Inclusive Stem Hackathon Participant Guide

17th and 18th January, 2020

Organised by I-Stem in collaboration with EHRC, IIIT Bangalore, Vision Aid, Vision Empower and XRCVC

Sponsored by Intel, Microsoft and Morgan Stanley

About the hackathon

Inclusive Stem Hackathon is a 24-hour hackathon as part of the Inclusive Stem Confluence where developers with disabilities, industry professionals and computer science students come together to work on exciting and challenging problems. The aim of the hackathon is to sensitize the engineers from IT companies as also the wider company mindset on the functioning and efficiency of persons with disabilities by working together on the project, while also allowing the participants with disabilities an opportunity to learn from experienced professionals.

Hackathon Rules For Participants

The spirit of the competition

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're at a hackathon, make sure you're upholding the hacker spirit by collaborating with other teams, helping beginners, and having fun.

The rules of the competition

1. Team composition: There is no restriction in team composition, but we recommend a team to consist of 4-6 people. Diversity is a key part of the hackathon and the evaluation criteria, and we expect all teams to be a mix of participants with and without disabilities.
2. Themes: The hackathon has three themes, and all projects must focus on one of these themes.

- Education for people with disabilities: People with disabilities continue to face challenges in accessing equal quality education as others. This theme challenges participants to come up with innovation that can facilitate people with disabilities to realize this on an equal basis as others using technical solutions. You may develop for education at any level (primary, secondary, post-secondary, skill-based education etc).
- Employment opportunities for people with disabilities: Several corporates are now realizing the potential of students with disabilities and actively coming forward to consider them for various positions. This track challenges participants to develop solutions that can facilitate in this connection and help students with disabilities become more employable. This also encourages participants to think about solutions that can empower employees without disabilities to get sensitized about the potential and abilities of people with disabilities, thereby bridging the gap in the corporate world.
- Social skills for people with disabilities: Social connection is extremely important for everyone, including people with disabilities. Unfortunately, due to low expectations and biases around disabilities, and sometimes due to accessibility challenges, people with disabilities face hurdles and challenges in communicating effectively with others. This theme challenges participants to develop technology to simplify social communication and acceptance.

3. All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine.
4. Teams can gain advice and support from organizers, volunteers, sponsors, and others.
5. All work on a project should be done at the hackathon, though it is allowed and in fact encouraged to discuss ideas and execution plans before the event.
6. Teams can use an idea they had before the event.
7. Teams can work on ideas that have already been done. Hacks do not have to be "innovative". If somebody wants to work on a common idea, they should be allowed to do so and should be judged on the quality of their hack. These days it's hard to find something that's fully original and teams might not know an idea has been done before anyway.
8. Teams can work on an idea that they have worked on before (as long as they do not re-use code).
9. Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
10. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the hackathon in determining the winners.
11. Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.

12. Projects that violate the Code of Conduct are not allowed.
13. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behaviour.

Presentations

After hacking finishes, each team must present their work to the audience and judges. Each team has been assigned a booth to present their work from 2-4 PM on 18th January. The top 3 teams will also present their work to the entire audience as part of the closing ceremony, so all teams must be ready with both a demo and an onstage presentation by the end of the hackathon. Further, in the spirit of accessibility, try to be as accessible as possible while presenting. All participants should present. We also encourage teams to ensure equal participation as far as possible.

You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. It's okay if you didn't finish your hack—that happens all the time! Completion is only one part of the judging criteria, so you might still do well. Also, presenting is not just about the competition. It's a chance to share with others what you learned and what you tried to build— that's what hacking is all about!

Judging Criteria

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

- Technology: How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you go "Wow"?
- Design, accessibility and diversity: Did the team put thought into the user experience? How well designed is the interface? Is it accessible? Was the team composition diverse?
- Completion: Does the hack work? Did the team achieve everything they wanted?
- Learning: Did the team stretch themselves? Did they try to learn something new? What kind of projects have they worked on before? If a team which always does virtual reality projects decides to switch up and try doing a mobile app instead, that exploration should be rewarded.

It's important to note that these judging criteria do not include:

- How good your code is. It doesn't matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. If your code isn't production ready, we're not going to mark you down.
- How well you pitch. Hacking is about building and learning, not about selling.
- How good the idea is. Again, hackathons aren't about coming up with innovative ideas. It's about building and learning.

So don't worry about coming up with the next big idea or building the next Facebook. You'll have plenty of time for that outside the hackathon. just focus on learning, having fun, and making new friends. At the end of the day the skills you learn and the friends you make might lead to the next big thing—but you don't have to do that to win a hackathon.

Remember!

The competition is just a part of the hackathon. To make the most out of the event, try something new, teach other people, and make new friends!

Deliverables

Participants must submit all code, binaries and anything else that is a part of the final end product by 1:00 P.M. on 18th January. We require that the end product be accessible for people with disabilities (you might want to check section 508 and WCAG 2.0 guidelines to ensure compliance). Also remember that we will have mentors to help out with accessibility. Further, all teams must submit a presentation on their work (slide decks and/or demo videos) by 1:00 PM on 18th January. You will use these to present your work if you are selected in the top 3.

FAQ

Q. Does the project need to be related to accessibility?

A. No, but the end product must be accessible for people with disabilities.

Q. Are there any constraints on what the project could be?

A. Yes. The projects should be focused on one of the three hackathon themes as described above.

Q. Can we build on past projects?

A. You cannot work, copy, or improve on past projects. Using your own APIs or third-party APIs is alright, as long as the project is completely new. Please refer to the rules above for more information.

Q. What computing resources would be available to me?

a. Currently, we do not have any resources, but we will update all participants should there be any updates.

q. What if I or my team need technical help?

A. A few mentors will be available to help out with specific technologies. If you need help in a domain that we do not have mentors for, reach out to an organiser and we will try to connect you with a suitable person.

Q. What if the project is too technical for me?

A. We realise that some participants are relative new to programming, and might find it challenging to understand parts of the project. If this happens, know that it's okay. You're here to learn and grow; make the most of the opportunity.

Q. I am a participant with a disability. Will I get help navigating the venue?

A. Yes, we will have volunteers that will help out navigating the venue.

Q. I am an industry professional/student without disability, and I'm a little nervous about working with a person with a disability. How can I be more prepared?

A. you do not need preparation-just be yourself and come with an open and inquisitive mind without any preconceived notions or biases.

Q. What if I have other questions?

A. Reach out to us at info@inclusivestem.org.

Code of Conduct

Inclusive Stem Hackathon is an all-inclusive space. Together we stand against all bases of discrimination, harassment, bullying, abuse, violence, victimization, and any other inappropriate behavior, including, but not limited to gender, age, disabilities, physical Features, medical Condition, race, ethnicity, heritage, national Origin, religion, language, socioeconomic Status, immigration Status, veteran Status, parental Status, education, gender Identity/Expression, sexual Orientation, invisible Disabilities, body Size/Shape, genetic Information, color, culture, nationality, national Identity, creed, criminal Record, citizenship, political Beliefs, marital Status, pregnancy and computing Experience.

Inappropriate behavior includes, but is not limited to, offensive verbal or written comments, deliberate intimidation, stalking, sustained disruption of event proceedings, unwarranted physical contact or sexual attention, conduct that is unwelcome, targeted, sufficiently severe, persistent, or pervasive such that it could be expected to create an intimidating, hostile, or offensive environment, or has the purpose or effect of unreasonably interfering with a person's performance or ability to participate in or benefit from any Inclusive Stem Hackathon event, service, opportunity, or activity.

It is also not appropriate to participate in, bring, or use discriminatory, specifically sexual, language, imagery, activities, clothing, uniforms, costumes, other materials, or contribute otherwise to such an environment both in their projects and during the event.

Photography and video recording is encouraged, but individuals must be given a chance to opt out. If anyone objects, you must comply with their request. It is inappropriate to take photographs or videos in contexts where people have a reasonable expectation of privacy, such as restrooms.

If anyone engages in discriminatory behavior or violates this code of conduct, the event organisers may take any action they deem appropriate, such as warning the offender, expulsion or sanctioning from the event, withholding reimbursements, or reporting their behaviour to law enforcement.

We have zero tolerance for those that break our code of conduct. These rules apply to all attendees, participants, organizers, volunteers, judges, mentors, sponsors, partners, vendors, staff,

forms of social media, ideas conceived, and projects created at any Inclusive Stem Hackathon activity, venue, or event. Our community welcomes everyone.

If you feel uncomfortable or unsafe at Inclusive Stem Hackathon or experience or witness any violations of this code of conduct, immediately contact an organiser. All reporters have the right to remain anonymous.

-Adapted from the DubHacks Code of Conduct, Hack Code of Conduct and MLH Code of Conduct

Inclusive Stem Confluence Schedule

All events will be organised at International Institute of Information Technology (IIIT) Bangalore. Stay arrangements for the participants receiving financial aid have been made at Zone by the Park Bangalore (https://www.zonebythepark.com/bengaluru-hotels/zone-by-the-park-electronic-city-bengaluru).

Thursday, 16th January 2020

3:00-5:30 PM: Microsoft IDC visit for select participants

6:00-7:30 PM: introductory session and icebreakers

7:30 PM-8:15 PM: dinner

Friday, 17th January 2020

8:30 AM-9:30 AM: participant registration/welcome, breakfast

9:30 AM-11 AM:

- Disability 101 workshop for participant without disabilities
- Workshop on AI/ML for participants with disabilities

11:00 AM-11:30 AM: tea/coffee break

11:30 AM-1:00 PM

- Workshop on "accessibility in code" for participants without disabilities
- Workshop on blockchain for participants with disabilities

1:00 PM-2:00 PM: lunch

2:00 PM: hackathon begins

2:00 PM-3:00 PM: hackathon pitches for any teams not currently formed

2:00 PM-3:30 PM: workshop on data structures and algorithms for workshop participants

3:30 PM-4:00 PM: tea/coffee break

4:00 PM-7:30 PM: employment connect for registered participants and corporates

4:00 PM-5:30 PM: informal I-Stem mentorship session

5:30 PM-7:30 PM: Roundtable-diversity and inclusion curriculum (by invitation only)

7:30 PM-8:30 PM: dinner

Saturday, 18th January 2020

8:00 AM-9:00 AM: breakfast

10:30 AM-1:30 PM: workshop demos and product expo

11:00 AM-11:30 AM: tea/coffee break

11:30 AM-1:00 PM: roundtable – school inclusion practice and solutions (by invitation only)

1:00 PM: hackathon ends

1:00 PM-2:00 PM: lunch

2:00 PM-4:00 PM: hackathon expo

4:00 PM-5:30 PM: prize distribution and closing ceremony

5:30 PM-6:30 PM: high tea