



HACKATHON GUIDE

WICS UCT's Womxn in Technology Hackathon

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General Information

The Women in Computer Science UCT society would like to present our first ever **Womxn in Technology (WiTech) Hackathon**, a virtual inter-varsity hackathon exclusively for womxn!

The hackathon will take place **2nd - 3rd October 2020** and participants will have **24 hours** to create a solution to a problem statement that will be released at the beginning of the event.

The participating universities are **University of Cape Town, University of Western Cape, Stellenbosch University** and **University of KwaZulu-Natal**.

Sponsors

This hackathon was helped made possible with our amazing sponsors **Amazon Web Services** and **Allan Gray**.



If you are interested in more opportunities that Amazon Web Services can provide to you, please use this special link below to register for notifications of various events and job opportunities:

<https://girlonlyhackathon.splashthat.com/>



We have hired most of our grads for 2021 but we would love to keep in touch with you throughout your journey within the Tech space. If you are open to us checking in on you every once in a while, please scan the code below and fill in your details, or use the following link:

<https://forms.gle/4nTwEv1w1osgh5aFA>

```
<!DOCTYPE html>
< script type = 'text/javascript' >
  function WiTechParticipant(participant) {
    const OUR_TECH = ['golang', 'scala', 'react', 'python', 'javascript', 'kubernetes', 'docker', 'gitlab', 'linux'];
    const PASSION = 'changing_the_world_with_cool_tech';
    const WORK_ENVIRONMENT = ['coffee', 'free_lunches', 'gym', 'flexi_hours',
      'innovative_tech', 'smart_people'];
    if ((_.includes(JOB_TITLES, 'internship', 'graduate')) &&
      (_.includes(OUR_TECH, participant.our_tech)) &&
      (_.intersection(WORK_ENVIRONMENT, participant.work_env).length > 0) &&
      participant.passion == PASSION) {
      window.location.href = "https://www.allangray.co.za/careers/information-technology/";
    }
  }
< /script>
```

Prizes

1 st Prize	R1000 Takealot voucher* Amazon Echo Dot 3rd Generation Smart Speaker with Alexa*
2 nd Prize	R750 Takealot voucher*
3 rd Prize	R500 Takealot voucher*

* per member in the team

Judges



Monique Williams
IT Recruitment Manager
Allan Gray



Nanamhla Mayekiso
Technical Lead
Allan Gray



Creuzaan Manuel
Events Manager
Amazon Web Services



Zainab Adjiet
Chairperson
Women in Computer Science
UCT

Judging Criteria

PROBLEM-SOLUTION FIT

Is the problem well-identified and falls under the required problem statement?
Does the solution mitigate or resolve the issue and how well?

USER EXPERIENCE

How easy/intuitive is the application to use?
Is it appealing for the intended user of the application?

ORIGINALITY & IMPACT

Has the solution been done before?
How is this solution different than a similar one out there?
Is it more effective than existing solutions?

FUNCTIONALITY

Does the application work as was intended?
How elegant and efficient is the prototype design and implementation?

Event Program

FRIDAY, 2 OCTOBER

11:00 – 11:40	Welcoming ceremony
11:40 – 11:50	Guest speaker: Laura Cohen
11:50 – 12:00	Problem statement announcement
12:00	Participants start hacking
16:00 – 19:00	<u>Team meetings with mentors</u> Team Time Slots: 16:00- 16:45 17:00 - 17:45 18:00 - 18:45
19:30	UberEats voucher distribution
21:00 – 23:00	Mentors available for help via Slack

SATURDAY, 3 OCTOBER

00:00 – 00:45	Midnight elevator pitches
7:00 – 10:00	<u>Team meetings with mentors</u> Team Time Slots: 7:00 - 07:45 8:00 - 08:45 09:00 -09:45
11:00	Presentation and code repository submission
12:00	Participants stop hacking
12:00 – 12:30	Break

12:30 – 13:30	First half of team presentations
13:30 – 14:00	Break
14:00 – 15:00	Second half of team presentations
15:00 – 15:45	Judges decide on top 3 winners
15:45 – 16:00	Winner announcement and closing ceremony

GitHub Guide

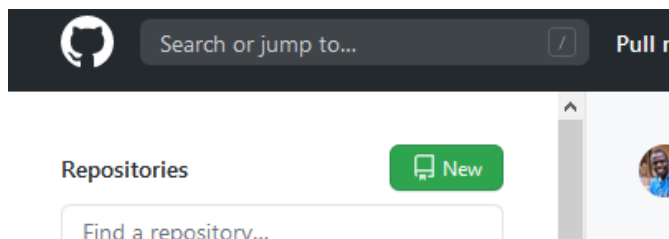
INTRODUCTION

Git is a version control system that keeps track of your code so you can revert to previous versions of the files if you need to, so it is advisable to use it for this hackathon. Git essentially takes a **snapshot** of your code when you tell it to and saves this as a version - this is called making a 'commit'.

While Git is usually used as a command line tool, you can also reap the benefits of Git without worrying too much about the different Git commands. GitHub is an online platform that allows you to take snapshots of your code by uploading your files to the platform. For this hackathon, you will need to create a 'repository' where you upload your files as we will use this to view your code. The following screenshots will show how to create a GitHub repository and use the GitHub interface.

CREATING A NEW REPOSITORY


After visiting <https://github.com>, you might see the following dashboard if you have an account and are logged in. If you do not have an account, please create one before continuing.



To create a new repository, click the green **New** button on the left next to **Repositories**.

This will take you to a screen which looks as follows. Here you can name your repository whatever you'd like - but preferably something related to your team name or solution :) - and select a few settings for your repository. In the case of this hackathon, it would be best to make it private so you can choose who can view your code during the hackathon. When done, click **Create repository**.

Owner *

 ZainabAdjiet ▾

Repository name *

/ test-repo ✓

Great repository names are short and memorable. Need inspiration? How about **fluffy-octo-chainsaw**?

Description (optional)

☐



Public

Anyone on the internet can see this repository. You choose who can commit.

☒



Private

You choose who can see and commit to this repository.

Initialize this repository with:

Skip this step if you're importing an existing repository.

☐

Add a README file

This is where you can write a long description for your project. [Learn more.](#)

☐

Add .gitignore

Choose which files not to track from a list of templates. [Learn more.](#)

☐

Choose a license

A license tells others what they can and can't do with your code. [Learn more.](#)

Create repository

UPLOADING FILES AND MAKING COMMITS

Once created, you should now be looking at the empty repository you created. To upload your files, click on the *uploading an existing file* link and this should take you to a screen where you can upload your files to the repository. While GitHub is normally used for code, you can upload any file to your repository and it is advisable to upload all the files in your project directory, including any pictures or resources.

Quick setup — if you've done this kind of thing before



Set up in Desktop

or

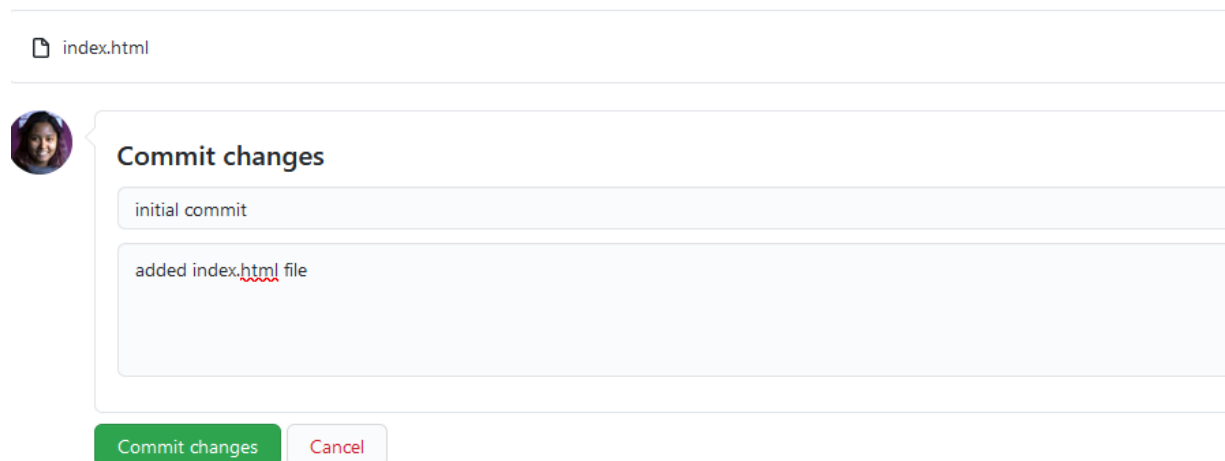
HTTPS

SSH

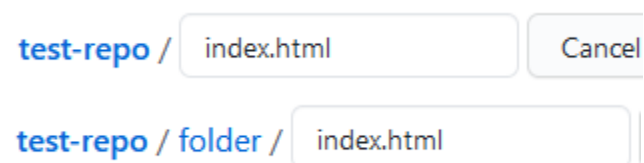
<https://github.com/ZainabAdjiet/test-repo>

Get started by [creating a new file](#) or [uploading an existing file](#). We recommend every repository

Once all your files have been uploaded, you should see a screen like this. Under the **Commit Changes section**, you should add a short description of the commit in the first input and you can add more detail in the text area below. Once done, click the **Commit changes** button to save your changes to the repository.

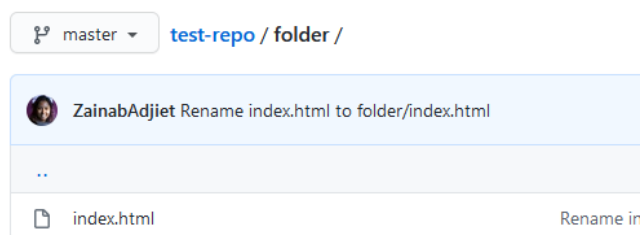


You will notice that you cannot upload whole directories to GitHub using this method. Instead you will have to upload all individual files and then rename the files to move them to new folders. To do this, select the file you want to move from files in your repository. This should open the file and you will be able to see its contents. Click on the **pencil icon** on the top right of your file to edit the file.



At the top of this view, you will be able to rename the file. To add the file to a new folder, add the folder name before the file name and add a "/" after the folder name. The interface should change accordingly.

This renaming will count as a commit, so scroll down to the **Commit changes** section again and add your description of the change or leave the default one. Next, commit this change and your file should now be under a new folder.



CHANGING REPOSITORY ACCESS

To submit your repository for the hackathon, you first need to change the access settings to make it publicly viewable, but only do this **AFTER** submissions close at **12:00**.

To change these settings, navigate to your repository and select the **Settings** tab. Now scroll down to the **Danger Zone** section. You want to click on the **Change visibility** button under this section.

Danger Zone



You should then see a pop up with the following options. Change the selection to **Make public**, type the name of your repository at the bottom and change the visibility of your repository. Now that your repository is public, anyone with the link to it can view your code.

- ☒ **Make public**
Make this repository visible to anyone.
 - The code will be visible to everyone who can visit <https://github.com>
 - Anyone can fork your repository.
 - Your changes will be published as activity.
- ☐ **Make private**
This repository is currently private.

Please type **ZainabAdjiet/test-repo** to confirm.

ZainabAdjiet/test-repo

I understand, change repository visibility.

ADDITIONAL RESOURCES

As mentioned before, it is advisable to use Git due to the hackathon being remote, but if you are able to meet up with your teammates you can feel free to work locally and just upload your solution to GitHub once you are completed.

For extra help, here are some additional resources:

- GitHub guides: <https://guides.github.com/>
- Git tutorial: <https://git-scm.com/docs/gittutorial>
- Git cheat sheet: <https://training.github.com/downloads/github-git-cheat-sheet.pdf>

Elevator Pitch Guide



At **00:00 on Saturday**, the halfway point of the hacking, your team will be given **1 minute** to present your solution to the rest of the participants and the mentors. This is a good opportunity to get some feedback from the mentors about your solution so you can work on any touch-ups for the last half of the hackathon.

Your elevator pitch should mention the following points:

1. **Introduction** of your team (Team name, university etc.)
2. The **problem** your team is tackling
3. Brief overview of your **solution** to the problem

Make sure to clearly link the problem to your solution to avoid confusion and try to use most of the minute to explain the solution rather than elaborately explaining the problem. The problem statement should be no more than 2 sentences.

You also do not need to demo anything during your pitches, and you need only one member to present the pitch to avoid delays when switching to a different speaker.

Submission Guide

HOW TO SUBMIT

In order to submit your solution, you will have to retrieve the GitHub link from your solution's GitHub repo. To do this, navigate to your repository and copy the full link in the search bar of your browser and paste this into the submission form. Please also make sure you make your repo publicly viewable after **12:00** (Refer to the [GitHub Guide section](#) for more information on how to do this). The link as well as your presentation and optional code demo video will be submitted using the following link:

<https://forms.gle/deBNxNuG4Nw9Csnk9>

Submissions open at 11:00 and close at 12:00 on Saturday, 03 October 2020.

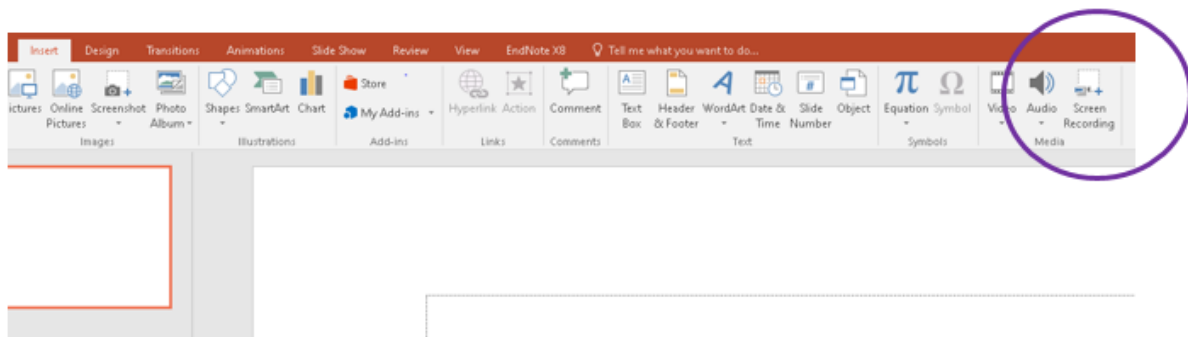
PRESENTATION

You will have to prepare a **5-6-minute-long** presentation that includes a code demo and short introductory presentation using a PowerPoint slide. It is up to your discretion how long each section will take; however, you must keep your presentation under 6 minutes.

In your slides, make sure you clearly explain the problem you aim to solve, the reason you believe your solution is effective, the tech stack used and future possibilities for the solution you developed.

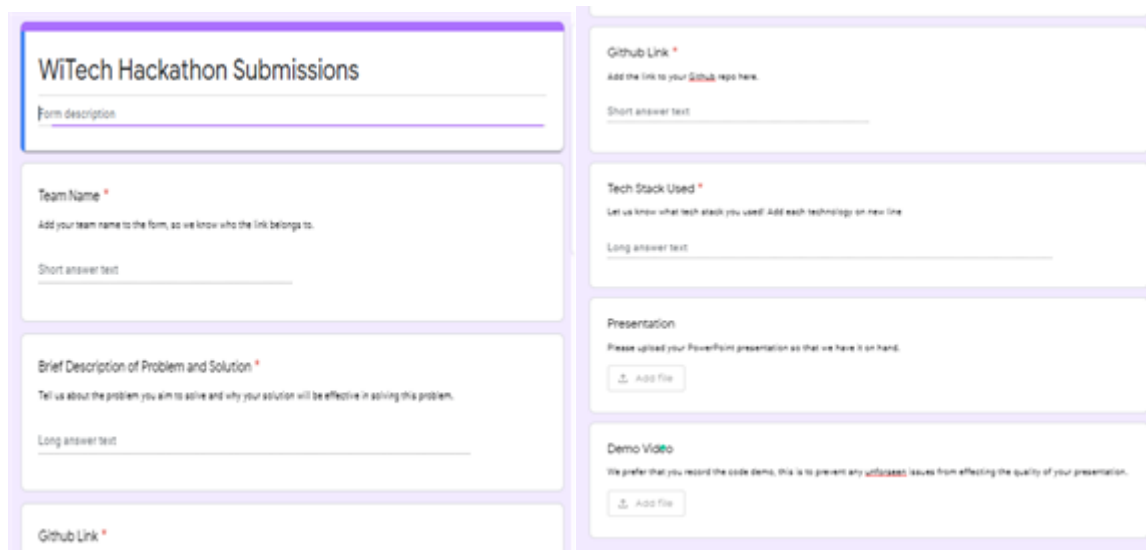
DEMO VIDEO

The demo video is recommended to prevent bugs from affecting the quality of your presentation. You can use the Microsoft PowerPoint screen recording feature to record your demo or OBS Studio or any other screen recording software you prefer.



SUBMISSION FORM

The submission form is available using the link previously provided. Please fill in the form according to the form instructions.



The image shows a web form titled "WiTech Hackathon Submissions". The form is divided into two columns. The left column contains four sections: "Form description" (with a text input), "Team Name" (with a short answer text input), "Brief Description of Problem and Solution" (with a long answer text input), and "Github Link" (with a text input). The right column contains three sections: "Github Link" (with a short answer text input), "Tech Stack Used" (with a long answer text input), "Presentation" (with a file upload button labeled "Add File"), and "Demo Video" (with a file upload button labeled "Add File").

Field Name	Field Type	Instructions
Form description	Text	
Team Name	Short answer text	Add your team name to the form, so we know who the link belongs to.
Brief Description of Problem and Solution	Long answer text	Tell us about the problem you aim to solve and why your solution will be effective in solving this problem.
Github Link	Text	
Github Link	Short answer text	Add the link to your Github repo here.
Tech Stack Used	Long answer text	Let us know what tech stack you used! Add each technology on new line.
Presentation	File upload	Please upload your PowerPoint presentation so that we have it on hand.
Demo Video	File upload	We prefer that you record the code demo, this is to prevent any unforeseen issues from affecting the quality of your presentation.

SUBMISSION QUERIES

If you have any more queries, let the WICS team know on the general slack channel.

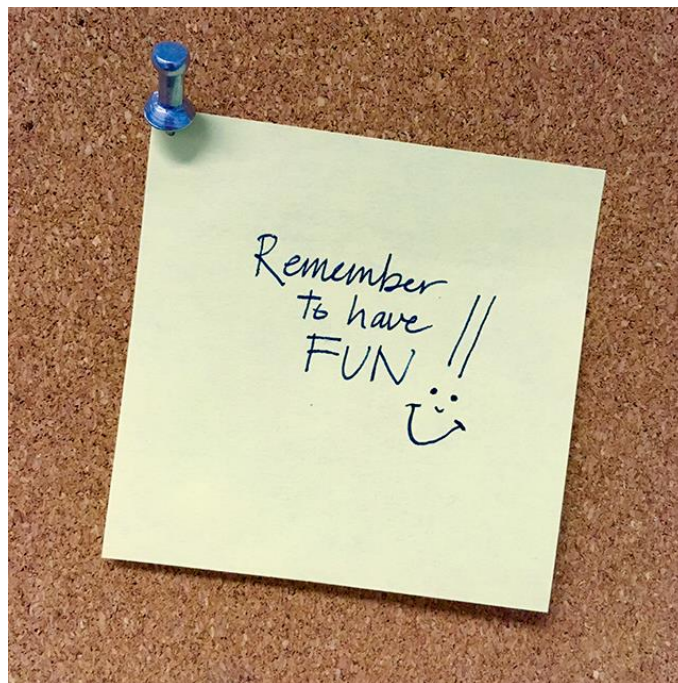
Final Presentation Guide

The final presentation will be two sessions that are each **1 hour**. There will be a break between these sessions from 13:30 - 14:00. During these sessions, your team will be presenting your demo to the judges which can be a maximum of **4 minutes** long. The teams will be randomly assigned presentation slots and this list will be posted on the general Slack channel.

Below is a checklist to help you make sure you have done everything required from you before the final presentation.

1. Read through the [Submission guide](#)
2. Check what time your team is presenting on the schedule
3. Practice your presentation to make sure you do not go over time

The **top 3 winners** will be announced at **15:45**.



Social Media Competition

We are running a social media competition where **3 lucky individuals** will be selected to **win UberEats vouchers** to the value of R100 each!

All you have to do is follow and tag us in a post/story using our socials with the hashtag **#WiTechHackathon2020**, flexing your excitement for the WiTech Hackathon!



Instagram https://www.instagram.com/wics_uct/



LinkedIn <https://www.linkedin.com/company/wics-uct/>



Twitter https://twitter.com/wics_uct/



Facebook <https://www.facebook.com/Women.CS/>

The competition ends on the 3rd of October and winners will be announced at the **closing ceremony**.

#WiTechHackathon2020



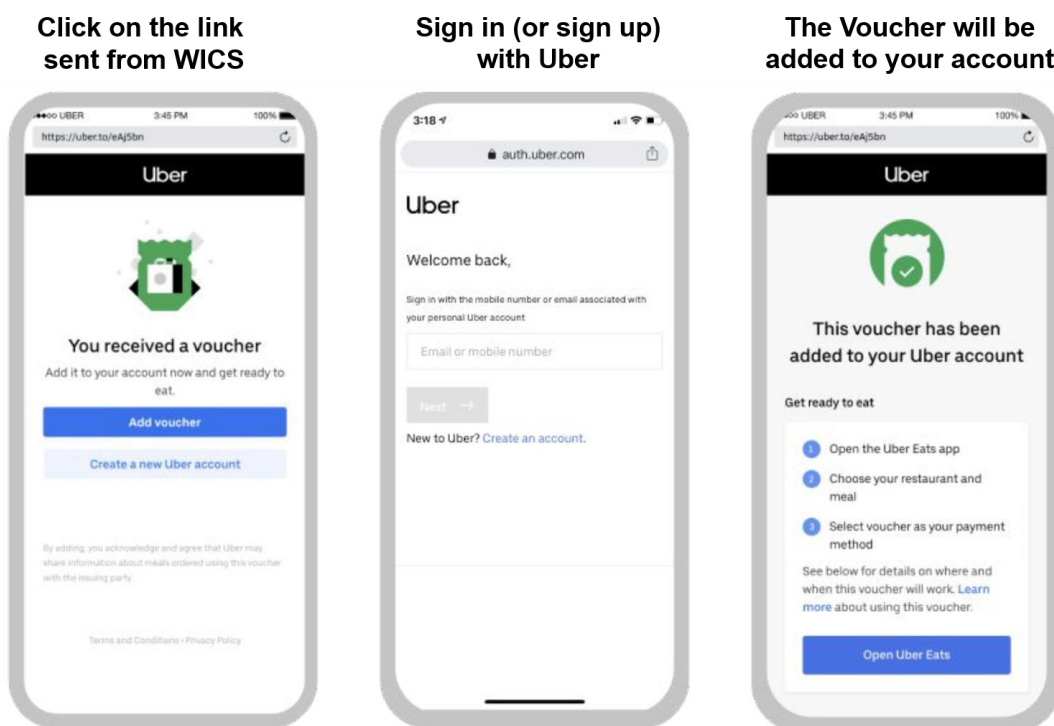
UberEats Vouchers

As promised, we will be providing you with an UberEats Eats Voucher to the value of R100.

On the day of the hackathon, we will send you an email with the voucher link which you can use to claim and redeem the voucher.

*NB: You can only claim the voucher for the duration of the hackathon!

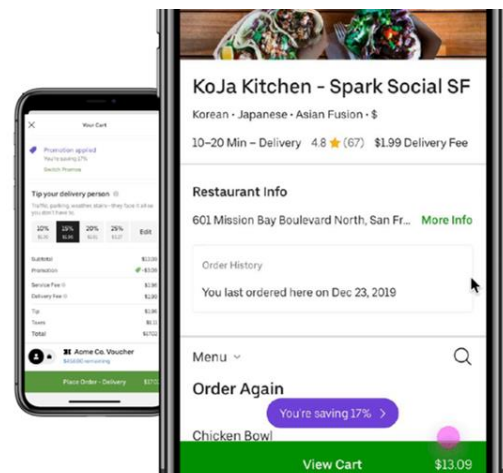
HOW TO CLAIM THE VOUCHER



HOW TO REDEEM THE VOUCHER

Using your personal profile on the *Your Cart* screen, select the Voucher as your payment method (at the bottom of the screen) to redeem.

*NOTE: tips are not covered with the Voucher and will be charged to the second payment method on file.



How to Ask for Help

The objective of this hackathon is to create a fun, productive space for people to improve their coding skills & to develop practical and useful solutions to real life problems

This hackathon will be 24 hours long. You will have support meetings with your mentors, pitches, and the opportunity to present your project to the judges.

All communications will be done through Slack (<https://slack.com/intl/en-za/>). Each team has been allocated to their own private channels where they can communicate with their team.

We will also be making use of Microsoft teams (through your slack platform) for the welcoming ceremony and your final project presentations.

Important Links

Contact your mentors through your private slack channels

Contact WICS UCT members through social media:

- Instagram: @wics_uct
- Twitter: @Wics_UCT
- Email: women.cs.uct@gmail.com