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What is a Hackathon?

- Coding & Problem-solving Competition
- Teams of students create projects within 12 hours
- · Various project 'themes'
- Often includes:
 - Prizes
 - Workshops
 - Mentorship
 - Recruiting Opportunities
 - Free food & 'swag'





Opening Ceremony

Introduction, problem statements, and rules

Hacking!

Coding, designing, collaborating, and prototyping



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Workshops & Mentorship

Mini-sessions to help begginners, support ideas, or provide learning experiences

Closing Ceremony

Final projects are judged, winners are announced, and prized are awarded







Howard University Washington, DC



University of Maryland College Park, MD







Hoya Hacks

Georgetown University Washington, DC



LEARNING

Unlike any classroom experience. Very industrylike, on your feet and learning as you do.

CONFIDENCE

Reinforces student's ability with high-pressure situations

NETWORKING

Many employers and other helpful students

Enhancing Student Learning

Hands-on experiences, helping students develop industry skills that may not found as much in the classroom

Improving Student Engagement

Brings together students, alumni, mentors, and others to foster a positive and collaborate environment

Boosting University Reputation

Well-executed Hackathons attracts attention from various companies, recruiters, sponsors, and prospective students

Driving Research & Innovation

Hackathons serve as a testing ground for new ideas, many of which could evolve into university-backed startup initiatives

EVENT DATE Oct. 25th, 2025 HACKATHON DURATION 12-Hours **BUILDING VENUE** Henson

Website

Successfully built and deployed website, collaborating with SU webmasters

Logistics

Wrote detailed proposals with logistical information



Began the process of contacting sponsors, writing letters and sponsor tiers

Contacted Sponsors

Assembled a team of like-minded students to aid in the execution of the event

Assembled a Team





Preview of the SU Hacks Website, developed in conjunction with the SU webmasters via Wordpress. This ensures that the website can run on SU servers, and that future organizers can easily edit and expand upon the website

Early June

Finalize known budget, put in PO orders for known items, build the Devpost page

Early Oct.

Aggresive event marketing, Sponsor cutoff date, merch and other resources are obtained

Early May

Lock in venues and contact potential sponsors

Early Fall

Offical registration opens, event marketing begins

Oct. 25th

Day of Hackathon Event!

