

# OpenHack Attendee Guide For VCM Deliveries

Welcome Attendees to the OpenHack!

# Introduction

- Logging into the VCM
- Navigating the OpenHack Classroom
- Badges





Logging into the VCM



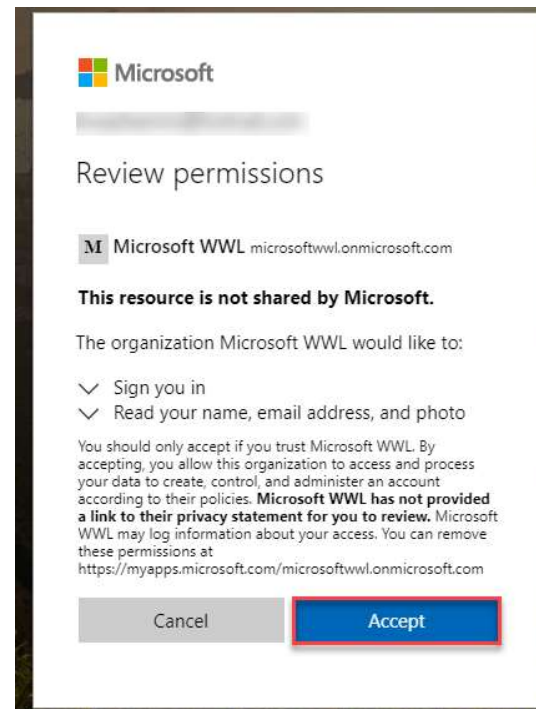
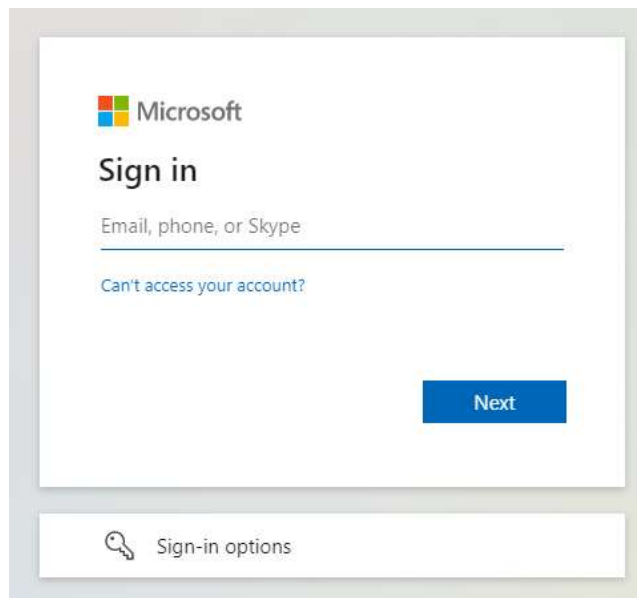
# OpenHack VCM

- If you are attending an ESI OpenHack
  - <https://esi.skillmeup.com>
  - Credentials: your work email address and work password
- If you are attending an TSI OpenHack
  - <https://tsi.skillmeup.com>
  - Credentials: your work email address and work password



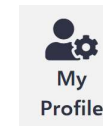
# Logging into the VCM (Virtual Conference Manager)

Logging into the ESI or TSI OpenHack attendee VCM will prompt you for your work account. On the first login, ensure you click **Accept** when prompted.



# Updating your Profile


- After logging into VCM for the first time, click the profile icon at the top right of the screen
- From there, you can update your display name, first and last name.



**MY PROFILE**

*After you update your display name and user profile picture it may take several hours to appear.  
Asterisk (\*) denotes a required field.*

Profile Picture



Add Picture

Upload Picture

\* Display Name

VCM Admin

\* First Name

VCM

\* Last Name

Admin

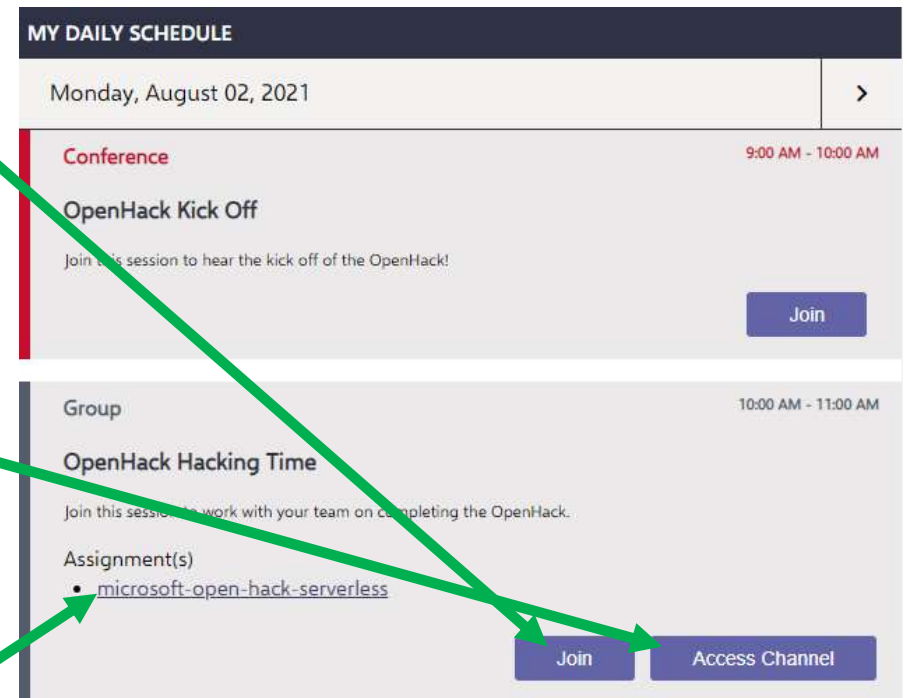
Organization Name

Update



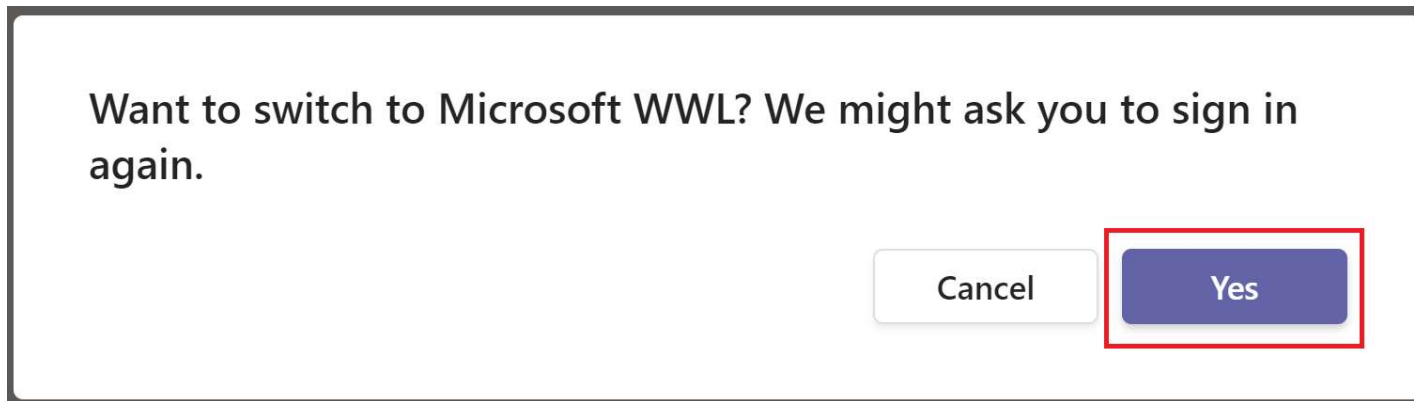
# Navigating VCM

- Clicking Join will put take you to a Team meeting with the other hackers on their team
- Clicking Access Channel will put you into your Team channel
- Clicking the Assignment link will open the lab environment for your team's OpenHack



# What happens when you click join

- When you select the Join option you will be redirected to the appropriate Teams Tenant. Select Yes when the following message appears.

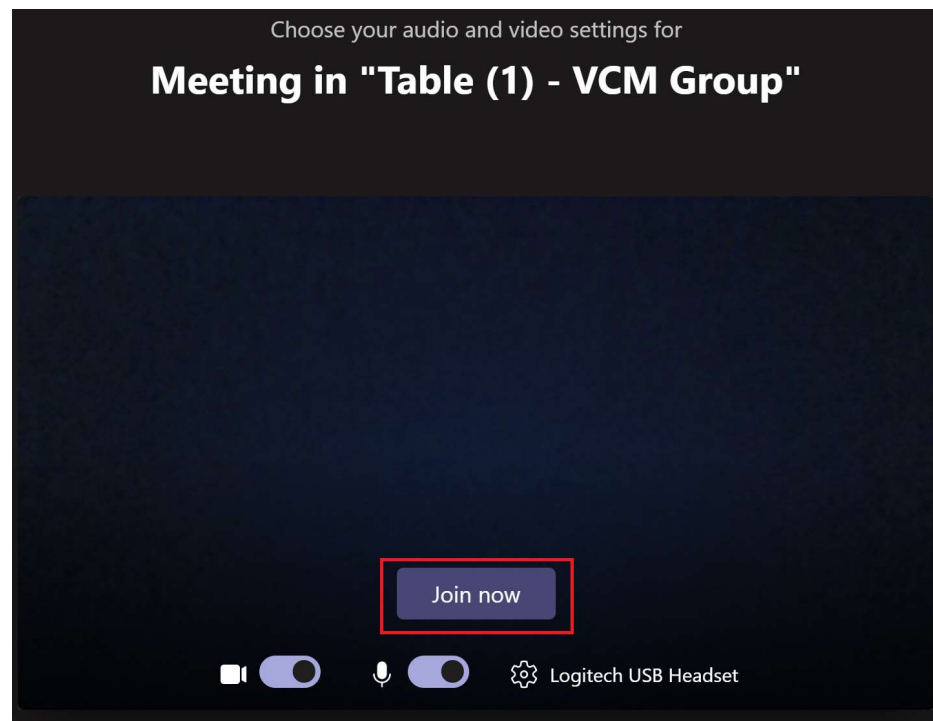


NOTE – You should only be using the web client of Microsoft Teams for OpenHack. It is not suggested to use the desktop client for OpenHack. This will enable you to still use Microsoft Teams desktop for normal business work.



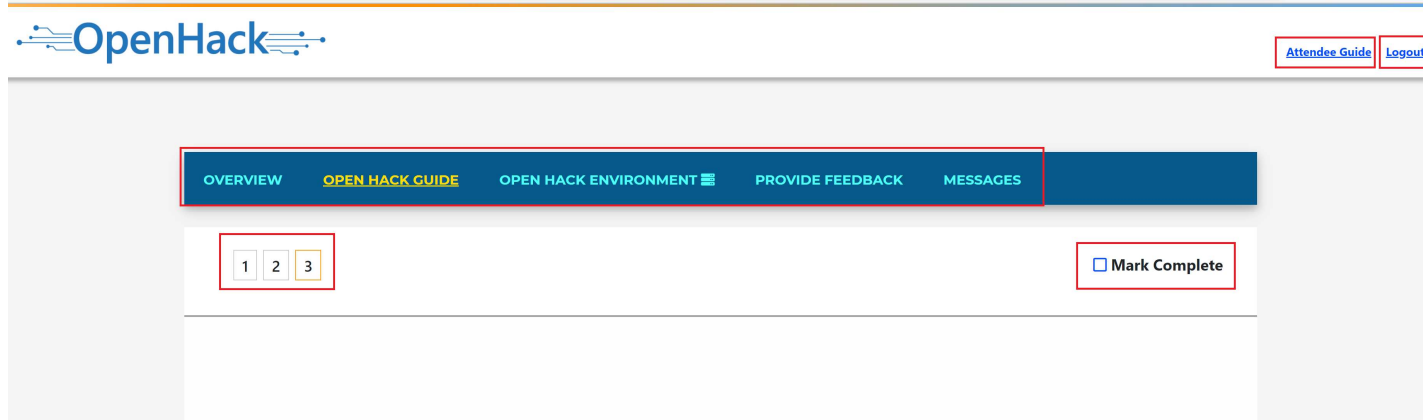
## What happens when you click join (cont'd)

- Then select the Join now button to join the session



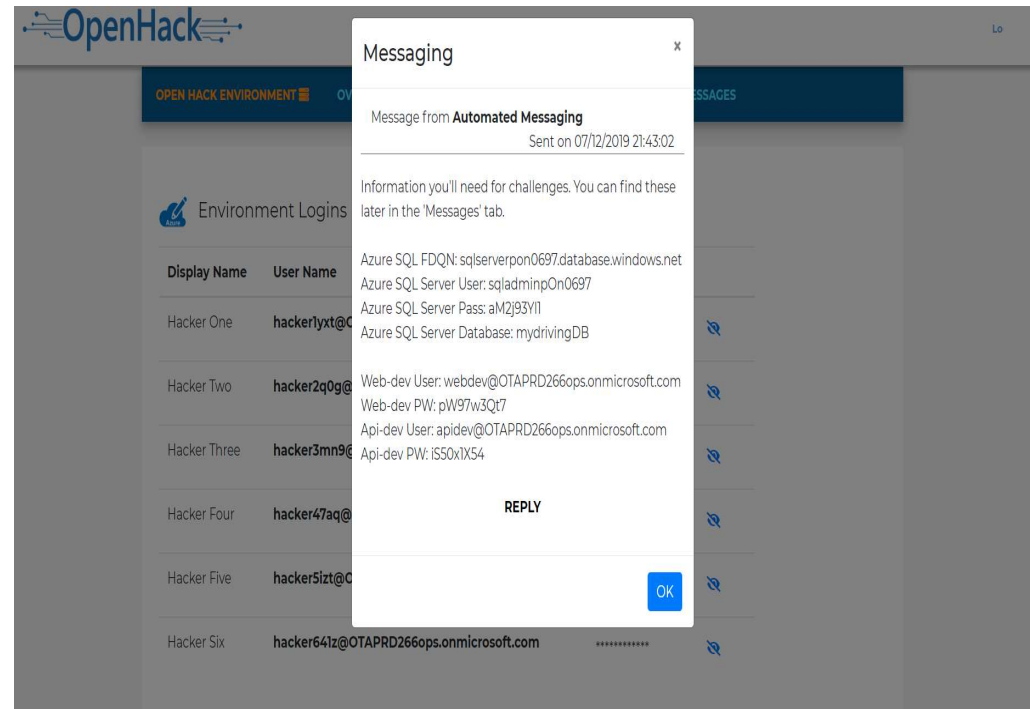
# What happens when you click assignment

- You will be redirected to a page like the one below
- Here you can access the Overview of the OpenHack, the Open Hack Guide containing the challenges, the Environments, Provide Feedback, or send a message to the Coaches
- While in the Open Hack Guide you can go through the Challenges and mark complete when finished
- There is also a helpful Attendee Guide they can access for tips and tricks on using the platform



# Automated Message May Pop-up

A message may pop-up with important details. If you click OK before taking down this information - don't worry - you can find it in the **Messages** tab later.



# Overview

The Overview tab will give you the full overview of what this OpenHack is going to be about. Please read carefully.



OVERVIEW

OPEN HACK GUIDE

OPEN HACK ENVIRONMENT

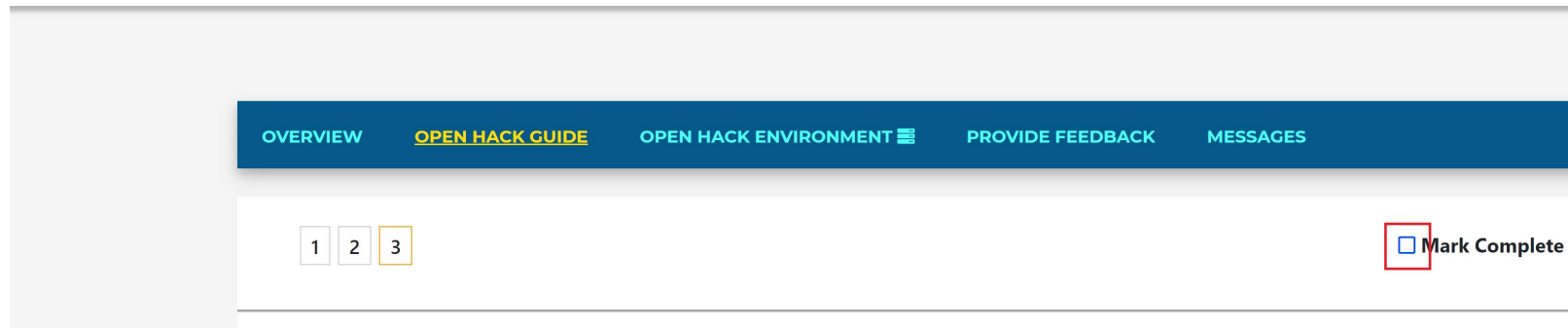
PROVIDE FEEDBACK

MESSAGES

**microsoft-open-hack-app-modernization-with-nosql**

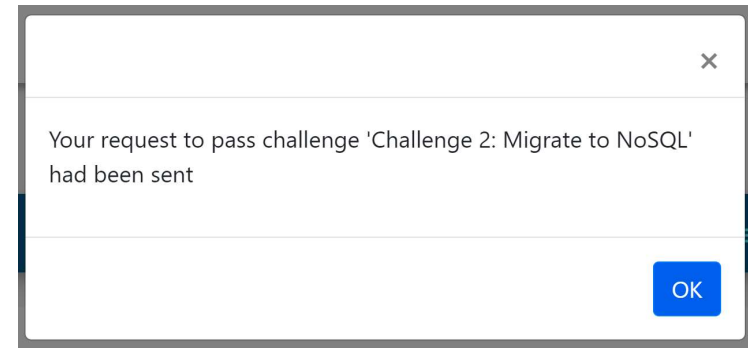
# OpenHack Guide

The OpenHack Guide tab is where you will find each challenge for the OpenHack. As you complete each challenge, check the Mark Complete box and wait for your Coach's approval to move on to the next challenge.

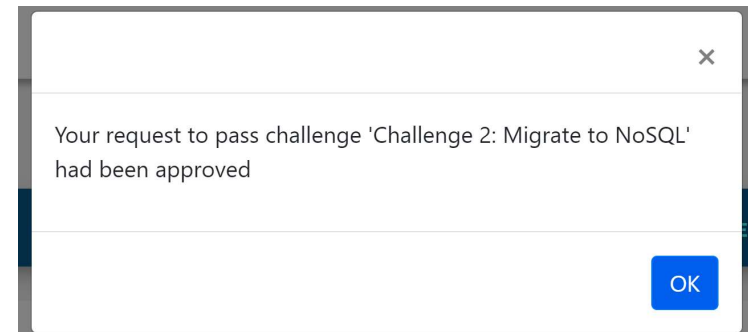


## OpenHack Guide (cont'd)

When you mark a challenge complete you will receive a popup stating that the request has been sent.



Once your Coach has approved the challenge, you will receive another popup letting you know and are able to move on to the next challenge.



# The Lab Environment

Each OpenHack has 6 logins for your hacker team

To access Azure, you must launch a separate browser using guest mode or incognito and login using the provided credentials

The image shows the OpenHack web interface. At the top, there's a navigation bar with links: OVERVIEW, OPEN HACK GUIDE, OPEN HACK ENVIRONMENT (highlighted), PROVIDE FEEDBACK, and MESSAGES. Below this, the 'Environment Logins' section displays a table with six hacker accounts. An arrow points from the 'Hacker One' row to a Microsoft Azure sign-in page. The Azure page has a blue header with the Microsoft Azure logo and the text 'Sign in to Azure'. It includes a link to 'Sign in with your organizational account' and a sign-in form with fields for 'Email or phone' and 'Password', a 'Keep me signed in' checkbox, and a 'Sign in' button. At the bottom of the Azure page, there are links for 'Can't access your account?' and 'Sign up now'.

Display Name	User Name	Password
Hacker One	hacker1gll@OTAPRD257ops.onmicrosoft.com	*****
Hacker Two	hacker2uxd@OTAPRD257ops.onmicrosoft.com	*****
Hacker Three	hacker3wg4@OTAPRD257ops.onmicrosoft.com	*****
Hacker Four	hacker4yr0@OTAPRD257ops.onmicrosoft.com	*****
Hacker Five	hacker52lw@OTAPRD257ops.onmicrosoft.com	*****
Hacker Six	hacker6edw@OTAPRD257ops.onmicrosoft.com	*****

Microsoft Azure

Sign in to Azure

Sign in with your organizational account

Sign in

Microsoft account [What's this?](#)

Email or phone

Password

☐ Keep me signed in

Sign in

Can't access your account?  
[Sign in with a single-use code](#)

Don't have a Microsoft account? [Sign up now](#)

# Sharing Logins with Your Teammates

Your teammates may start to join in on the challenge - please share all below logins with your team (see below image). The first person who signed in can access all of these logins.

Use Case Scenario – They will then see the below image to hand out their teammate's credentials.



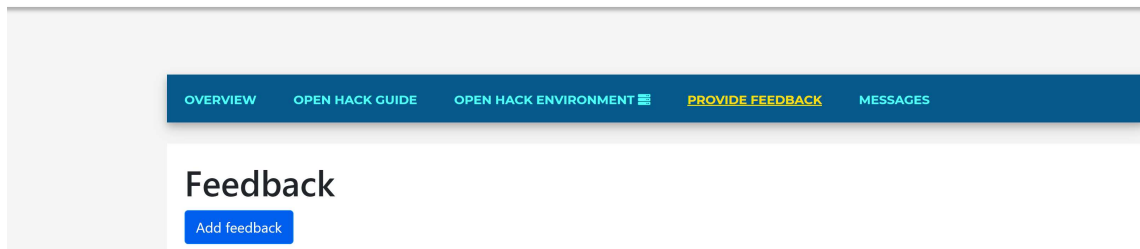
OVERVIEW   OPEN HACK GUIDE   OPEN HACK ENVIRONMENT   PROVIDE FEEDBACK   MESSAGES				
Environment Logins				
Display Name	User Name	Password		
Hacker One	hacker1gii@OTAPRD257ops.onmicrosoft.com	*****		
Hacker Two	hacker2uxd@OTAPRD257ops.onmicrosoft.com	*****		
Hacker Three	hacker3wg4@OTAPRD257ops.onmicrosoft.com	*****		
Hacker Four	hacker4yr0@OTAPRD257ops.onmicrosoft.com	*****		
Hacker Five	hacker52lw@OTAPRD257ops.onmicrosoft.com	*****		
Hacker Six	hacker6edw@OTAPRD257ops.onmicrosoft.com	*****		

**If anyone ever needs to find their username and/or password, they may revert to the OpenHack Environment tab.**



# Provide Feedback

The Provide Feedback tab will allow you to add feedback as you work through the challenges.

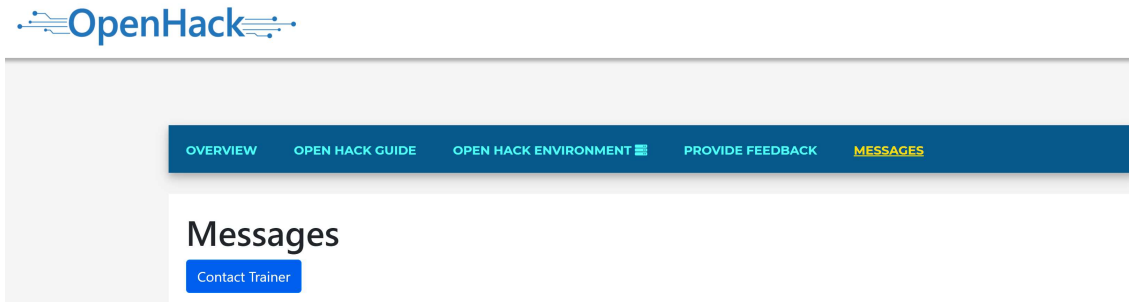


**A dialog box will pop-up once you click on Add feedback. Please feel free to share any and all feedback around VCM - this is how we continually improve the OpenHacks!**

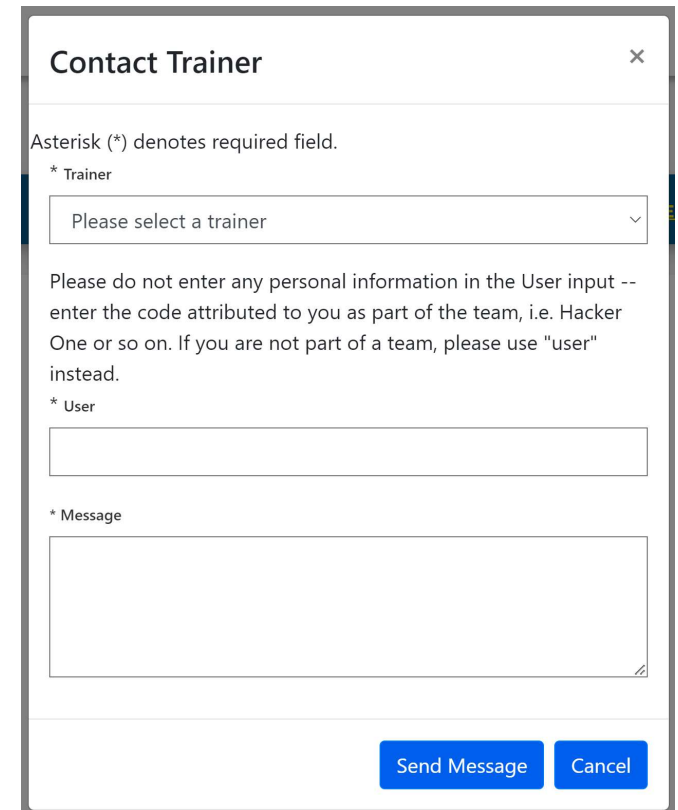
A screenshot of a "Provide Feedback" dialog box. The dialog box has a title bar with a close button (X). It contains three sections: "Feedback Type" with a dropdown menu showing "General Feedback"; "Provide Feedback On" with a dropdown menu showing "Challenge 1: Based on a true story"; and a large text area labeled "Feedback". At the bottom right, there are three buttons: "Upload File", "Submit", and "Cancel".

# Messages

The Messages tab will allow you to contact the trainer/coach.



**A dialog box will pop-up once you click on Contact Trainer. This is where you can send a message to the Trainer/Coach.**

A screenshot of a "Contact Trainer" dialog box. The dialog box has a title bar with a close button (X). Below the title bar, there is a note: "Asterisk (\*) denotes required field." The form contains three required fields: 1. "\* Trainer" with a dropdown menu showing "Please select a trainer". 2. "\* User" with a text input field. 3. "\* Message" with a large text area. At the bottom right of the dialog box, there are two buttons: "Send Message" and "Cancel".

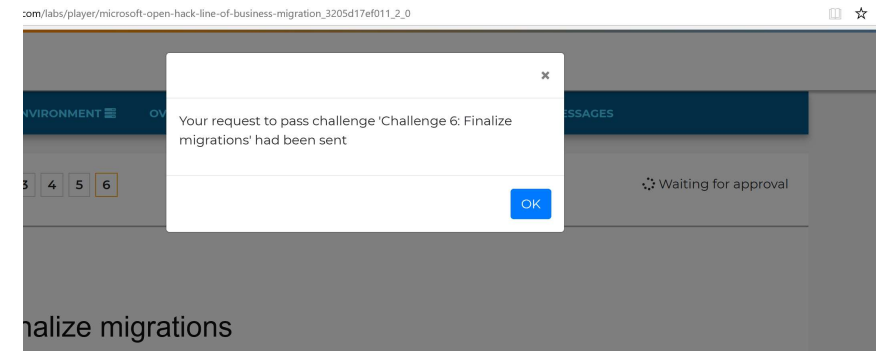
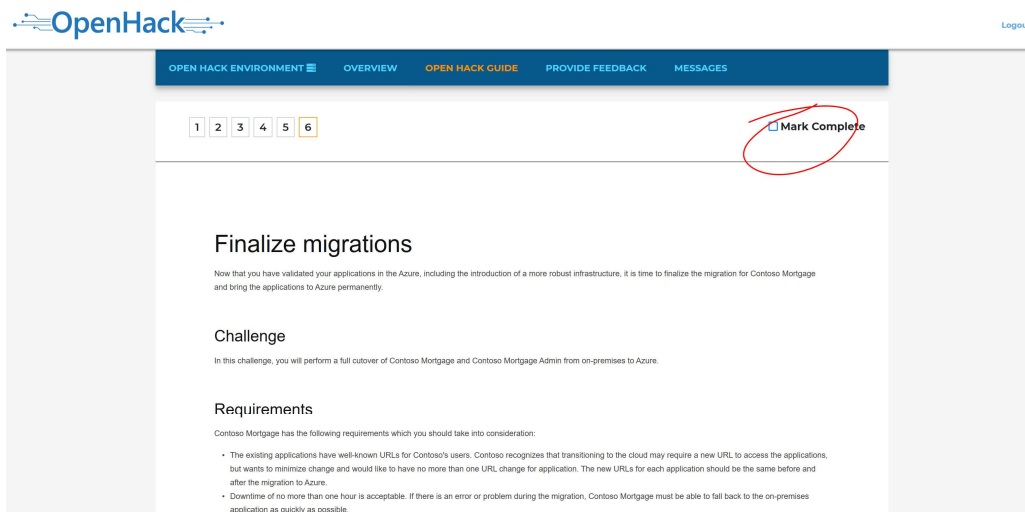


# Badges



# Receiving a Badge

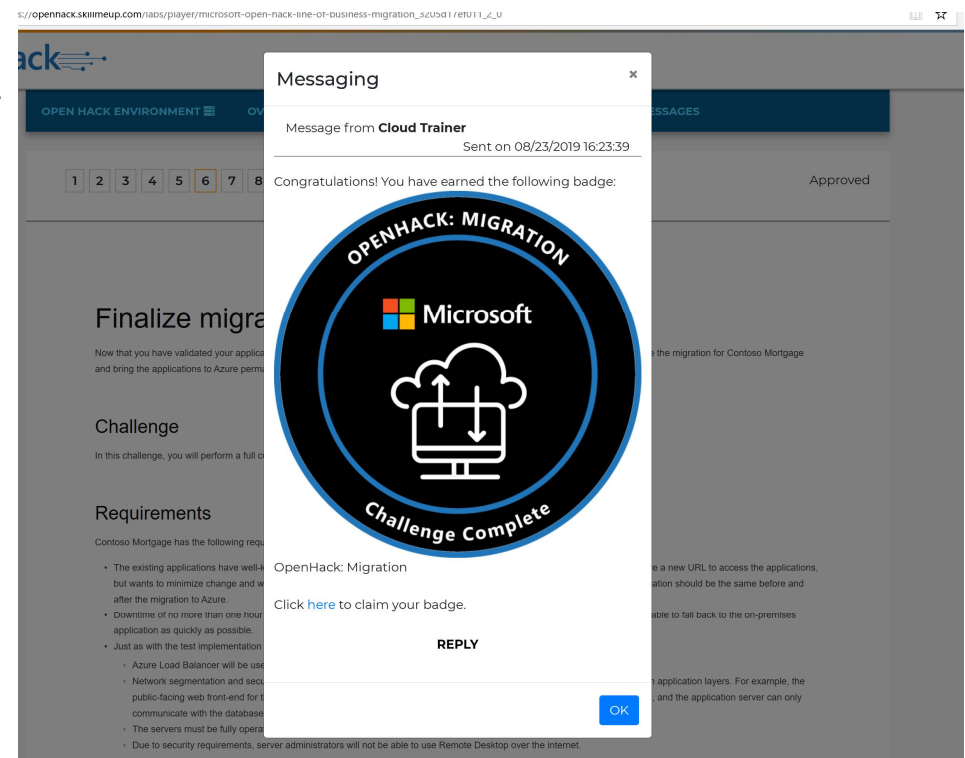
When you reach a Mark Complete on a sufficient challenge level, you will receive a badge for the OpenHack!



# Claiming a Badge

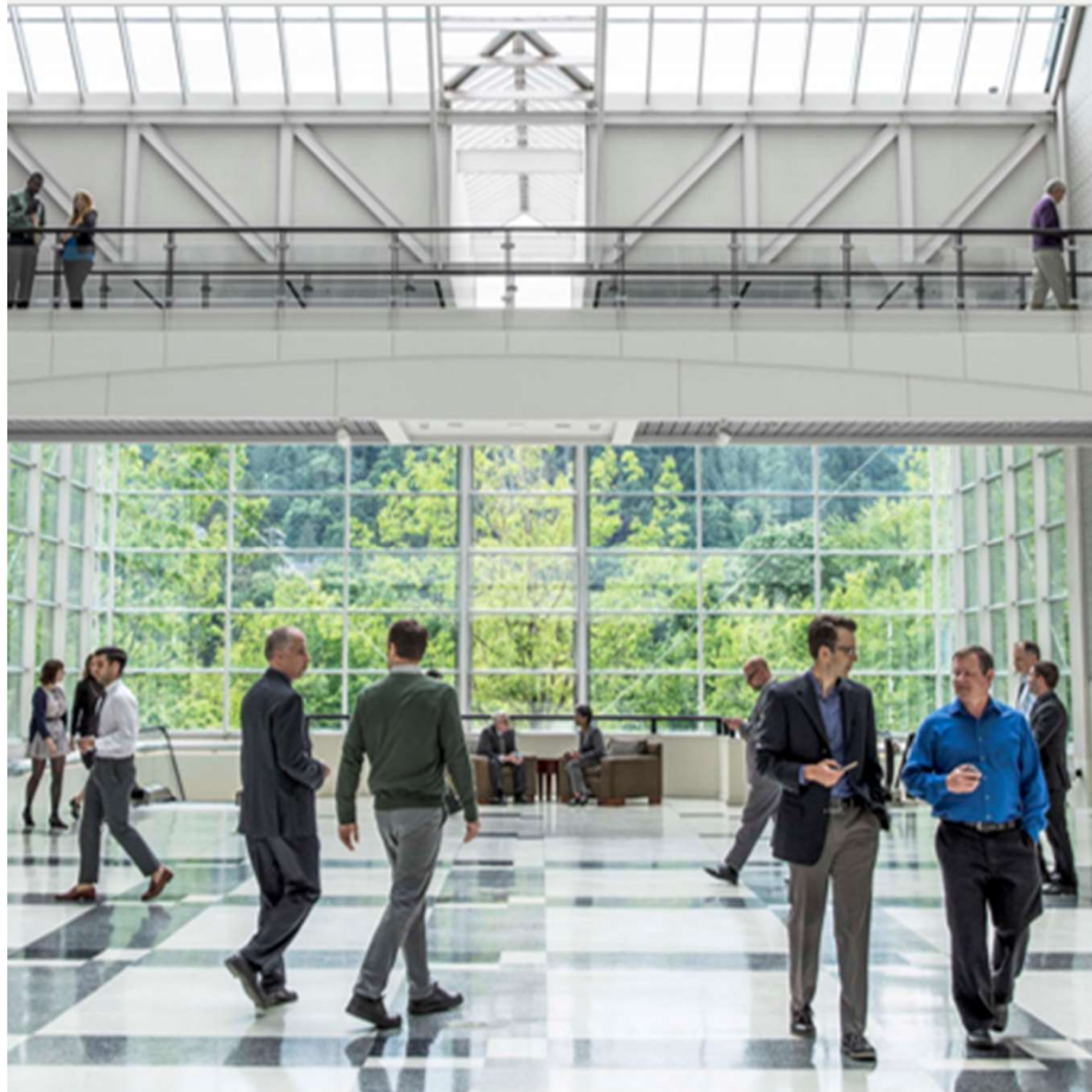
- Once your coach approves you, you will receive your badge (in a pop-up box).
- Click "here" to claim your badge.

Note: clicking "OK" will not allow you to claim your badge. You must click "here". If you accidentally click "OK" or "X-out", don't worry, just ask your coach to re-issue you your badge.



# Summary

- Logging into the VCM
- Navigating the OpenHack Classroom
- Badges



# Azure Symbols





## Azure Symbols (cont'd)





## Azure Symbols (contd)

