

Join our Discord.

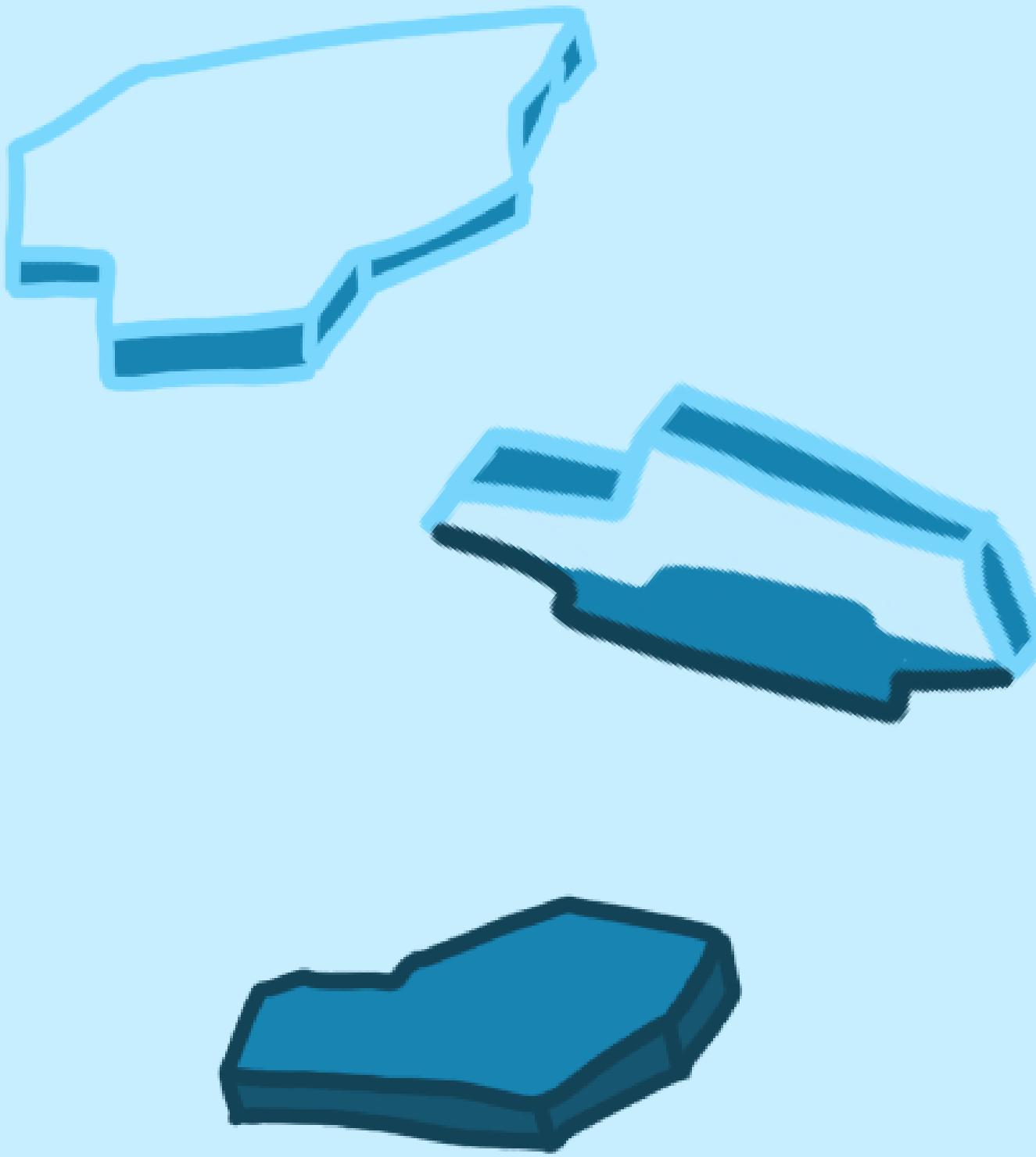
JOIN OUR **COMMUNITY** AND TAKE
PART IN OUR **COMPETITIONS**.
WIN COOL PRIZES AND MAKE
NEW FRIENDS!



LINK IN BIO. **BE PART OF THE COMMUNITY.**
#HACKFROSTNL

W E L C O M E

TO



4.0

ABOUT US!

HACK FROST NL IS A COMMUNITY-LED INITIATIVE, FOCUSED ON FOSTERING CREATIVE PROBLEM SOLVING SKILLS, COLLABORATION, AND INNOVATION THROUGH LOW TO NO-CODE HACKATHONS.

FOUNDED IN 2020, OUR MISSION IS TO CONNECT DIVERSE MINDS AND PERSPECTIVES FROM ALL BACKGROUNDS TO INFLUENCE POSITIVE CHANGE IN OUR COMMUNITY - AND BEYOND. THROUGH OUR ANNUAL EVENTS AND COMMUNITY OUTREACH, WE AIM TO EMPOWER THE NEXT GENERATION OF TALENT TO SEEK PROSPEROUS AND REWARDING CAREER PATHS IN OUR VIBRANT LOCAL TECH ECOSYSTEM.

WHAT IS A HACKATHON?



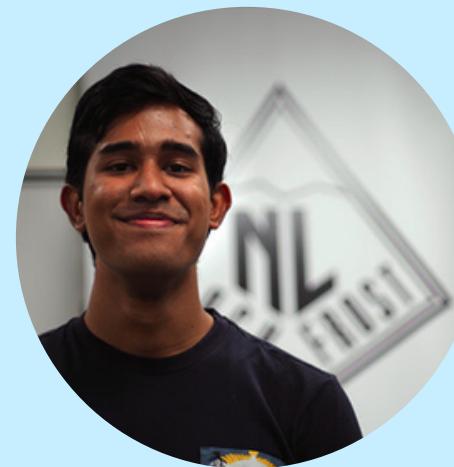
OUR TEAM!



WILLIAM CHURCH
President



HAYLEY PERRY
Marketing Lead



UMAMA RAHMAN
Operations Lead

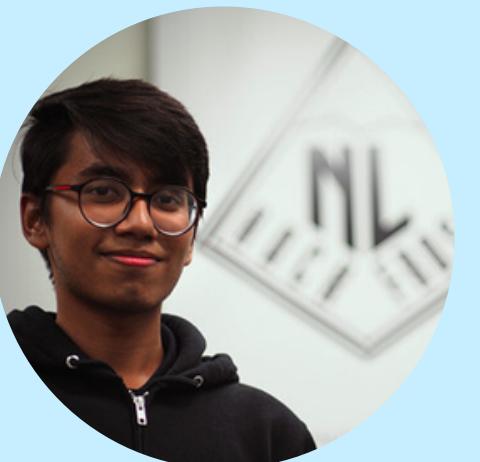


PAULINA ALHASSAN
Logistics Lead



PARSA ESMKHANI
Sponsorships Lead

OUR TEAM!



MOHAMMAD
ARAFAT ZAMAN
Operations



ERFAN JAFAR
Operations



GIRISH VERMA
Operations



MICHAEL
BABALOLA
Operations



ANDREW ROSS
Operations



MOUSTAFA ELSISY
Marketing



CRAIG MOULTON
Marketing

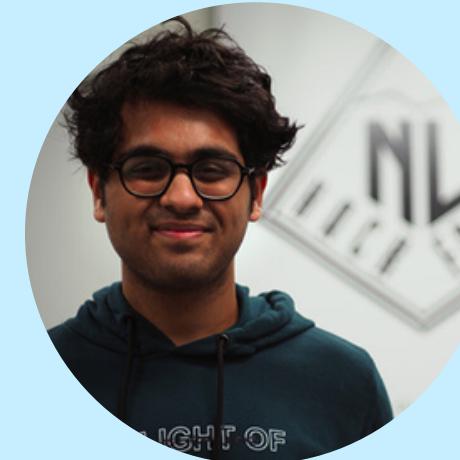


EMAD SALIM
*Logistics Lead-in-
Traning*

OUR TEAM!



RAHEEM
MADELEKA
Logistics



HAMDAN SHAIKH
Logistics



MAHEK PARMAR
Logistics



ALIREZA
RAHNAMA
Sponsorship



AHMED
JULKERNAIN
Sponsorship



MUHAMMAD
USMAN
Sponsorship

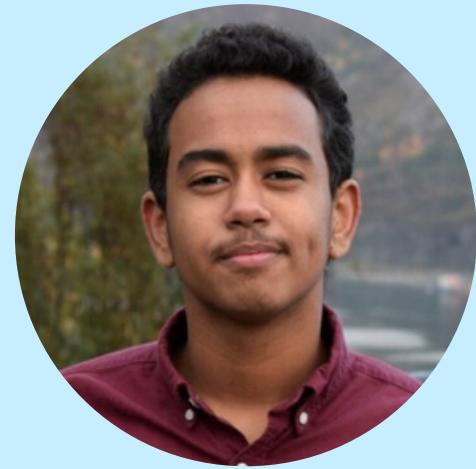


TASNEEM
TABANNUM
Sponsorship

OUR TEAM!



KAMAL ALI
Advisor



YOUSSEF ALI
Advisor



MATHEW EMSHEY
Advisor



SO MANY
SPONSORS AND
PARTNERS HELP
MAKE THIS EVENT
HAPPEN!

A WORD FROM OUR SPONSORS!

THANK YOU TO OUR
BERGY BIT SPONSOR!

COLLEGE OF THE NORTH ATLANTIC



A WORD FROM OUR SPONSORS!

THANK YOU TO OUR
GROWLER SPONSOR!

PEGNL



THANK YOU TO OUR MISSION PARTNERS!

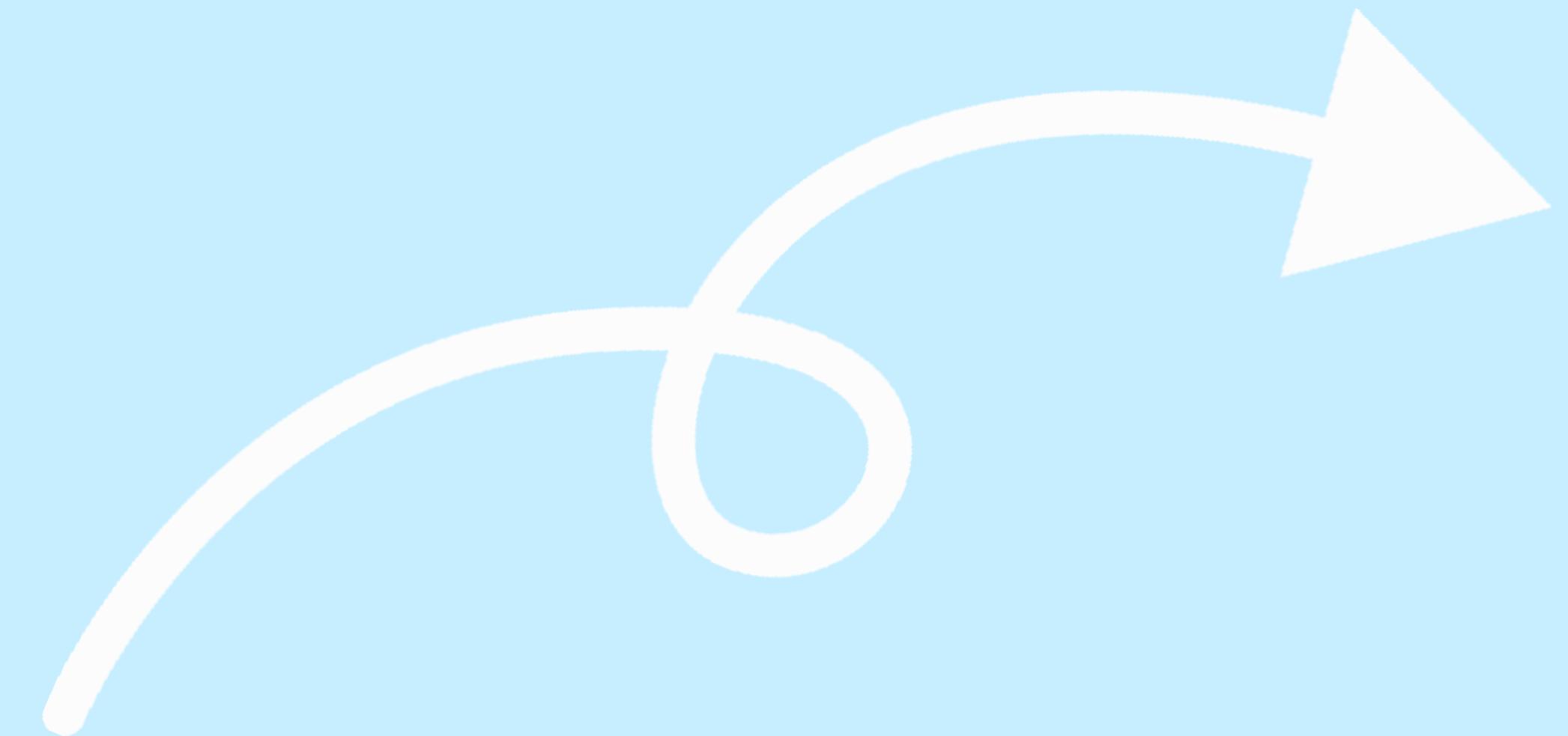
THE HARRIS CENTRE - MUN

ECONEXT

UNICONN



THEME REVEAL



THE THEME OF THIS
YEAR'S HACKATHON IS:
ARCTIC INNOVATION!



THE CHALLANGE:

“ADDRESS THE PRESSING CHALLENGES FACED BY ARCTIC COMMUNITIES DUE TO CLIMATE CHANGE, FOCUSING ON TRANSPORTATION, ENVIRONMENT, EDUCATION, AND SAFETY.”

AREAS TO EXPLORE:

- **TRANSPORTATION INNOVATION:** DEVELOP INNOVATIVE SOLUTIONS TO OVERCOME TRANSPORTATION CHALLENGES IN THE ARCTIC, ENSURING SAFE AND EFFICIENT MOBILITY FOR RESIDENTS AND GOODS.
- **ENVIRONMENTAL SUSTAINABILITY:** NEW (OR INNOVATIVE USES OF EXISTING) TECHNOLOGIES TO INCREASE THE USE OF CLEAN FUELS IN ARCTIC ENVIRONMENTS AND REDUCE GHGS.
- **EDUCATIONAL INITIATIVES:** CREATE TOOLS OR PLATFORMS THAT INTEGRATE ARCTIC SCIENCE WITH INDIGENOUS KNOWLEDGE, PROMOTING EDUCATION AND AWARENESS ABOUT THE ARCTIC'S SIGNIFICANCE.
- **SAFETY AND SECURITY:** DESIGN STRATEGIES OR TECHNOLOGIES TO ENHANCE SAFETY AND SECURITY MEASURES IN THE ARCTIC, MITIGATING RISKS FOR RESIDENTS AND STAKEHOLDERS.

STATISTICS TO THINK ABOUT:

- **SEA ICE RETREAT:** 40% DECLINE IN SUMMER SEA ICE EXTENT SINCE 1979, HINDERING TRADITIONAL TRAVEL & SUBSISTENCE HUNTING [1].
- **INCREASED SHIPPING:** BETWEEN 2013 AND 2019, THE NUMBER OF SHIPS OPERATING IN ARCTIC WATERS GREW BY 25%, AND THE DISTANCE THEY SAILED INCREASED BY 75% [2].
- **INFRASTRUCTURE DAMAGE:** PERMAFROST THAW IMPACTING ROADS, RUNWAYS, & BUILDINGS, COSTING BILLIONS IN REPAIRS [3].
- **SPECIES DECLINE:** POLAR BEAR POPULATIONS PROJECTED TO DECLINE BY 30% BY 2050 DUE TO MELTING SEA ICE [4].
- **OIL SPILLS:** ARCTIC OIL SPILL CLEANUP COSTS COULD REACH \$9.4 BILLION OVER 5 YEARS [5].

**YOU MUST CLEARLY IDENTIFY AN AREA(S)
AND THE PROBLEM IN YOUR PITCH!**

DELIVERABLES:

- ❄ EACH TEAM MUST SUBMIT THEIR SLIDE DECK ON GOOGLE FORM BY 11:30AM NST ON SUNDAY.
- ❄ EACH TEAM WILL DO A 5-MINUTE LIVE PITCH ON SUNDAY, AND WILL HAVE A 5 MINUTE Q&A PERIOD
- ❄ LINK WILL BE PUT ON DISCORD AND THE WEBSITE
- ❄ TEAMS CAN BE CREATIVE WITH THE WAY THEY PRESENT THEIR SOLUTION I.E SLIDESHOW, DEMO .ETC
- ❄ TEAMS CAN BUILD ANYTHING (AN APP, A SOLUTION, PHYSICAL PROTOTYPE, A STARTUP IDEA, A COMINATION OF THE ABOVE, OR ANYTHING AT ALL)

JUDGING

 **ROUND 1:** 2 POOLS IN PARALLEL, SCHEDULE TO BE ANNOUNCED SUNDAY AROUND 11:45AM NST. THE FIRST TEAM WILL PRESENT AT 12:00PM.

 **ROUND 2:** TOP 2 TEAMS FROM EACH POOL WILL PRESENT AGAIN IN FRONT OF A NEW SET OF JUDGES. STARTS 3:00PM NST.

JUDGING RUBRIC

Category	Criterias	0	1	2	3	4	5
Feasibility	Technical Feasibility	No Technical Feasibility	Limited technical feasibility demonstrated.	Good technical feasibility demonstrated.	Excellent technical feasibility demonstrated.		
	Resource Requirements	No consideration of resource requirements.	Limited identification of resource requirements.	Good identification of resource requirements.	Excellent identification of resource requirements.		
	Risk Analysis	No risk analysis provided.	Limited risk analysis with minimal mitigation strategies.	Good risk analysis with clear mitigation strategies.	Excellent risk analysis with comprehensive mitigation strategies.		
	Scalability	No consideration of scalability.	Limited consideration of scalability.	Good consideration of scalability.	Excellent consideration of scalability.		
	Integration Plan	No consideration of integration points.	Limited identification of integration points.	Good identification of integration points.	Excellent identification of integration points.		
Creativity/Design	Innovation Level	The product idea has been implemented before and failed.	The product idea has been implemented by someone else, and it works, or the team made some improvements.	The product idea has been implemented, but the team made significant improvements.	The product idea is highly innovative and hasn't been implemented and has been researched before.		
	Prototyping	No prototyping or visualization of the product.	Limited prototyping, such as showing basic blueprints or 3D models. Good verbal explanation, but not necessarily vivid.	Adequate prototyping, with a clear visualization, physical product, or 3D-printed components.	Excellent prototype, showing great visualization, materialization, or software development skills. Outstanding verbal explanation, vividly describing the concept.		
	Aesthetics	The mock-up looks unappealing and is not clear at communicating its point or being designed for its users.	The mock-up looks <i>unappealing</i> , and it's <i>not</i> clear at communicating, but is designed with users in mind	The mock-up looks appealing but is <i>not</i> clear at communicating its point but is still designed for users in mind.	The mock-up is aesthetically pleasing with good design.		
Presentation	Time Management	0 points: Ran significantly overtime.			5 points: Within Time.		
	Clarity of Idea Explanation	Idea was not clearly explained; difficult to understand.	Limited clarity; some aspects of the idea were unclear.	Clear explanation with minor room for improvement.	Exceptional clarity; the idea was clearly and effectively communicated.		
	Slideshow Quality	Slideshow was poor, unprofessional, or hindered understanding.	Basic quality, somewhat professional appearance, and limited use of visuals.	Good quality, professional appearance, and effective use of visuals.	Excellent, visually appealing, and professional slideshow.		
	Evidence of Teamwork	No team work	Minimal evidence of teamwork	Moderate evidence of teamwork	Clear that all members of the team were involved in the success of the project		
	Q/A Session Performance	Poor performance in the Q/A session; unable to answer questions effectively.	Limited performance; struggled to address questions.	Good performance; answered questions with clarity.	Excellent performance; confidently and effectively handled all questions.		

FRIDAY

Opening Ceremony - [CSF Atrium]	6:00 PM - 7:00 PM
Team Formation Session - [CSF Atrium]	6:30 PM - 7:30 PM
Supper - Pizza Time - [CSF Atrium]	7:30 PM - 8:30 PM
Team Collaboration	8:30 PM +

SATURDAY

Breakfast (Snacks) - [CSF Atrium]	9:00 AM - 10:00 AM
Mentor Sessions/Team Collaboration - [Engineering Building]	11:00 AM +
Lunch (Snacks) - [CSF Atrium]	12:00 PM - 1:00 PM
Workshop - Pitch - [CSF Atrium]	1:00 PM - 2:00 PM
Workshop - Business Model Canvas - [CSF Atrium]	2:00 PM - 3:00 PM
Workshop - Policy Briefing Note - [CSF Atrium]	3:00 PM - 4:00 PM
Workshop - GitHub - [CSF Atrium]	4:00 PM - 5:00 PM
Mini Game - Kahoot Trivia (Arctic Themed)	5:00 PM - 6:00 PM
Team Collaboration	6:00 PM +

SUNDAY

Breakfast (Snacks) - [CSF Atrium]	9:00 AM - 10:00 AM
Team Collaboration	10:00 AM - 11:00 AM
Lunch - (Snacks) - [CSF Atrium]	11:00 AM - 12:00 PM
Submission Deadline - Online	11:30 AM
Judging Round 1 - [EN 2040 & EN 2043]	12:00 PM - 3:00 PM
Judging Round 2 - [EN 2006]	3:00 PM - 5:00 PM
Mini Game - Paper Plane Competition	5:00 PM - 5:30 PM
Closing Ceremonies and Awards Ceremonies - [EN 2006]	5:30 PM - 6:00 PM

CODE OF CONDUCT

- REMEMBER THAT HACKATHONS ARE LIKE MARATHONS. SOME PEOPLE GO TO COMPETE, BUT MOST PEOPLE TAKE PART TO BETTER THEMSELVES AND HAVE FUN.
- WHATEVER THE REASON IS YOU ARE AT A HACKATHON, MAKE SURE YOU ARE UPHOLDING THE HACKER SPIRIT BY BEING SUPPORTIVE OF YOUR TEAM MEMBERS AND OTHER TEAMS!

RULES

- TEAMS MUST STOP HACKING AT 11:30 AM NST SUNDAY
- ALL THE WORK ON THE PROJECT SHOULD BE COMPLETED AT THE HACKATHON
- TEAMS CAN TAKE INSPIRATION FROM EXISTING IDEAS OR USE LIBRARIES, FRAMEWORKS, OR OPEN-SOURCE CODE IN THEIR PROJECTS

IMPORTANT DISCLAIMER

- TEAMS CAN BE DISQUALIFIED FROM THE COMPETITION AT THE ORGANIZING COMMITTEE'S DISCRETION. REASONS MIGHT INCLUDE BUT ARE NOT LIMITED TO:
 - BREAKING THE COMPETITION RULES
 - BREAKING THE CODE OF CONDUCT
 - OTHER UNSPORTING BEHAVIOUR

TIPS AND TRICKS

- ❄ MAINTAIN POSITIVE ENERGY IN THE TEAM
- ❄ DON'T BE AFRAID TO ASK QUESTIONS, SEEK HELP
- ❄ TRY TO HAVE FUN AND FOCUS ON LEARNING
- ❄ UNDERSTAND THE JUDGING CRITERIA TO KNOW HOW YOU'LL BE EVALUATED
- ❄ DON'T TRY TO BUILD A PERFECT PRODUCT, INSTEAD TRY TO BUILD A MINIMUM VIABLE PRODUCT THAT SHOWS PROMISE OF BEING A PERFECT PRODUCT

RESOURCES:

-  MAKE SURE TO REACT TO THE MESSAGE IN #ROLES TO GET THE @HACKER ROLE.
-  ORGANIZERS WILL BE AVAILABLE LATER INTO THE EVENING
-  PLEASE MAKE SURE TO ASK IN THE CHANNELS. AVOID DIRECT MESSAGING ORGANIZERS AS MUCH AS POSSIBLE.

STAY FROSTY!

