5 p.m. and 7 p.m.**, in the space set aside for the purpose.
- b. Participants will receive credentials at registration, which **they must use throughout the event.**

## 3. TECH JAM THEME

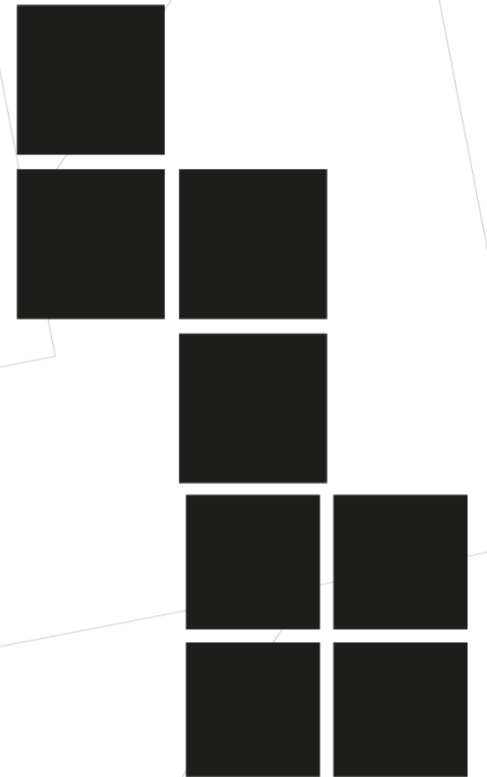
- a. The theme will be revealed at the opening session on April 5th.
- b. Projects must be related in some way to the announced theme. Otherwise, they will not be considered by the jury.



# rules

## 4. PROJECT DEVELOPMENT

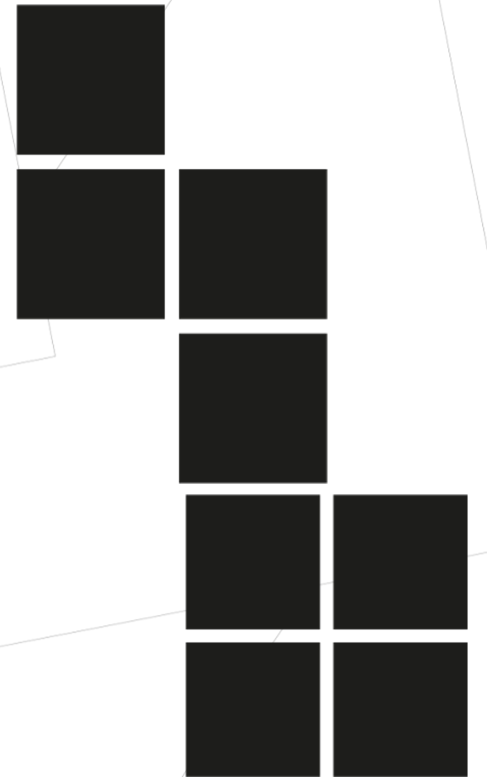
- a. After the opening session, participants will be asked to freely form teams of **up to five people**.
- b. Each participant/team is responsible for bringing the necessary materials to perform their duties, test their projects, and present them.
- c. Projects should be created during the tech jam.



# rules

## 4. PROJECT DEVELOPMENT

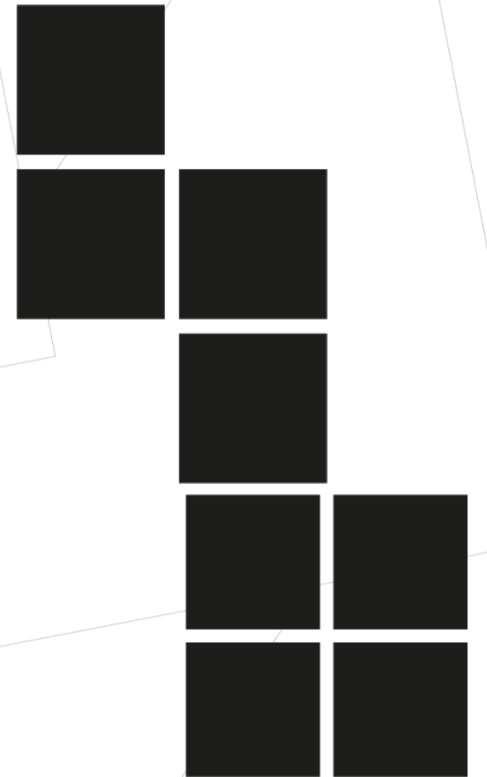
- d. Any assets used in the projects must have been created during the event or have a license to use them.
- e. The use of generative Artificial Intelligence tools is allowed during the project's development, so each team must make a disclaimer at the presentation explaining how they were used and for what purpose.



# rules

## 5. SUBMISSIONS AND PRESENTATIONS

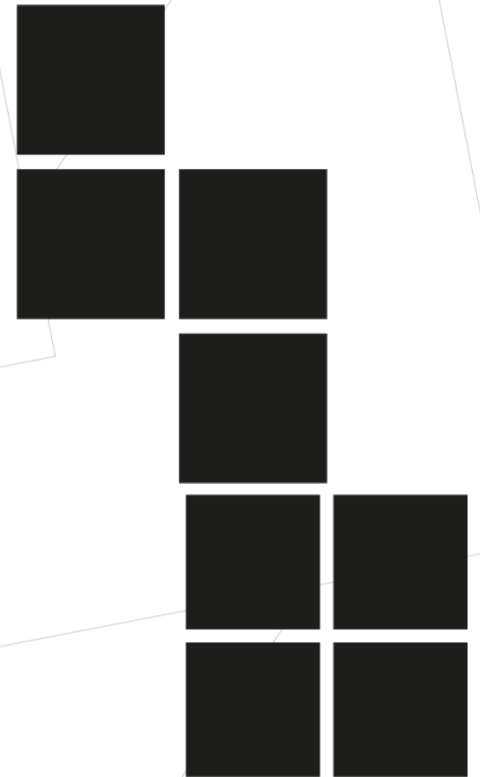
- a. On Saturday from 4pm to 6pm, you will have a period to test whether the devices you will use in the presentation are compatible with the Factory's equipment (projectors and sound system).
- b. The period for developing projects **ends at 4:30pm on April 7th.**
- c. Project presentations by participants not registered for the event will not be accepted.
- d. Game projects will be submitted on the itch.io platform, and details will be provided during the event.



# rules

## 6. JURY

- a. All projects will be assessed by a panel of judges selected for Tech4Good.
- b. The judges will evaluate each project during the presentations, considering the following criteria:
  - Suitability to the Theme
  - Functionality
  - Design

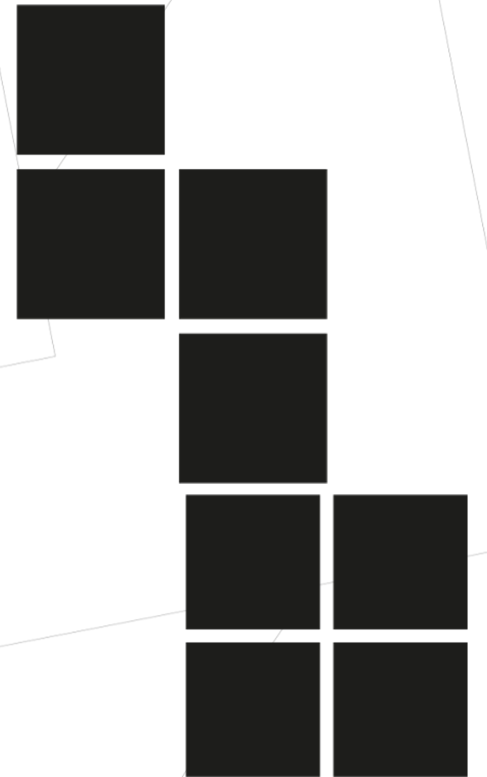




# rules

## 7. OTHER CONSIDERATIONS

- a. We recommend all meals in the dining area (floor 0).
- b. All projects created during the competition will be the property of their creators.
- c. Any breach of any rule stipulated in these regulations will result in the disqualification of the offending team.
- d. If there are any doubts or problems, participants should contact a member of the organization.
- e. The organization reserves the right to consider and decide on any case not included in these regulations, if necessary.
- f. These regulations may be subject to change.





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# operations manual TECH GOOD



# operations manual

## 1. FACILITIES

### FLOOR 0

Dining areas

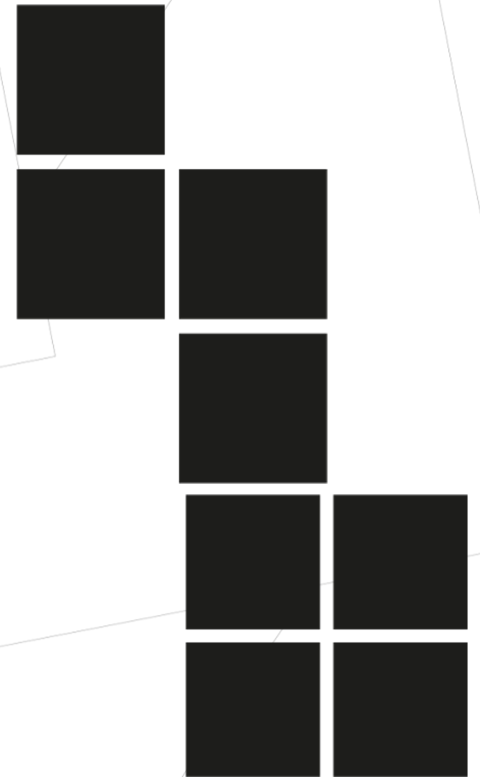
Registration & Check-in area

Smoking área

### FLOOR 1

Room 12 - Storage (for participants' belongings)

Room 13 and 14 - Organization and volunteer room



# operations manual

## 1. FACILITIES

### FLOOR 2

Room 27 - Work area

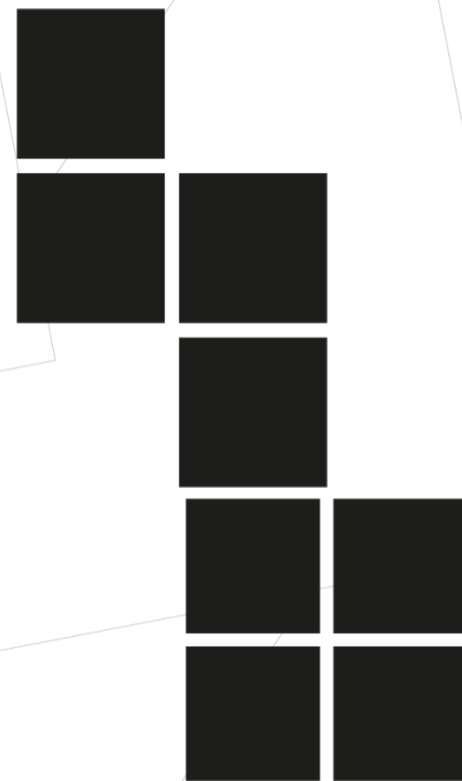
Room 29 - Women's rest área

### FLOOR 3

Factory - Work area, presentations and opening and closing sessions

Room 37 - Work area

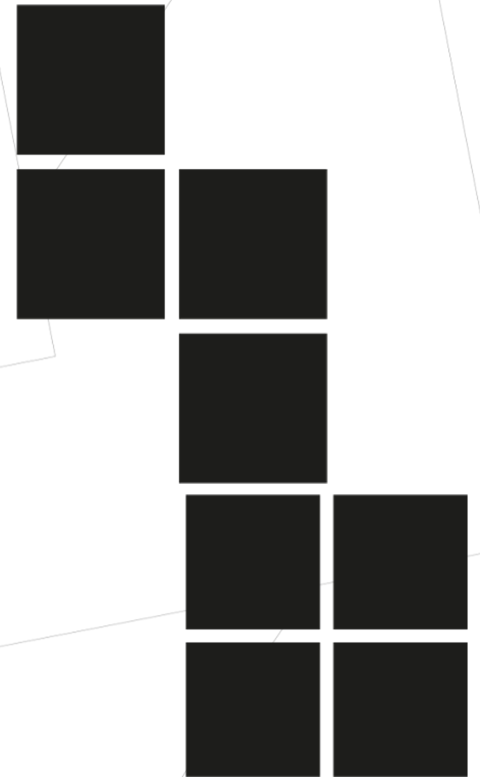
Room 39 - Men's rest area



# operations manual

## 2. BUILDING ENTRANCE AND EXIT

- a. The building will be entered and exited from the north side of the building.
- b. Entrances and exits will be controlled by the security team throughout the event.
- c. Except for specific cases, all exits from the building must be organized into groups.
- d. Exits can be made freely on Saturday (06/04) and Sunday (07/04) during the lunch period, from 12 noon to 2pm.



# operations manual

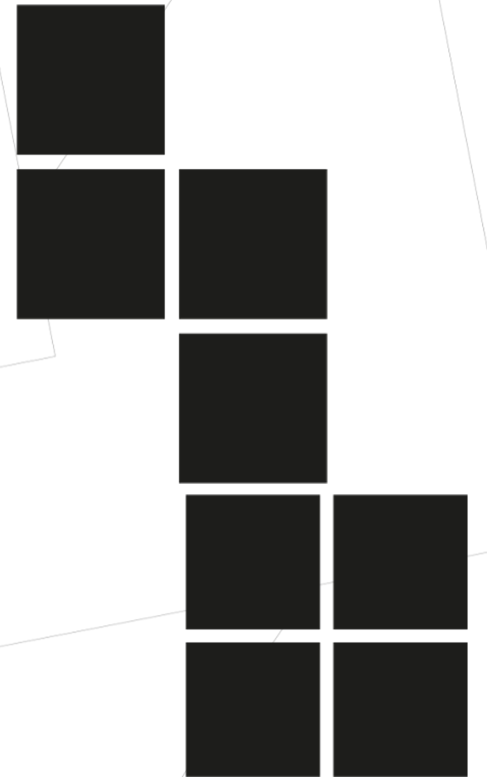
## 2. BUILDING ENTRANCE AND EXIT

- e. Outside of lunchtime, entry/exit to and from the building must be at the following times:

Saturday: 00h, 02h, 06h, 08h, 10h, 16h, 18h, 20h, 22h

Sunday: 00h, 02h, 06h, 08h, 10h, 12h

On Sunday, for the closing session, the building will be open to the public from 14:00.





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how to survive

TECH  GOOD?



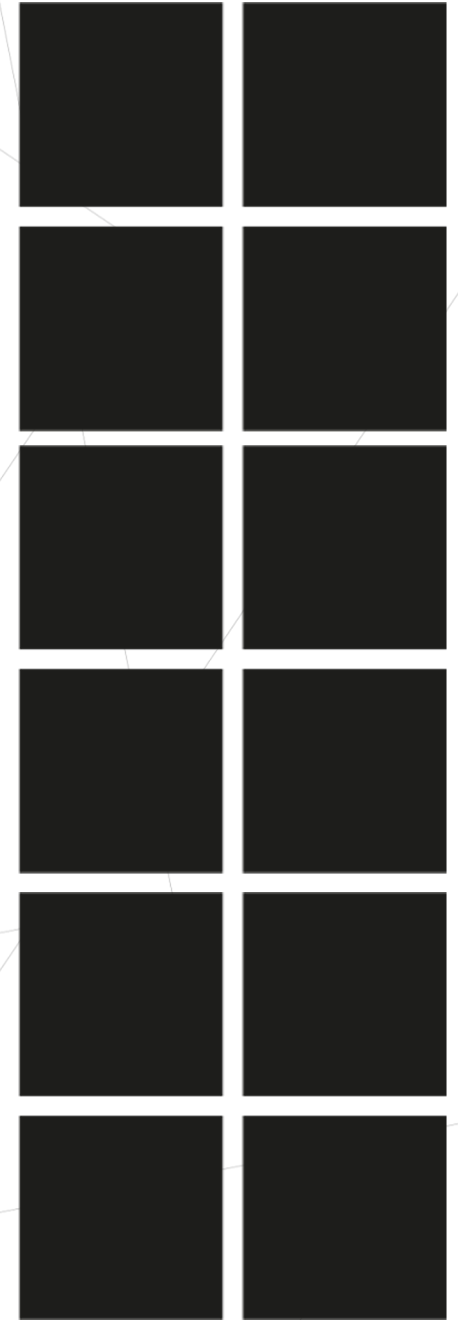
# how to survive tech4good?

## TIP 1

Once the theme has been revealed, don't panic!

## TIP 2

We're all on our 1st Tech4Good. The aim is not to become the leading expert in a new engine or development tool. But it's always worth exploring new things because it can open doors to creativity and bring new ideas. The idea is to exchange ideas and knowledge between teams and to be open-minded about sharing and learning.



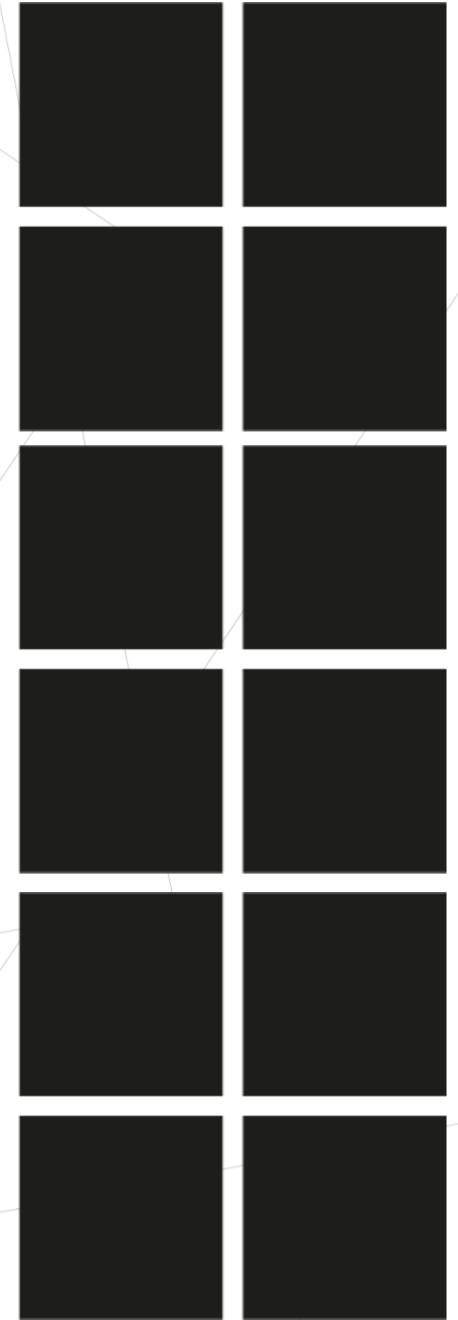


# how to survive tech4good?

## TIP 3

Try to start with a funny idea, a source of inspiration. It's better to spend some time looking for an idea than to start doing something aimlessly. Sometimes, we want to create something huge, like an RPG with 50 levels for a game or even a super complex app.

But there are better ways to go!



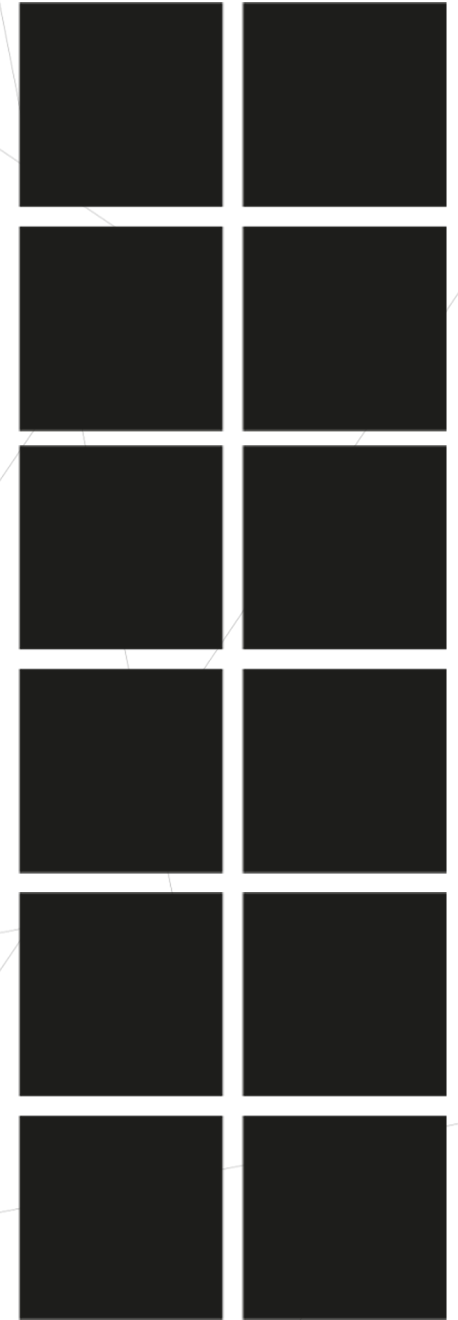
# how to survive tech4good?

## TIP 4

As the stress is high and we have less than 48 hours to deliver the project, it's better to focus on the basics. One or two game levels or two or three app features might be enough to show your idea.

## TIP 5

Look for the game, app, or service that best fits your idea, not the other way around.



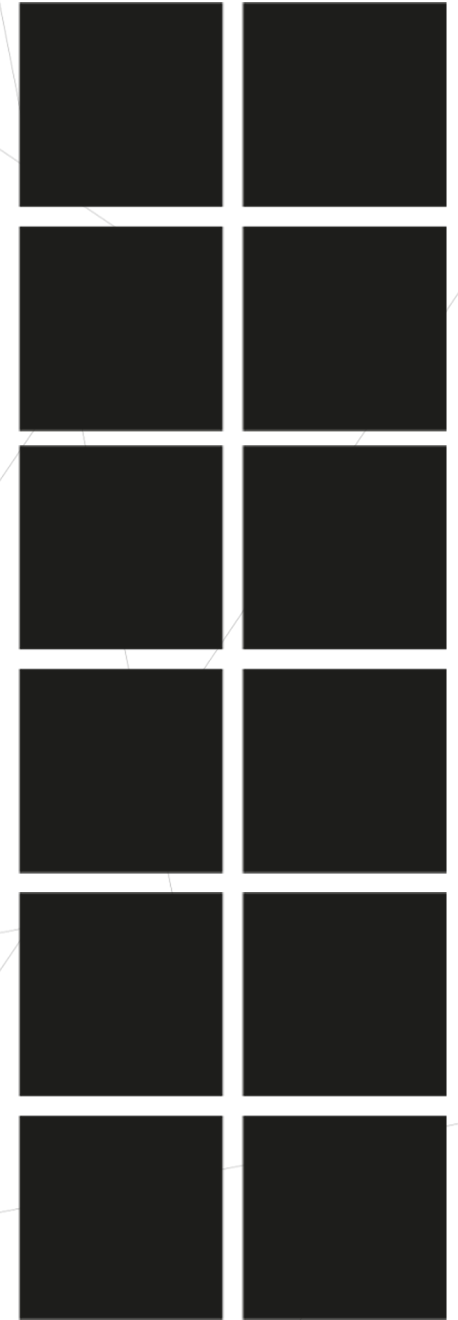
# how to survive tech4good?

## TIP 6

Once you've come up with an idea, don't rush into developing it. Take a break to think and plan with your good old friend's pen and paper. Outline your project and plan of attack. Take an hour or two to decide and map out what you'll do.

## TIP 7

Divide up the tasks and set deadlines for everyone on your team.



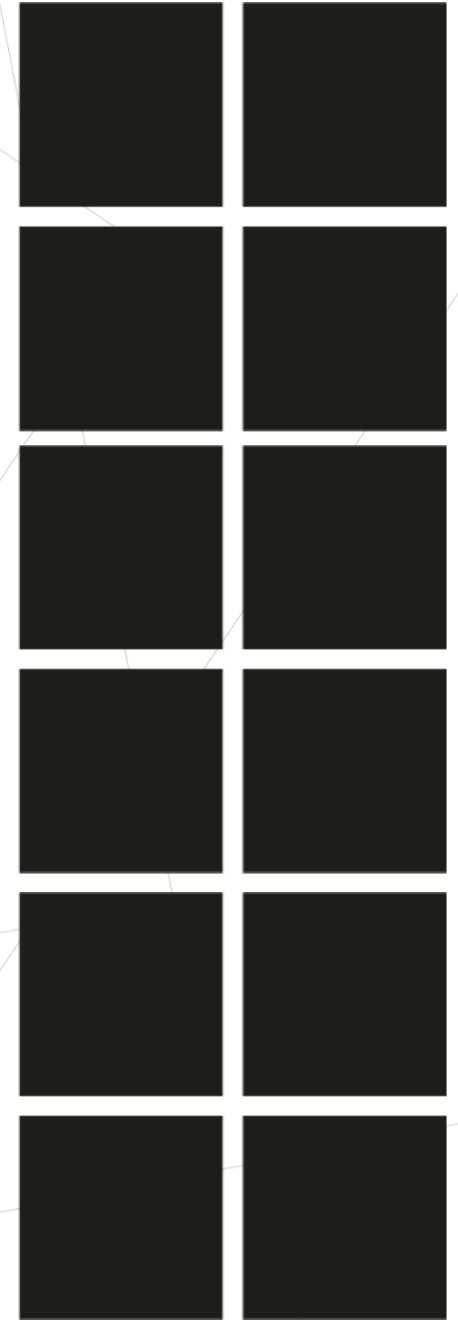
# how to survive tech4good?

## TIP 8

Integrate the elements little by little. Don't leave everything to the last minute because it's hard to get everything together in your head during a stressful time. Something will likely be left out.

## TIP 9

Keep your work plan the same; otherwise, you risk having no plan. However, a last-minute change can be significant in some cases.



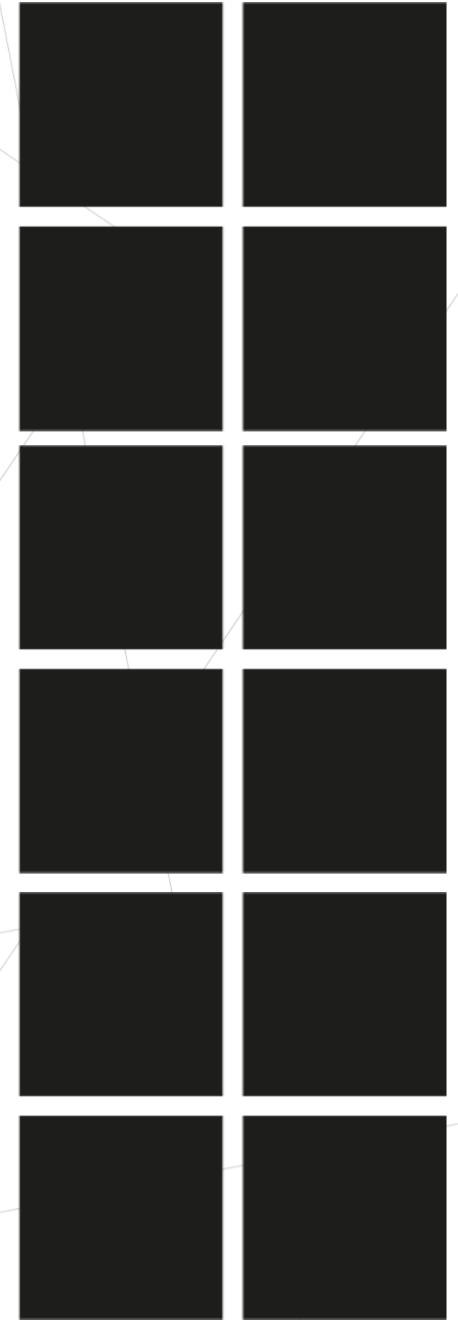
# how to survive tech4good?

## TIP 10

Don't get too hung up on traditional concepts of games, apps, and services. With less than 48 hours to complete a project, it might be more attractive to consider different approaches.

## TIP 11

Rules are made to be broken, and there is no right or wrong answer! This is a key rule to guide your decisions and to be more open to the opinions of your team members.



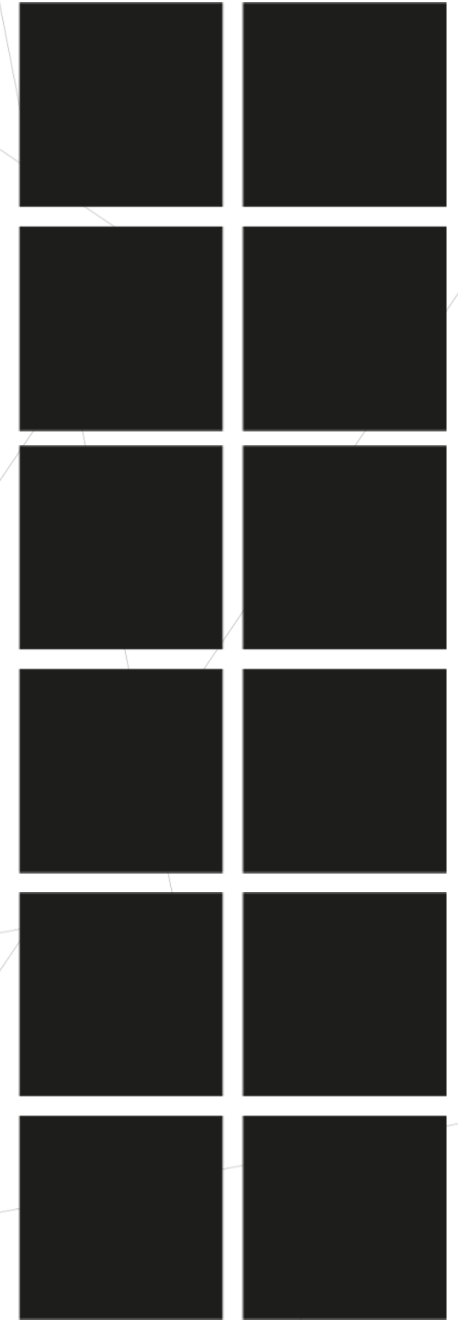
# how to survive tech4good?

## TIP 12

Try to rest and/or sleep for at least three hours. Staying awake has only short-term benefits because tiredness can set in towards the end of the event and prevent you from finishing the project. How about dividing your team into two three-hour sleep shifts? We have two rooms ready for you to rest. Bring a mat/mattress and/or sleeping bag.

## TIP 13

It's essential to keep a cool head, so whenever possible, get away from the computer and refresh your ideas.



# how to survive tech4good?

## TIP 14

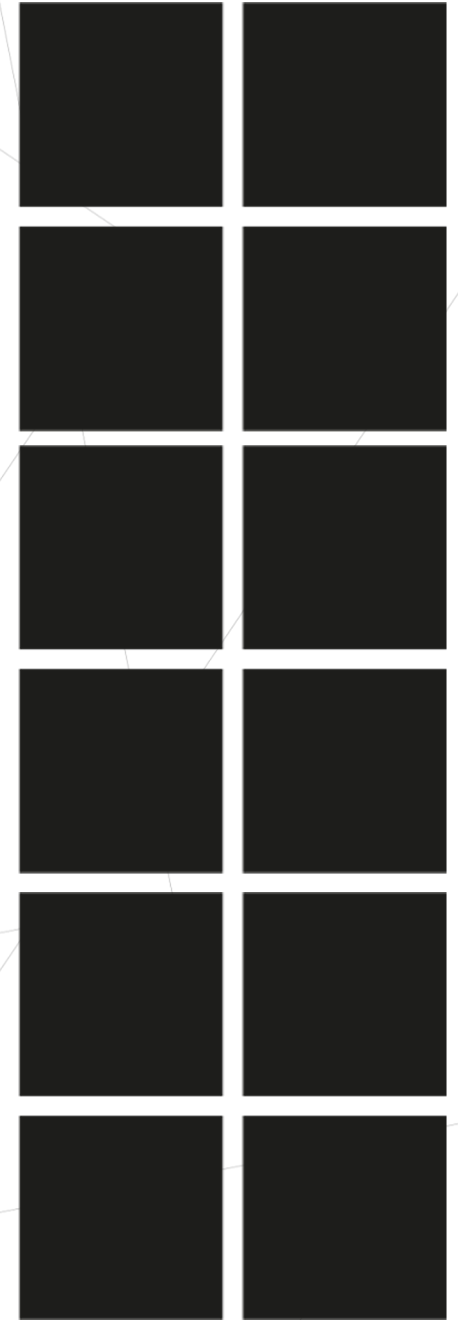
Remember to stay hydrated and eat well. There are filtered water points, snacks in the machines, and three guaranteed mealtimes.

You can bring your own snacks and/or non-alcoholic drinks.

## TIP 15

You can only foresee some detail or improvise everything in such a short space of time.

Keeping things simple is the key to success. There's no need to obsess over the efficiency of the code. Later, if you get an optimized prototype, you can improve it and make it more efficient and error-free.

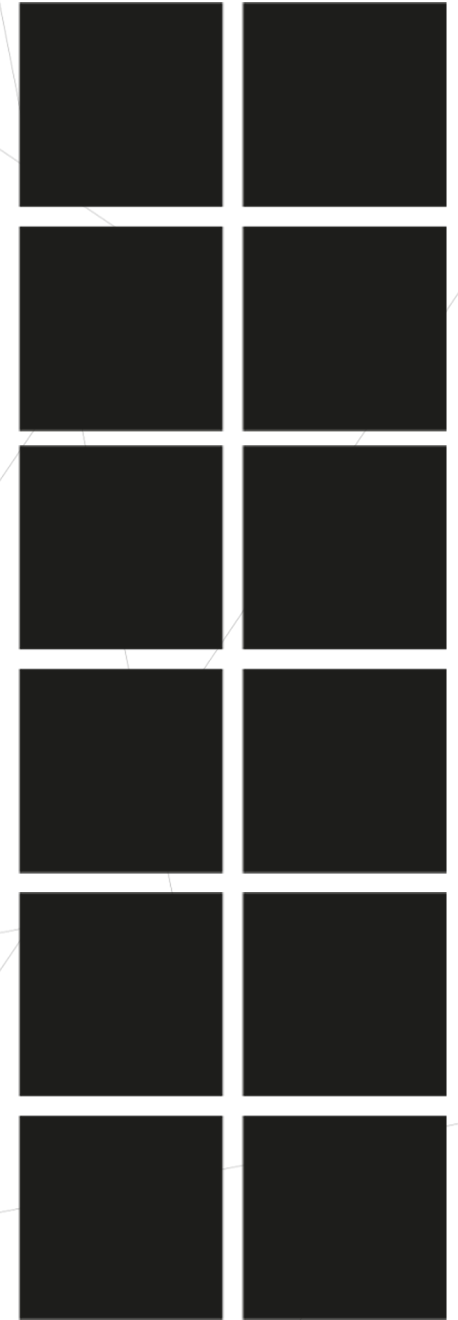


# how to survive tech4good?

These are just a few organizational tips!

Don't think of them as sacred rules.

Everyone has their own way of working, and that's fine!







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# TECH GOOD

April 5, 6 and 7

*you're the missing piece!*

