

brainhack

IMAGINE WHAT'S NEXT

CODE_EXP FINALS



Recap...

Phase 1: Leveling up

Virtual Workshops

20-22 May

Learn

Phase 2: The Challenge

Virtual Qualifiers

31 May 0930hrs-4 Jun

Plan, Analyse, Design

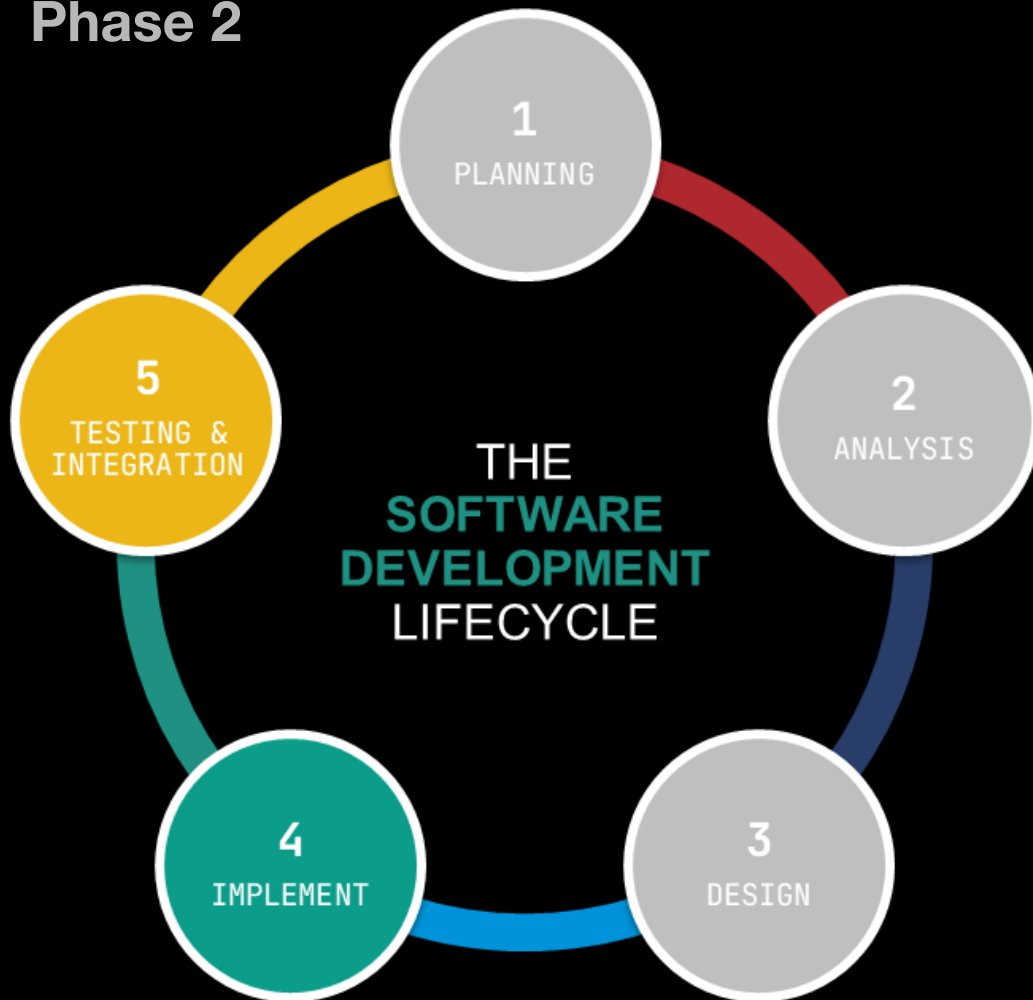
Virtual Submission

4 Jun 1200hrs

Implement, Test, Pitch

Physical Finals

12-13 Jun



Finals

4. Implement

Code out your proposal and make your product come to live.

5. Testing & Integration

Test and integrate all component of your apps and demonstrate the key features.



Venue

Date: 12-13 June 2024, 0730 hrs

Venue: Marina Bay Sands Expo & Convention Centre, Peony Hall, Level 4

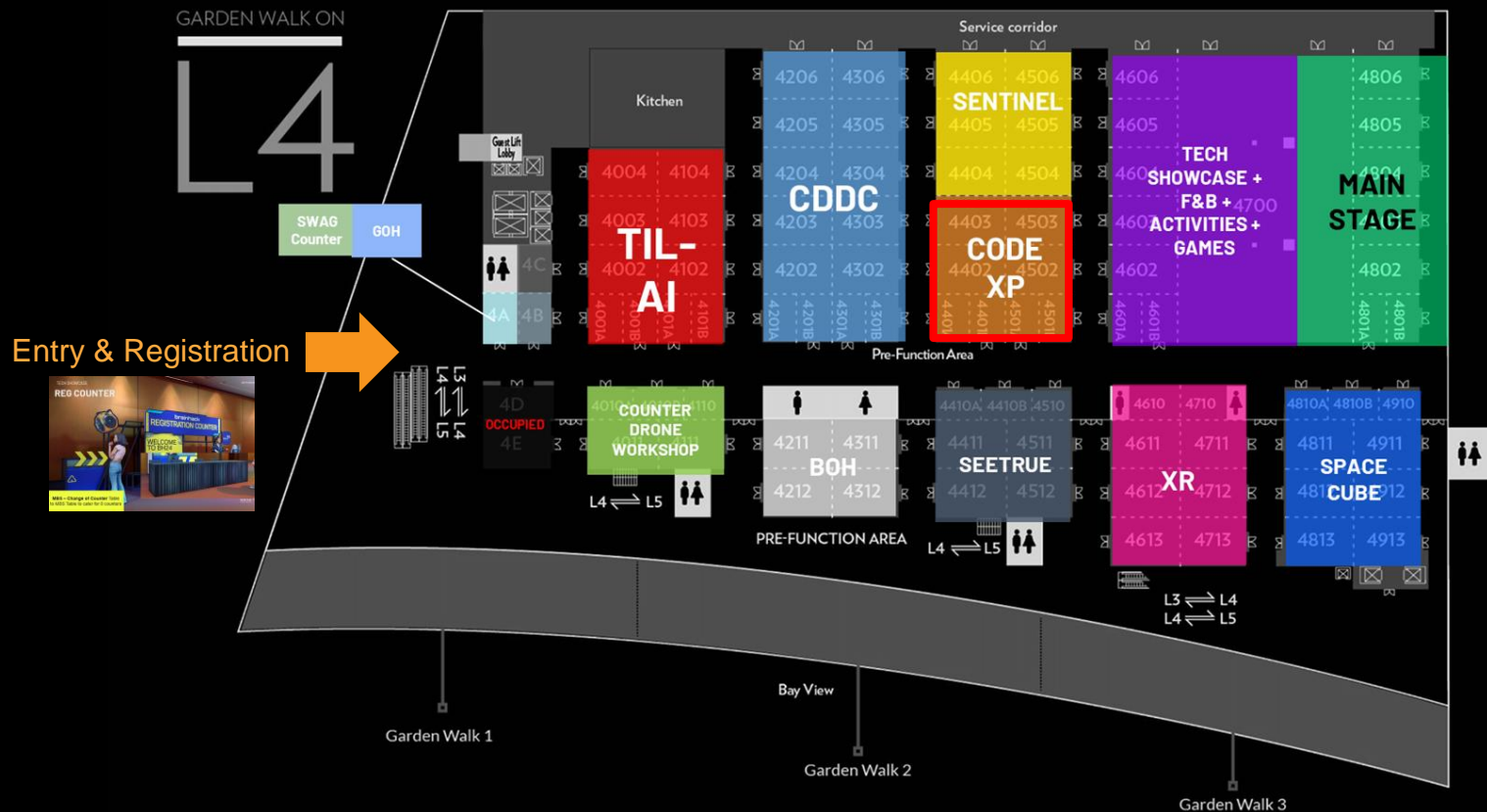
- Nearest Bus Stop: Aft Bayfront Station Exit E (Bus Stop: 03511)
- Nearest MRT Exit: Bayfront Exit E
- Via Car: MBS Sands Convention Center, Singapore 018956

Things to Bring:

Laptops, power adapters/plugs

WIFI:

SSID and password will be provided at CODE_EXP Hall



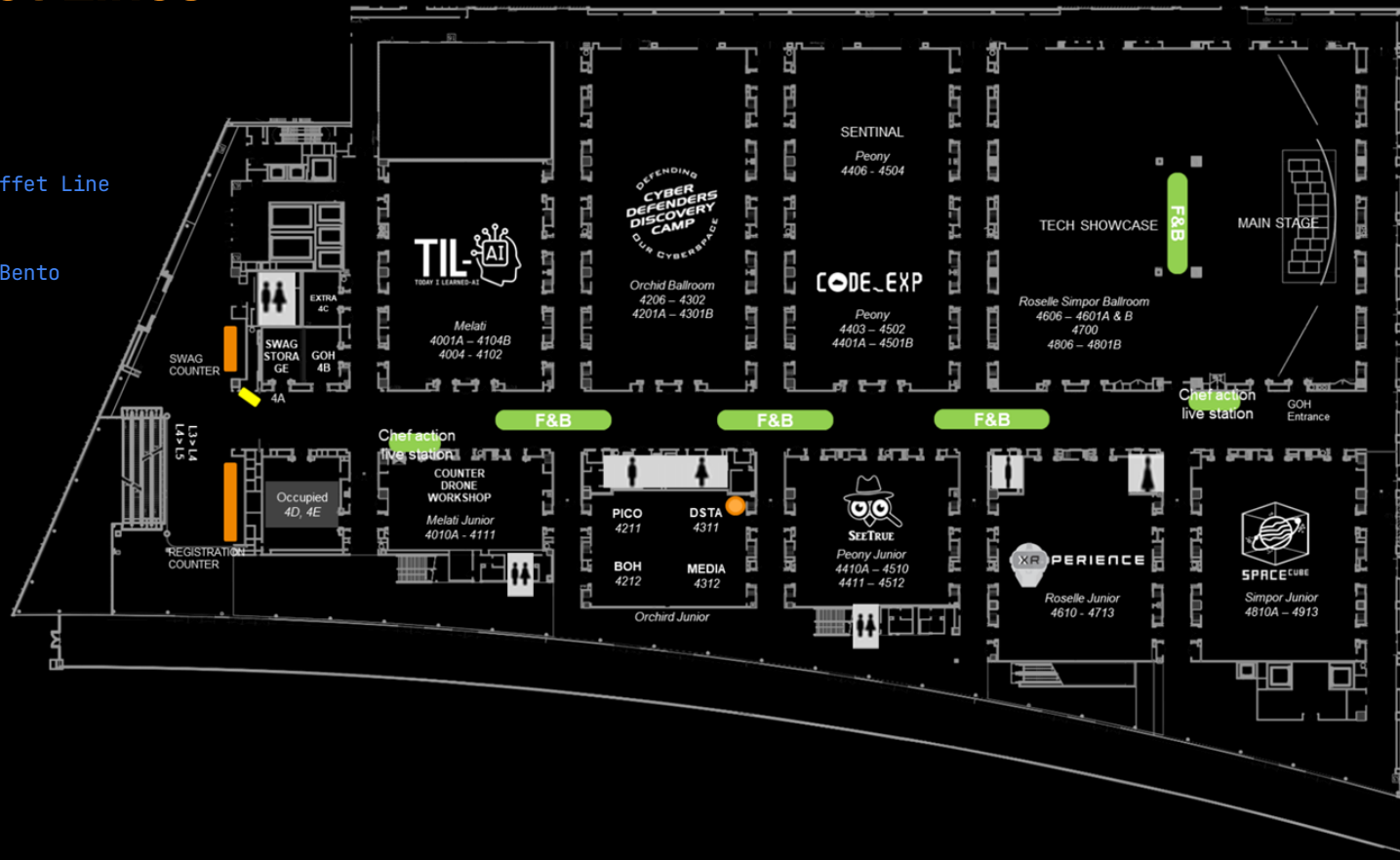
Evacuation Route on MBS Level 4



F&B Buffet Lines

F&B F&B Buffet Line

● Halal Bento



Security Checks

Items that may disallow your entry to the event:

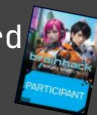
- Weapons of any kind (e.g. firearms, knives, box cutters)
- Laser pointers
- Whistles
- Air horns
- Signs or articles that are politically motivated, explicit, violent, etc
- Illegal substances/narcotics
- Pepper spray
- Pets; and
- Any other item(s) deemed to be dangerous or inappropriate by security team



Schedule

Times subject to change

	Time	Activity	Remarks
Day 1 (12 Jun 2024)	0730 hrs	Registration	Registration starts at 0730 hrs, please be seated by 0845 hrs
	0830-0900 hrs	Tea Break + Collection of Goodies	
	0900 hrs	Start of Hackathon	Bring back lanyard for Day 2
	1000-1030 hrs	Tech Talk 1: Drone vs Drone	Last day to develop your product
	1300-1400 hrs	Lunch	
	1400-1430 hrs	Tech Talk 2: Software Development with Generative AI	All Day 1 activities are at CODE_EXP Hall (Peony @ MBS Level 4), except for lunch and tea break
	1600-1630 hrs	Tea Break	
	1800 hrs	End of Day 1	



Schedule

Times subject to change

	Time	Activity	Remarks
Day 2 (13 Jun 2024)	0745-0830 hrs	Attendance Taking + Setup of Booth	Participants can walk around to view other booths during pitching
	0830-0900 hrs	Morning Tea + Setup of Booth	
	0900-1230 hrs	Pitching to the Judges	
	1230-1330 hrs	Lunch	
	1330-1500 hrs	OTOT Visit to Tech Showcases and Talks @ Main Stage (besides CODE_EXP Hall)	All Day 2 activities are at CODE_EXP Hall, except lunch and tea break or otherwise stated in schedule
	1500-1530 hrs	Tea Break	
	1530-1600 hrs	Awards Presentation for Runner-Ups @ CODE_EXP Hall	
	1630-1800 hrs	Award Presentation for Winners @ Main Stage	

General Rules

- 1. Original Work: Your project should be original and developed specifically for the hackathon. Plagiarism is strictly prohibited.
- 1. Tools and technologies: You are free to use any programming languages, libraries and frameworks of your choice.
- 1. Intellectual Property: Any intellectual property developed during the hackathon will belong to the team that developed it.
- 1. Judging Criteria: Judges' decisions are final, and their assessments are based on their expertise and the criteria specified for the hackathon.



“EGGIE”

Pitch

Pitch Content:

1. Value Proposition of your mobile app
2. Demonstration of your mobile app (on phone / laptop in mobile view)
3. Any materials that will aid in your pitch (e.g. slides)

Format: Booth-style pitching (5 mins pitch + 3 mins Q&A)



Judging Criteria



Best MVP

- Functionality of the mobile application
- Features developed should clearly reflect the value proposition of the mobile application



Most Human-Centric Design

- Creativity in UI design and aesthetic
- Intuitive interface that allows users to easily navigate and interact with the product



People's Choice

- Engaging pitch, presentation of solution, and Q&A response
- Participants vote

Mentors

Each team is assigned:

DSTA Mentor

To answer any generic questions or questions related to DSTA

Technical Mentor

To provide technical guidance





Cloud Credits



Each team will be provided credits for AWS and OpenAI.

- AWS: \$100 credits + OpenAI: \$50 credits
 - For AWS, remove unutilised resources to keep within credit limit
 - For OpenAI, consider using cheaper models
 - Credits will expire at the end of the event 25 June
- Details on how to log in will be sent to your team leader's email address.
 - If you don't receive an email by 9 June, please ping @organiser in your Discord channel.
- It's not a requirement to use the credits, i.e. you won't be penalised for not using them.
- You can post a question in #finals-coding-question to discuss the usage of either service, depending on your MVP requirements.

