

# Hack**KU**22!

## HackKU 2022 Handbook

The University of Kansas

April 8-10, 2022

# The Basics

## What is HackKU?

The annual 36-hour hackathon hosted by students at the University of Kansas.

## When is HackKU?

HackKU will run from 5:00 pm April 8 until 12:00 pm April 10 in the Engineering Complex at the University of Kansas.

## Who can participate in HackKU?

HackKU is open to all college and university students, both undergraduate and graduate.

## What is the cost?

Nothing! It's free to participate. Meals, drinks, and snacks are provided.

## Is coding experience required?

No! All students who want to learn about coding, technology, design, and building new things are welcome. If you're a beginner, this is the perfect opportunity to learn something new!

## What should I bring?

**Hardware:** Bring your hacking device and any accessories it requires.

**Sleeping:** Feel free to bring a sleeping bag, pillows, and/or blankets.

**Personal Hygiene:** Showers will be provided. Bring a bath towel and personal hygiene products.

**Photo ID:** You must bring a photo ID with you to check in, and the name on the ID must match the name entered during registration.

## Are meals provided?

Yes. You will be able to access food with a badge and ticket given during registration.

## **What is the wifi?**

You will be able to log in to KU GUEST.

## **How will COVID-19 impact HackKU?**

HackKU will be held entirely in-person this year. At this time, we will be requiring all participants to wear a mask except while eating or drinking.

## **As an MLH-affiliated event, all participants will be expected to follow the MLH Code of Conduct. What does this mean?**

Read the MLH Code of Conduct [here!](#)

## **I'm stuck. How do I get help?**

There will be a lot of different ways to get help. We will have mentors, both students, and engineers from industry, in the #ask-a-mentor channel on Discord.

## **What if I need to contact the organizers?**

Message us in the #ask-the-organizers channel! There will always be a couple of organizers online that will be able to answer questions. For urgent event-related problems, please reach out to any HackKU organizer.

# Competition Details

## Teams

- You may work on teams of up to 4. You may also work individually, but you will be judged to the same standards as a full team.
- All team members must be registered participants of the event.
  - All team members must be current students (undergraduate, or graduate)
- All team members must sign in and be present at the event. Working off-site is discouraged, but allowed.

## Your Project

- Code for your project **MUST** be written during HackKU, between 8:00 pm on April 8th and 8:00 am on April 10th.
- Code for your project should only be written by team members.
  - Getting advice from other teams, our mentors, and sponsors, is allowed and encouraged.
  - Don't get someone else to code your project for you.
  - You may use whatever frameworks, libraries, and open-source code you choose, but there's a clear difference between using a framework and turning in someone else's work.
- Hacking must stop when the hackathon is over.
  - Submissions will be done through Devpost (more below). Once your code is submitted and the hackathon ends, you cannot make any changes to your project.
- For judging purposes, your code must be publicly available on Github. We will use it to verify all the rules and deadlines of the competition were followed. All winning teams may be subject to a code review.
- All submissions remain the intellectual property of the individuals or teams that made them.

## Code of Conduct

- Please follow the MLH Code of Conduct. This code is pretty straightforward. Don't do anything inappropriate. Also, don't spam Discord.

# Submission, Demo, and Judging

## Submission

- All submissions will be made on Devpost. When you submit your project, you must provide a Github link to the source code.

## Demos

- All teams competing for prizes must give a short (5 minute) live demo of their project to the judges.
  - Everyone is encouraged to demo, even if you didn't finish. Completeness is only one part of the judging criteria.
  - This is a chance to learn from other people and show off what you did and what you learned over the weekend. There's no downside to demoing your project.
- Do not try to "pitch" the product to us, just show us the cool thing you built!
  - Try to avoid using Powerpoints, Prezis, or other related tools which take away from the demo of your final product.

## Judging Criteria

- **Theme:** Your project should follow the theme if you're competing in the surprise track. Does not apply if you're competing for the general track.
- **Technology:** Considering your prior knowledge, the judges should be impressed by what you accomplished. It shouldn't feel as though the project was easy for you.
- **Completeness:** Your project should be reasonably usable, keeping in mind that you only had 36 hours to build it.
- **Presentation:** You should explain the project and how you developed it in a clear manner.
- **Learning:** You should learn something new while working on your project this weekend.

# Prizes & Swag

## Prizes

- All team prize categories will provide 1 item per participant on the team.
- The general track will have prizes for the top 3 places:
  - 1st Place: Oculus Quest 2
  - 2nd Place: Anker Speaker
- The surprise track will have prizes for the top 3 places:
  - 1st Place: Nintendo Switch Lite
  - 2nd Place: Sony Headphones
- The blockchain Prize: TBD
- Hacker's Choice Award Prize: Portable laptop charger
- MLH Prizes:
  - TBD
- Winner of the Trivia event: Logitech mouse
- More to be determined!

## Swag

Swag will be given out at the event!

# Schedule

Time	Event	Notes
Friday, April 8		
5 pm	Check-in starts	Bring a photo ID for check-in
	Career fair	Sponsors will have table
6 pm	Dinner	
7 pm	Opening Ceremony	
8 pm	Hacking Begins	
8.30 pm	Beginners Workshop	
Saturday, April 9		
8 am	Breakfast	
1 pm	Lunch	
3 pm	Capture the Flag	
6 pm	Dinner	
7 pm	MLH SlideShow Karaoke	
10 pm	Devpost Workshop	
12 am	Late Night Karaoke	
Sunday, April 10th		
8 am	Breakfast	
	Submission Deadline	
9.30 am	Demo and Expo	
11 am	Closing Ceremony	

# Parking

You can arrive as early as Friday evening.

- If you arrive after 5:00 pm, you can park in Lots 54, 72, 35, 17, and 90.
- If you arrive earlier, you will have to park inside the Allen Fieldhouse garage, this has a first-hour fee of \$1.75 and \$1.50 for each hour after until 5:00 pm.
- Be sure to follow these rules and regulations, or you may be fined.
  - No fire lane parking
  - No curbside parking
  - No personally owned/reserved stalls
  - No bus lane parking
  - ADA placards should be hung if you park in an ADA stall
  - Park within stall lines

