

HACKUMBC

April 28th - 29th, 2018 1000 Hilltop Circle Baltimore, MD 21228



HACKUMBC?

The University of Maryland, Baltimore County's 24-hour tech innovation marathon where students across the East Coast collaborate on new ideas to bulid mobile, web and hardware projects. HackUMBC invites diverse groups of students to enjoy a weekend of hacking, workshops, tech talks, networking, and other fun activites. At the end of 24 hours, participants' projects are presented and judged for different prize categories from sponsors and other organization.

Why Sponsor?

Last Hackathon...



Participants



Schools



Sponsors

You can...



Promote APIs



Host Workshops

SPONSOR LEVELS

Diamond \$8000



Gold \$5000



Silver \$2500



Bronze \$1000



SPONSOR LEVELS

			_	
Number of Attendees: 300				
GENERAL				
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Sponsor table	•	•	•	
API / Product Demo/Introduction	2	2	2	
(During opening ceremonies)	2 min	2 min	2 min	
Keynote (opening)	•			
RECRUITING				
Distribute materials	•	•	•	•
Resumes	Pre-event	Pre-event	Post-event	
Recruiters on-site	2	2	1	
Host on-site Interviews	4 hours	2 hours		
BRANDING				
BRANDING Logo on website & t-shirt				
Logo on website & t-shirt		•	•	•
Logo on website & t-shirt Award branded prize				
Logo on website & t-shirt Award branded prize API directory (email/paper)	•	•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper)	•	•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner	•	•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner Swag & Recruiting Material in Bags	•	•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner Swag & Recruiting Material in Bags Logo on swag bag	•	•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner Swag & Recruiting Material in Bags		•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner Swag & Recruiting Material in Bags Logo on swag bag Branded meal		•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner Swag & Recruiting Material in Bags Logo on swag bag Branded meal HackUMBC co-hosted by you		•	•	•
Logo on website & t-shirt Award branded prize API directory (email/paper) Blurb in program (paper) Logo on Event Banner Swag & Recruiting Material in Bags Logo on swag bag Branded meal HackUMBC co-hosted by you ENGINEERING				

EXTRAS

Sponsored Talk (during hackathon)

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PERKS EXPLAINED

RECRUITING

Sponsors get access to the best students from universities across the East Coast. We deliver pre-event resumes no later than two weeks before the event. Post-Event resumes are sent within a week after the event. Recruiters are also given 24 hours on-site access during the hackathon to meet students at their tables.

SPONSORSHIP TABLE

Sponsor tables are in a central location where students can engage with sponsors. Tables are a great way to display pamphlets, promotional materials, give out free swag and a way to ensure a company presence at our hackathon. Sponsors are welcome to bring hardware or other products to demo to students.

BRANDING

All tiers of sponsorship include company names/logos on our website, T-shirts, pamphlets, and flyers. Higher-tiered sponsorships will include company logos printed on our event banner and swag bags. All sponsors will be eligible to award their own prizes to student submissions of their choosing. Prizes will be announced during closing ceremonies of the hackathon after students demo their projects and present the projects to the audience.

WORKSHOPS AND MENTORS

Along with working on their projects, students have the oppurtunity to attend workshops and tech talks. Sponsors who host these workshops can meet and mentor students who are ready to be hands-on in learning a new skill, language or topic. Mentoring is a great oppurtunity for sponsors to interact with students in meaningful ways and help them build the best projects possible.

We have a list of possible workshop topics that will cater to students with many different skill levels. Some of the topics to choose from are listed below. If sponsors have suggestions or topics they are passionate about and think they would interest students, we'd be happy to work with you to create a custom workshop.

WORKSHOP EXAMPLES

- Intro to Web Development (HTML/CSS, Javascript)
- Android/iOS Development
- How to Present a Project

- Using Git
- How to use your API
- Tackling the Technical Interview