

WIT HACKATHON 2019 THEME: DO WITH DIGITAL

“ASSISTIVE TECHNOLOGIES ARE THOSE WHOSE PRIMARY PURPOSE IS TO IMPROVE AN INDIVIDUAL’S FUNCTIONING AND INDEPENDENCE TO FACILITATE PARTICIPATION AND IMPROVE QUALITY OF LIFE.”

Almost one in five Australians suffer from a disability or functional impairment, which is approximately 5 million people. This type of disability is not limited to being physical: it includes mental impairments that are ‘invisible’ to others. Assistive Technology was introduced in the 20th century as a way to improve these individuals’ quality of life. It is formally defined as any device, system or design used by an individual to perform tasks that might otherwise be almost impossible for them to carry out.

Assistive Technology not only benefits the user(s) of it, but also the family members, carers, employers and community members who interact with the user. With appropriate accessibility, adoption of Assistive Technology gives individuals the opportunity to participate in activities that would typically be difficult or out of reach. Evolution of Assistive Technology has led to a wide range of products, such as hearing aids, wheelchairs and spectacles.

YOUR TASK:

You and your team will be given 10 hours to **come up with** and **code** a solution that you think will help those with disabilities or functional impairment to overcome their challenges. Ultimately, your team’s product will empower people **to do more, become more independent and experience life more richly**.

Your solution will be judged based on:

- Theme relevance (5%)
- Problem statement (7.5%)
- Problem solving and creativity (12.5%)
- Business model and feasibility (17.5%)
- Product implementation (5%) *
- Feature implementation (25%)*
- Execution (15%)
- Pitch (12.5%)

*NOTE: This is judged based on fully **FUNCTIONAL** code.