Welcome to Hackathon 2.0

The Dina Wind Power of Art Hackathon
sponsored by the Wind Foundation

Philadelphia
Museum of
Art

Hacking is
Art

philamuseum.org

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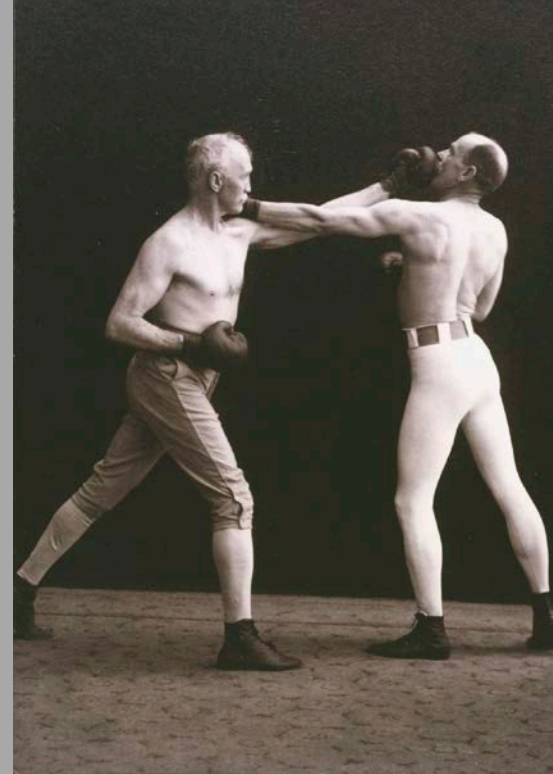# PMA Housekeeping:

Emily Schreiner
The Zoë and Dean Pappas Curator of Education, Public Programs

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Hackathon Staff

Peter Alt, IIT

Ann Kirschner, Development

Jessica Milby, IIT

Claire Oosterhoudt, Public Programs

Emily Schreiner, Public Programs

Ariel Schwartz, IIT

Laura Webb, IIT

Bill Weinstein, IIT

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Hackathon 2.0 Prompt

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Use your skill and creativity, and the Museum's data, to
build a digital game that
encourages visitors to **spend more time in the galleries**,
discover more art,
and **connect with each other**.

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Hackathon 2.0 Judging Criteria

Judges will score your projects (1 lowest - 5 highest) on each of the following criteria:

INNOVATION
Does the game use technology and the Museum's collection in a creative way?
Does it distinguish itself from existing digital game experiences?

FEASIBILITY
Is the game functional? Is the technology scalable? Does the technology have dependencies? How sustainable is it?

ENGAGEMENT
Is the game experience playable, engaging, and motivating? Does it create new ways to encourage Museum visitors to explore the galleries and the collection?
Does the game connect players with each other and with the collection?
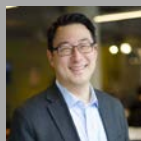
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Hackathon 2.0 Judges

Sougwen Chung
GoogleVR TiltBrush Artist in Residence, Artist in Residence at Bell Labs
— Former Artist & Research Affiliate at MIT Media Lab
— Inaugural member of The New Museum's NEW INC, the first museum-led incubator
www.sougwen.com Twitter: @sougwen

Youngmoo Kim
Director of the Expressive and Creative Interaction Technologies (ExCITe) Center
and Associate Professor of Electrical and Computer Engineering at Drexel University.
Twitter: @youngmoo

Yasmine Mustafa
Founder of ROAR for Good www.roarforgood.com and Philly Geek Awards Technologist
of the Year 2016. Twitter: @myasmine

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Hackathon 2.0 Judges

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Mjumbe Poe
Cofounder and CTO of FixList, Formerly Digital Services Architect in the City of
Philadelphia's Office of Innovation and Technology. Twitter: @mjumbewu

Corinne Warnshuis
Executive Director of Girl Develop It
www.girldevelopit.com Twitter: @corinnepw

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Hackathon Schedule

Kickoff: Wednesday, April 5
6:00-8:30 p.m.

HACKLAB: Wednesday, April 12
5:00–8:30 p.m.
Team Work Time
Staff Talk: Museum Data with Jessica Milby, Assistant Director for Collection Information
Demo: Microsoft HoloLens with Amanda Lange, Technical Evangelist, Microsoft

HACKLAB: Wednesday, April 19
5:00–8:30 p.m.
Team Work Time
Staff Talk: iBeacons with Peter Alt, Interactive Developer
Staff present: Marla Shoemaker, The Kathleen C. Sherrerd Senior Curator of Education

SUBMISSION DEADLINE: Friday, April 28th, 8:00 p.m. ET

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Hackathon Schedule

The Dina Wind Power of Art Hackathon
sponsored by the Wind Foundation
Judging and Closing Event: Wednesday May 3
5:00-7:00 p.m.
Networking Happy Hour
7:00 p.m.
Finalists' Presentations
8:00 p.m.
Awards Ceremony

$2,000 Grand Prize and a One Year Museum Membership

$500 Dina Wind People's Choice Award

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Hackathon 2.0 Rules (Highlights)

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- Teams can have a maximum of six members.

- Museum employees are not eligible.

- You can only be on one team.

- Submissions cannot be edited after April 28th, 8PM EDT.

- Final submissions must be functioning games.

- Be Nice! (The Museum reserves the right to ask participants to leave.)

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Hackathon 2.0 Tools

DevPost Platform https://devpost.com/
Collections Data
Experimental API
Museum GitHub account
iBeacons

Hackathon 2.0 Participation Logistics

STEPS
1. Buy a Hackathon ticket. http://www.philamuseum.org/calendarEvents/627-541.html
2. Register on DevPost with your email or GitHub account: https://devpost.com/
3. On DevPost, register for the Philadelphia Museum of Art Hackathon: https://philamuseumhackathon.devpost.com/
4. Click "Enter a submission" then select "Add a new project" **Project=Team**
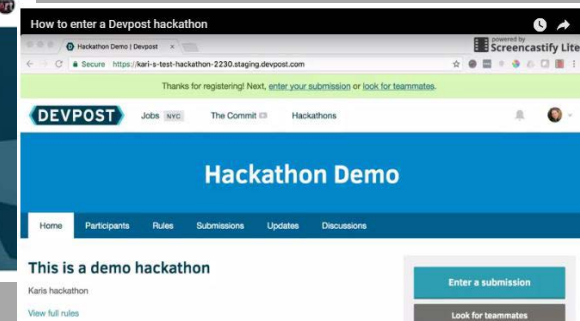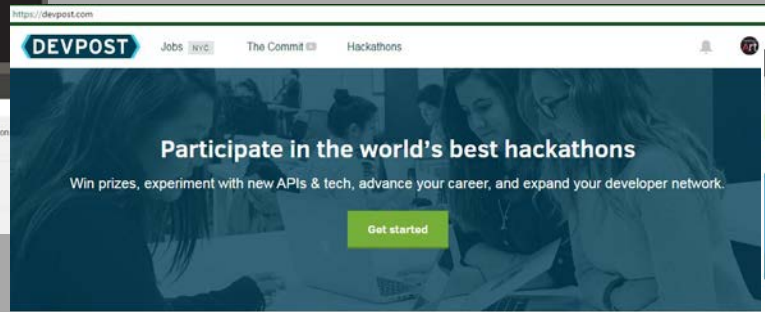
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Hackathon 2.0 Participation Logistics

STEPS
4. Add team members to your project.
5. Submit your project (team) to the hackathon. From here you can edit and add for a month. Helpful video: https://devpost.com/software/submission-instructions
6. Submissions close April 28th at 8 p.m. EDT-no edits will be possible after that time.
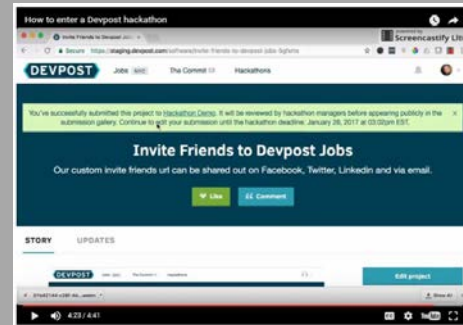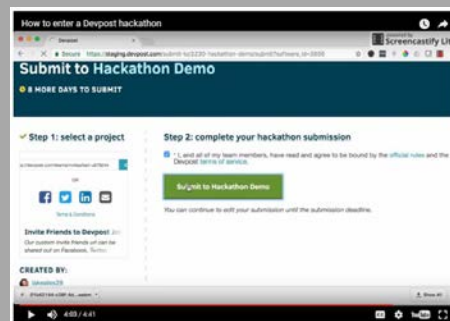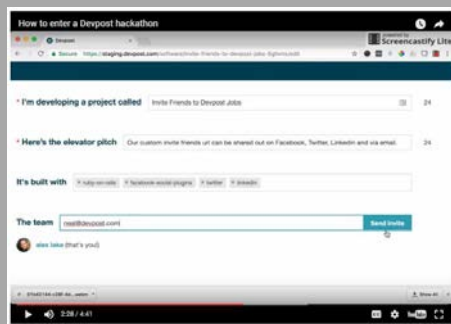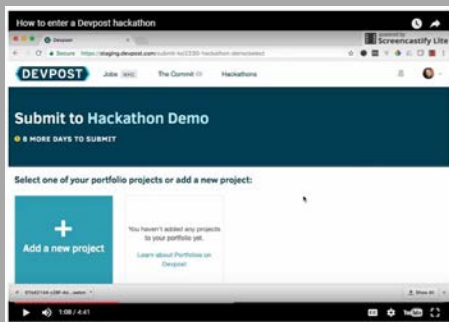
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Now…
mingle,
finalize your teams,
and start hacking!

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GOOD LUCK, EVERYONE!

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