YOUTHxHACK

YouthxHack 2024 Participant Handbook

31 August 2024 - 3 September 2024

How to use this document

This document outlines key information regarding YouthxHack. In particular, it will cover:

1. Introduction
2. Problem Statements
3. Submission Details
4. Judging Criteria
5. Prizes
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Introduction

About Cyber Youth Singapore

Cyber Youth Singapore (CYS) is a national movement stewarding Singapore's digital future. CYS deals with the entire spectrum of digital issues facing our generation in cyberspace, from careers in tech to emerging digital threats and trends. Our work spans hackathons, workshops, institutionalised industry visits, community engagements,and more. Amidst continual change in technology and cyberspace, many young people are struggling to keep pace. CYS seeks to be a torchbearer for all youths navigating this unprecedented period of disruption – guiding, enabling and empowering them to go from being "price-takers" to active participants in shaping the course of Singapore's tech landscape. In doing so, CYS hopes their youths can become the leading voice on all things tech, in the region and beyond, for they are the generation that will inherit our digital future.

About YouthxHack

YouthxHack is a four-day hackathon designed to harness the creativity and technical expertise of Singapore's youths, focusing on strengthening the nation's defence mechanisms across multiple dimensions of Total Defence. By encouraging innovation in these critical areas, the hackathon aims to contribute to the resilience, prosperity, and unity of Singapore.

Problem Statement

There are 3 pillars which participants can choose from:
1. **Social Defence**
2. **Digital Defence**
3. **Economic Defence**

The exact problem statements for each pillar will be released during the opening ceremony. For each problem statement, we have prizes for **Overall Best Project** and certificates for the **First Runner Up.**

There is a maximum of **15 teams** per problem statement. Allocation of problem statements will be done on a first come, first served basis. Do look out for the link to indicate your team's preference during the opening ceremony, and do so by **1pm, 31 August 2024.** The assigned problem statement per team will be released at **1.30pm, 31 August 2024.**

Prizes

Each member of the champion team will receive the prize associated with their problem statement: either a Nintendo Switch, AirPods (3rd generation), or Alienware Headsets. The champion team for each problem statement will also receive a $500 Grab voucher.

Submission Details

Note that the submission deadline is **3 September 2024, 11.30pm,** via **Devpost.** This link will be opened after the opening ceremony.

This submission will **require**:

1. Link to Codebase
2. Presentation Slides

You will also be allowed to **(optionally)** submit:

1. Link to Live Demo
2. Link to Wireframe
3. Link to Video Demo

After your project has been submitted, you will be assigned a presentation slot of 8 minutes, which will be between **12.30 pm and 2.30 pm.** This presentation will include:

1. 5 minutes for a Pitch
2. 3 minutes for Questions and Answers

Please ensure that your presentation includes a live demonstration of your product.

Judging Criteria

Here is the criteria used by the judges to evaluate your submissions. Note that the guiding questions are not comprehensive, and just to provide you with an idea of what you will be judged on.

1. Innovation and Creativity (20%)
2. Impact and Feasibility (30%)
3. Technical Execution (30%)
4. Presentation and Communication (10%)
5. Alignment with Themes (10%)

Event Timeline

This is a rough outline of the event. Do note that the consultation clinics are available on a **first come, first served basis**. More details on how to register for these sessions will be released during the opening ceremony.

Day 1

Time	Event	Location
09:30 - 10:00	Registration	Main Foyer
10:00 - 11:30	Opening Ceremony	Auditorium 2
11:30 - 12:00	Expert Sharing 1: Singtel	Auditorium 2
12:00 - 12.30	Workshop 1: Singtel	Auditorium 2
12.30 - 13.30	Lunch	Main Foyer
13.30 - 14.00	Workshop 2: Oracle	Auditorium 2
14:00 - 17:00	Consultation Clinic/Hacking	Main Foyer
18:00	-	Main Foyer

Day 2

| Time	Event	Location
09:30 - 10:00	Registration	Main Foyer
10:00 - 10.30	Expert Sharing 2: Oracle	Auditorium 2
12:00 - 13:00	Lunch	Auditorium 2
13:30 - 16:30	Consultation Clinic/Hacking	Main Foyer
18:00	End of Day	-

Day 3

Time	Event	Location
09:30 - 10:00	Registration	Main Foyer
10:00 - 10.30	Expert Sharing 3: Dell	Auditorium 2
10:30 - 11:00	Workshop 3: Dell	Auditorium 2
12:00 - 13:00	Lunch	Auditorium 2
13.00 - 13.30	DIS Career Sharing	Auditorium 2
14:00 - 17:00	Consultation Clinic/Hacking	Main Foyer
18:00	End of Day	-

Day 4

Time	Event	Location
09:30 - 10:00	Registration	Main Foyer
10:00 - 11:30	Hacking time	Main Foyer
11.30	**Submission Deadline**	-
11.30 - 12.30	Lunch	Main Foyer
12:30 - 14:30	Judging	Block 1A
14.30 - 15.30	Judging Conclusions + Tea	Main Foyer
15.30 - 17:00	Closing Ceremony + Prize Presentation	Auditorium 2
17:00 - 18:00	Post Event Networking	Main Foyer

Location Map
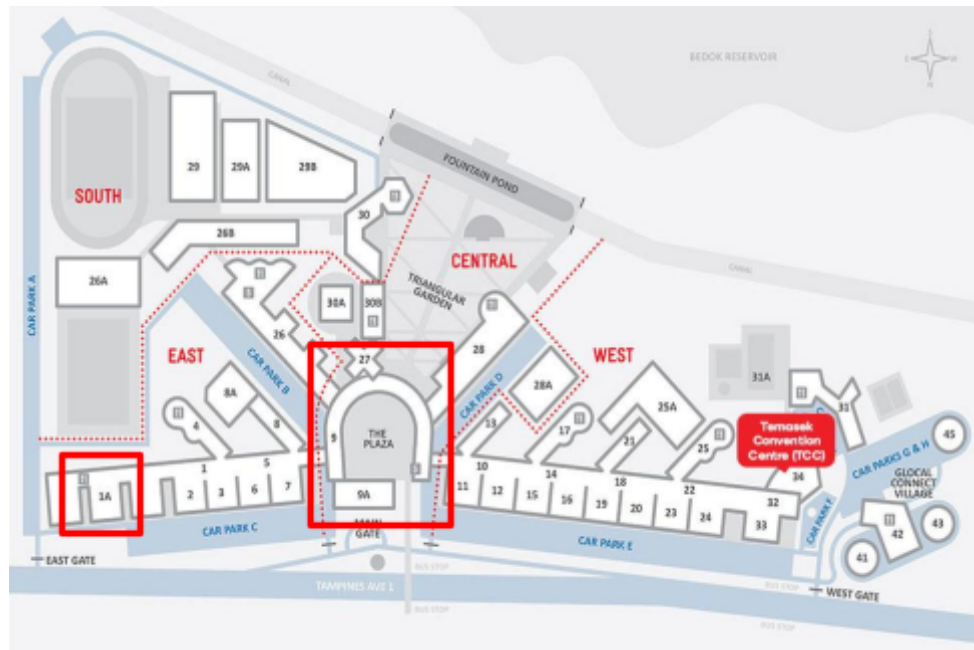
The main foyer and auditorium are located at **Block 9A**. Please enter the event by the main gate. Do also note judging will be held at **Block 1A**, which is closest to the east gate.

How to get to the venue

For participants arriving via public transport:

Closest MRT Station: Tampines West

Closest Bus Stop: Bus Stop 75239, servicing buses 8, 15, 23, 69, 118, 129, 513, 518

Do note that the main activity venue is a 15 walk from the MRT Station, so for participants arriving via train, please allocate sufficient time for this. We would alternatively suggest participants to take a bus from the MRT station to the nearest bus stop if necessary.
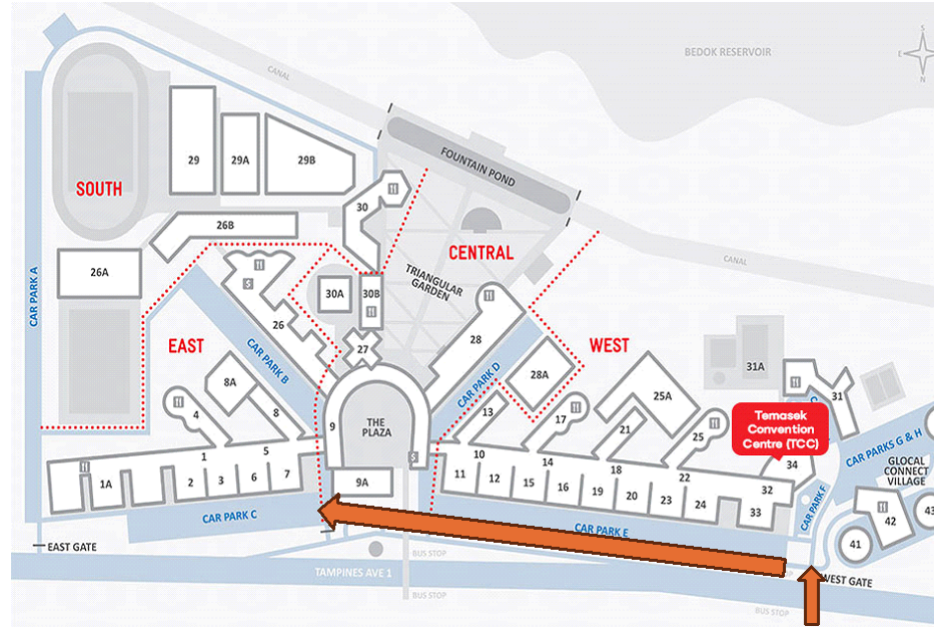
On Sunday, only the **West Gate** is open to **vehicles**. For participants arriving via private vehicles, please enter via the west gate.

For **ALL PARTICIPANTS ON SUNDAY,** access the main activity area via the plaza. Use the glass door closest to the plaza to access Block 9A (indicated by the orange arrow in the picture below).
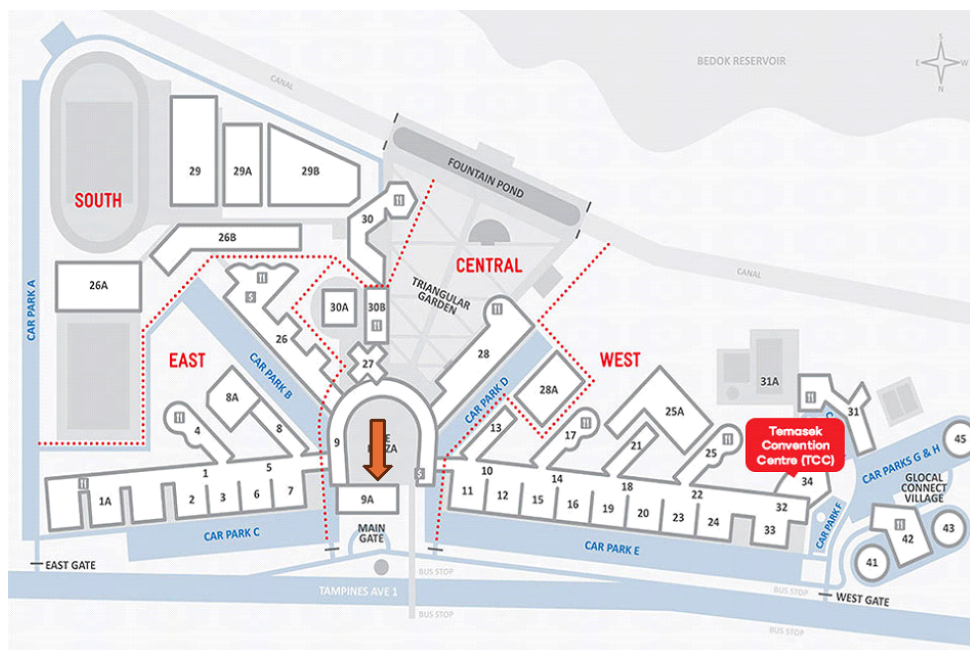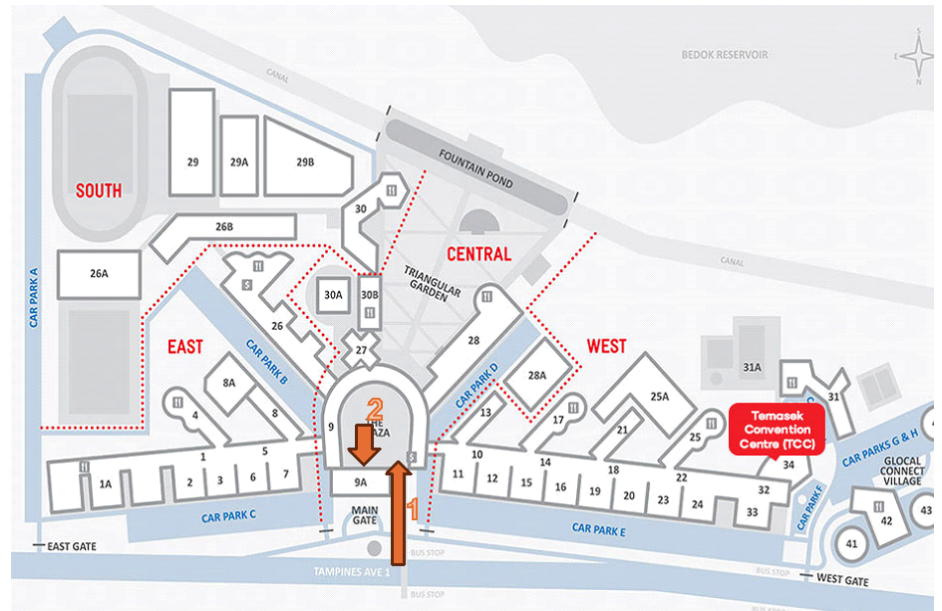
For driving in on **Sunday**, only the west gate is open	
For walk-in on **Sunday**, (1) walk up to the plaza by the slope and (2) walk down the stairs	

Basic Tips for Hacking

New to hackathons? Don't worry, this guide was made for beginners and experts alike to help you find what you want to make for this hackathon. Start off by selecting a problem statement that resonates with you, thinking about problems that our society faces and the potential methods to solve it. Some pointers would be to think about what **direction** you want your project to go in. For example:

1. Something in the *Digital Defence Sphere?* As online scams become more prevalent and advanced in the way they manipulate their victims, what are some unique strategies we can take to teach people how to not fall for scams? Perhaps a <u>Scam Or Not? game</u> could be a good approach 🤔.
2. Something in the *Social Defence Sphere*? Has something been pestering you in your daily life? Want to fix it? Now's your chance! Maybe jump into mobile app development? Or making a useful website that gamifies a tedious process and builds a tight knit community?

Something you could think about is the use of AI in your project. If building an AI product is within your skill-range, and you are able to be creative, go ahead! However, do note that <u>using AI is not necessarily a good thing, especially if you recreate something that already exists.</u>

Once you're there, think about what tech-stack you wish. Some suggested resources our organisers have compiled are:
- **Front End:** Python Flask, Javascript Frameworks (React, Vue 3)
- **Mobile Apps:** Flutter
- **Backend** + **Database:** Supabase, Firebase
- **Code collaboration:** Github
- **APIs:** [Alpha Vantage API](), [Google Maps Platform](), [OpenWeatherMap API]()
- **Datasets**: [Data.gov.sg](), [Singapore Statistics](), [Kaggle]()

Rules

Eligibility

This hackathon welcomes:
- Students currently enrolled in **any** educational institution in Singapore.
- Individuals **awaiting entry** into an educational institution (including National Servicemen and those awaiting graduate studies).
- Students from overseas institutions can participate, but we are **unable to provide assistance with visas or accommodation** for travel to Singapore.

Teams

- Teams can consist of **4 to 5 members**.
- You may team up with friends or other successful registrants*. Should you like to look for a team amongst other participants, you may proceed to our Discord at link.
- In the event that you are unable to form a team, we will group teams into groups of 4-5 members. You will need to submit your teams and problem statement preference via a form by **1pm, 31 August 2024**.

* Successful registrants are registrants who have received a confirmation email confirming their successful registration to the YouthxHack 2024.

Projects

- The hackathon starts after the Opening Ceremony, at 11.30am on 31 August 2024. Coding must cease at **11.30 am on 3 September 2024**, with the project submitted to the 2024 Devpost by the end. **The problem statements will be released during the Opening Ceremony**.
- All project work must be done during the hackathon. You can develop an idea you had before, but you cannot reuse previously written code.
- Frameworks, libraries, and open-source code can be used, with proper crediting of your sources in your submission.
- Adding features to an existing project is allowed, but **you must clearly indicate what was accomplished during the hackathon**. Failing to do so will result in disqualification from judging.

Cheating

Cheating can and will lead to consequences such as prize forfeiture and bans from future events. Suspected teams must provide source code, version control history, and any relevant information for investigation.

We consider a valid project as something **newly created**: while using specific code components is allowed, submitting an entire recycled project submitted to another hackathon built before the event is not.

Given the 72-hour limit, some code reuse is expected, such as frameworks and libraries. You might use tools like React for web development or pre-trained models for AI/ML projects, for example. However, customising the project before the hackathon begins is not (eg. setting it up to suit your project needs).

All libraries, frameworks, and dependencies must be disclosed in the **DevPost submission AND during the presentation** to help judges accurately evaluate your work. Teams building on previous projects must provide a link to the original project/template/framework used to demonstrate the work done during the hackathon.

The organisers have the final authority on what constitutes cheating. If you have any questions about any of the policies, please contact an organiser at youthxhack@cyberyouth.sg, or open a ticket on discord (will have quicker response times).

Cheating will result in immediate disqualification.