TÉCNICO
LISBOA

IST DEVELOPERS CHALLENGE

BREAKING DEV

FROM 30/9 TO 2/10

IST TAGUSPARK

48 HOURS OF CODING AND DESIGN FOR UNIVERSITY STUDENTS ALL OVER THE COUNTRY

Organized by:

NEETI

Núcleo de Estudantes de Engenharia de Telecomunicações e Informática

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NEETI 101 – An introduction to our Students Group

NEETI is a student group gathered with two main proposes: Help students with their needs and develop their extracurricular skills. Although it seems a wide goal, we are proud to be able to say that this goal is met year after year.

This help is reflected in several ways, from technical support when realizing projects required in many disciplines, to simple questions as the school schedule planning or any other problems that the students may have. It has been this way for our 10 years of existence and will continue to be. We always cherish to be a very present group in the school community and close to the students. The biggest proof of that is that our door at the Campus is always open for everyone.

More of our projects and activities can be seen at our website: neeti.tecnico.ulisboa.pt .

The idea behind BreakingDev

BreakingDev is a coding competition that lasts 48 hours where the participants will have the freedom to develop the project they want and will be evaluated in one of the available categories.

The idea of a coding competition is not new. It's very present in the business world as a way to hire talented young professionals. And it is understandable why companies do that, since they can test the "candidates" in front of them and according with the employer's needs.

However, these activities have as target newly graduated students or more experienced students. And this is where we differ. This activity aims to attract university students from all over the country, for a competition more informal than the one's promoted by business companies. We have had the opportunity to be in some similar competitions and we find that the maximum potential of a student is achieved when he is in a familiar environment and has the freedom to work in the project he wishes.

Schedule of the event

BreakingDev will take place over 3 days, starting on Friday, September 30th and ending on Sunday, October 2nd of 2016.

During the early Friday afternoon will take place the check-in of participants, welcoming and opening session, getting the official start of the competition in the afternoon. The rest of the day will be lighter when it comes to extra activities. Our interest is that participants get to know each other and get used to the environment. The meal for the 3 days of the event will be secured by the organization.

Perhaps the most important of the days, Saturday will take place the workshops of thematics that the participants may be interested. This will be determined through an inquiry at the registration time. We want that the entire academic community is involved in this day, so all the workshops will be open for visitors and we want that the participants expose their work.

On Sunday will be the end of the event. During the afternoon the presentation of the projects will be made and will occur the evaluation by the jury, finishing the day with the delivery of the prizes to the winners.

Competition format

In order to facilitate the comprehension of the competition format, we divided the key elements in chronologic order of the events.

- ## Participants selection

    In order to elevate the quality of the presented projects, there will be a pre-registration. The participants can enroll in teams between 3 and 5 elements or they can sign up individually.

    For the teams, they will be asked for a short description of the project that they intend to develop.

    For the individual sign ups, we want to know which are the most valuable skills the applicant has, to be involved in a team seeking for someone with such skills. Or, if appropriate, teams will be assemble just with these participants.

    The criteria for the participants admission will be the project originality and utility.

- ## Participants registration

    In case they are selected, the applicants will receive an invitation to participate at the event. This participation will have a 5 euro cost. A maximum of 100 participants will be allowed and our estimates are always made having this number as a basis.

- ## *Check-in*

    When teams arrive at the event they will receive credentials that allow them to participant's exclusive areas as to all the other activities that will take place during the event. Also, a final registration for each team will be made, with the team's name and other information.

- **During the event**

  Several checkpoints will exist, where the teams have to submit to a Github repository the code corresponding to the project that they are realizing.

  This step is unusual in competition like this, but it works as a way to ensure that the participants are really developing the code during the 48 hours.

- **Project Evaluation**

  The evaluation will be separated in 3 different themes, from now on designated as categories. The team, when checking-in at the event, should indicate in which category they pretend to compete.

  The categories are:

  - *Games*
  - *Website / WebApp*
  - *Mobile App*

  The division in categories allows us to do a fairer evaluation, considering that isn't correct in technical terms to compare games with websites.

  For situations that the project can be at two categories, for example, a mobile game, the team must choose in which category their work is more framed.

- **Jury**

  Prominent figures in each category will be invited to do the evaluation to each project.

  The evaluation criteria will be decided by the organization in accordance with the jury members and communicated before-hand to the participants.

- **Awards**

  Will be awarded prizes to a winning team per category. The prize will be appropriate to this category, however, the prizes are yet to be determined.

- **Additional Challenges**

  Beyond the competition categories, additional prizes of lower value will exist for teams who have highlighted themselves.

  One of this prizes will be the **A+ Challenge**, that intends to reward a non-winner team in the main categories, but whose project has a recognizable value and utility for all the academic community.

  Another additional prize will be the **Crowd Award**, that will be chosen by the participants, using a voting system, that will recognize the team that most highlighted itself during the event.

- **Networking**

  Besides the contest, we intend to create interaction between the participants, both in a spirit of networking or simply knowledge exchange.

- **Mentoring and workshops**

  We intend that this event has impact in younger students, we think that is important that there are mentors to help the participants with the technologies they use. This could be combined with a workshops system that would be taught in the weeks before the event, also as a way to advertise the event. This workshops would have an appropriate topic for each thematic in competition, as an example: workshops of Unity, Android, iOS and HTML.

Venue

BreakingDev will happen at Taguspark Campus of Instituto Superior Técnico, in Oeiras. The central atrium of the building is an area where diverse big events are realized during all year and that has received several praises from variable visitors.

NEETI is based on this campus, which makes it easier to organize the event. Our Campus also offers advantages to the participants: the space is wide, open and with natural light, which helps the participants work for extended periods of time. Also, minding the 48 hours duration of the event, there will be appropriate places where participants can sleep or take a shower.

The participants' dislocation can be made in their own vehicles, however, and taking in consideration this limitation of our campus, we want to ensure a bus service that makes the connection between Lisbon's center and Taguspark's Campus, in a similar way to what is already available for students during the classes' time.
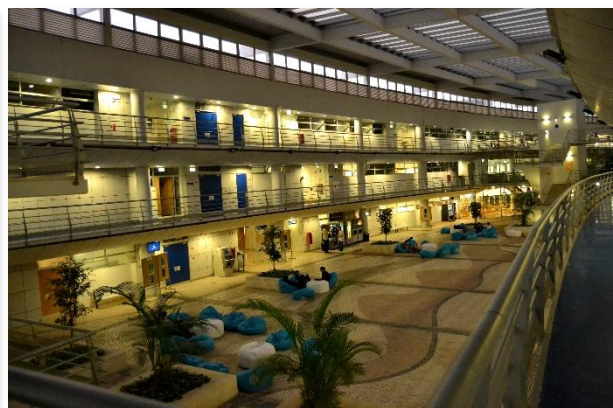
Volunteer Program

This event requires the presence of organization members during the 48 hours in which it takes place, as well as before and after the event for preparation and cleaning, respectively.

NEETI doesn't have enough members to satisfy the less urgent needs in terms of organization, but also very important for the event, as for example the meals for the participants.

These needs will be filled with the use of volunteers. We will open a volunteer program for all the academic community members who wants to participate in the organization. Beyond the experience that volunteers will acquire, this is other way to attract the students' attention for the event.

Final thoughts

The main target audience of this event are students of 1st and 2nd courses cycles of IT areas, all over the country. By geographical matters, the metropolitan Lisbon area will big the target for our major divulgation. However, we already count with the support of other students associations as the Núcleo de Estudantes de Informática da Universidade de Coimbra, to help us with the divulgation at other areas of the country.

We intend that this event will be disputed in a healthy competition environment, where the participants can develop work that perhaps, in other conditions, they would never do it, or simply, that they start ideas that they have had for years. Beyond the competition we are also interested that competitors have the opportunity to know other students that probably share the same interests and experiences.

This will be the 1st edition of this event and, for this reason, this is a challenge even for us NEETI members. However, for the past years we have been participating at the organization of other big events, like SET – Semana Empresarial e Tecnológica, that gives us some experience and make us believe that BreakingDev will go as planned and will run for the best.

This event it's full responsibility of NEETI and its members. We are totally available to clarify any doubts through the following contacts:

- Tomás Jacob (NEETI's President)
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Or for our *email*: geral@neeti.tecnico.ulisboa.pt

We are also present in the following social media:

Facebook: https://www.facebook.com/NEETI.IST
LinkedIn: https://www.linkedin.com/company/neerci
Youtube: https://www.youtube.com/channel/UCdpC_uftQikmRw3-N8fV2lg