



GDSC 2024 Solution Challenge

Guidelines for Submitting a Project

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Overview

The purpose of this document is to help provide guidance on the [submission form](#) (open on Jan 21, 2024) criteria for the 2024 Solution Challenge.

Submission details: One representative per team (has to be a GDSC member) will need to complete the submission form. The form includes general questions about the team (team contact information, solution name, university information, events your team has participated in), general project information (SDGs focused on, Google technologies utilized, feedback on Google products/platforms), and detailed project information (judging/submission criteria, Demo Video link, GitHub link).

This document provides guidance on the following areas of the form: submission criteria, demo video guidelines, and GitHub guidelines.

Submission Criteria Guidelines*

**Note: these are the same criteria as judging criteria, just reorganized by development lifecycle.*

Project Setup

- Please clearly describe the challenge you are solving for using a problem statement.
- What United Nations' Sustainable Development goal(s) AND target(s) did you choose for your solution? What inspired you to select these specific goal(s) AND target(s)?

Implementation

- Describe the architecture that your team chose for your solution. What are the high-level components of your architecture? What is the responsibility of each component? Technical components - Backend, Frontend, Technologies, Programming languages and Tools used
- Which specific products and platforms did you choose to implement these components and why?

Feedback / Testing / Iteration

- Walk us through the steps you took to test your solution with real users (outside of your team). Provide three specific feedback points you received from real users. What did you learn and how did it help improve your solution? What are three specific things you implemented and improved for your solution based on the feedback from users?
- Highlight one challenge you faced while building your code, including detail on how you addressed the issue and the technical decisions and implementations you had to make.

Success and Completion of Solution

- Please describe your project's impact using cause and effect. How does your solution address the problem you are looking to solve? How were some of the goals of your solution evidenced? What was the quantifiable data collected? What tools did you use to help understand your solution's impact?

Scalability / Next Steps

- What do you see as the future / next steps for your project? How would you expand your solution to reach a larger audience?
- Explain how the technical architecture of your solution could support (in its current state or with minor changes) scaling to a larger audience.

Demo Video Guidelines

Demo Content Tips

- Please **make sure your video is no longer than 2 minutes** in duration (judges will only review the first 2 minutes of a demo video if it is longer)
- Your video must be produced at **1x speed** and cannot be adjusted (i.e. accelerated) to meet demo video duration requirements. **Video audio must be in English** to be eligible.
- Start with a **short Introduction** (15-30 seconds): Solution name, where your team members are from, a concise problem statement, stating which Sustainable Development Goals you're solving for in this project, and a high-level overview of your solution
- Then begin **demonstrating your solution** (show us how your solution works); Judges will have your written responses from this submission form to understand the full context of your project, so there is not a need to cover everything in the video itself, since they will have the supporting materials.

Demo

- Most importantly, judges are looking to see an actual demo of your solution. This should include an **actual working prototype** (even if it's not fully completed). You can describe how the application/system behaves and show mock-ups or images, but please make sure **the focus of your video features a demonstration of your solution and how users will interact with it.**
- Note that while the quality of the video production is nice to have, you are being **graded on solving UN Sustainable Development Goals** with a **solution that uses Google technologies.**
- Please make sure to **include how your solution uses the Google products & platforms** you selected for the project and the value it provides users or target groups.

Video Production Tips

- Remember the main focus of your demo video is to show a demo of your solution (video production quality is nice to have, but not required)
- You can film the demo using your phone camera - the recording doesn't need to be done with a professional camera/setup
- **Record your demo in landscape mode** as this will be posted on YouTube
- You can use a voice over in the background describing all the features & functionalities of your solution while you are demoing them; please make sure to minimize the background noise/music to ensure judges can hear the speaker clearly

Posting the video

- Please name the video title as **"(Your Solution Name) - GDSC Solution Challenge 2024"**

- **Make sure it is hosted on YouTube** (feel free to mark the video as unlisted if you'd like to keep it private)
- **If you mark as unlisted, please make sure to share a link that allows us to view the video during the judging process**

GitHub Guidelines

- You'll need to **share your GitHub project link** in the submission form
- Be sure to **include guidance on how to run your code** in your GitHub README file
- Please make your **GitHub project publicly available** during the judging process (January 21, 2024 - June 27, 2024) *note that your project may be disqualified if the judges are unable to view the codebase for my project. For more information, review the [terms and conditions](#).

Generative AI Guidelines

- Can include **generative AI**, but **must clarify where this is the case** (doing so within the code is sufficient) and comply with the requirements in Section 5 of the [terms and conditions](#).
- Can include other **open-source projects** but must **clarify where this is the case** (doing so within the code is sufficient).