HACKATHON

Online Wine Price Harvesting Challenge





Let us start by introducing ourselves:



Sogrape is a family-owned wine company with a strong international presence and unique diversity.

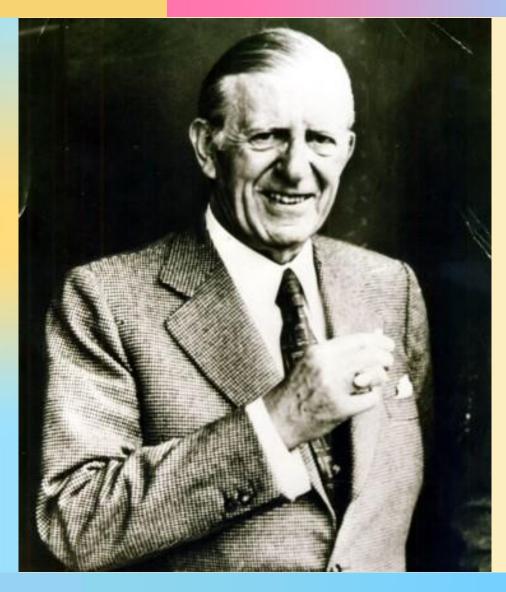
Born from a visionary spark of innovation, Sogrape embraces an elegant journey of expertise, crafting iconic solutions that redefine the very essence of innovation.

From Portugal to the world.

Today, it produces wine in the country's main wine-growing regions and beyond its borders in Spain, Argentina, Chile and New Zealand.







The Creator

Fernando Van Zeller Guedes

Founder

Author of Portugal's only global wine brand

The founder of the company, back in 1942, demonstrated a gift for anticipating the future. His dream was to prove the quality of Portuguese wines to the world, and in a tremendous act of **creativity** he brought to life a light and refreshing rose wine – **Mateus!**





MATEUS ROSÉ

Initially inspired by the canteens used by soldiers in World War I, the canteen-shaped bottle also had a strategic purpose – unusual, iconic and disruptive, it always ensured a tactical position on store shelves, being placed in front of taller wine bottles and with the label forefront.

This iconic bottle contained something completely different:

A new style of wine, pink in color, refreshingly light and slightly sweet, easy to drink and suited to the palates of the younger generations.







Purpose

DREAM

To be admired as the most successful family-owned wine company in the world

SPIRIT

Sograpiness — Friendship & Happiness

Our purpose is to bring Friendship and Happiness to everyone we touch through our wonderful wines.

This is how it all begins.





SOGRAPE'S INNOVATION GOAL

To leverage an **Ecosystem** that attracts and orchestrates **talent**, **knowledge and technology** to **build the next legacy of Sogrape**.





42 PORTO Competition Highlights

23 October

14:00	Check-in teams & networking
14:30	Welcome Note & Challenge Details
15:00	Teams Start Working
16:30	#1 Mentors Checkpoint

24 October

12:00 – 14:00 #2 Mentors Checkpoint

25 October

09:30 – 10:30 #3 Mentors Checkpoint 14:00 – 15:00 #4 Mentors Checkpoint 16:00 - Teams Stop Working 16:00 – 18:30 Pitches presentation - Jury pre-selects the finalist teams

26 October

09:00 - 10:00 Final Pitch 10:00 – 11:00 Coffee-Break 11:00 – 12:00 Winners announcement & closing remarks





Mentoring and Evaluation Process

25th October - 16h00 26th October - 9h00 **Mentors Checkpoints Evaluation & Pre-selection** Share your Idea _ _ _ _ _ _ Scope Evaluation Mentoring Stakeholder Final jury Mentors Intermediate Jury Final presentation and Details Status meeting, where you'll be able to expose your **Evaluation sessions**, doubts and questions and status meetings to election of the where six finalists will follow-up on the development of the challenge and winning teams be chosen provide feedback to the teams Allteams Finalists



RELY ON MENTORS

Please bear in mind that:

- The mentors are NOT PART OF THE TEAM, but rather ensure that the goal is always present, that all possibilities are explored and that the team is not trapped in any specificity that may compromise the completion of the challenge
- The Team's Mentors will be AVAILABLE DURING CHECKPOINTS
- During the pre-selection for the final presentation, MENTORS DO NOT EVALUATE THE TEAMS





MEET THE MENTORS



António Pereira Custom Development Manager @ Sogrape



Vítor Branco IT Director @ 42 Lisboa & 42 Porto



Inês Carola Innovation Specialist @ Sogrape



Matthew Hogg Innovation Specialist @ Sogrape



Maria Azevedo Office Manager @ 42 Porto



Mariana Martins Program Operations Manager a 42 Porto



Vasco Gonçalves International Area Manager @ Sogrape



Rita Dias Costa Digital Communication Specialist @ Sogrape



Joana Martins Developer @ Sogrape





Evaluation Planning

25th October - 16:00

Submit your work to the Github repository that will be made available to you.

Submission details:

Technical part directory: webscraping/

Dashboard part directory: hack_dashboard/

Deliverables:

Executive Summary

PPT with presentation

Web Scraping demo

Dashboard demo

25th October - 16:00

Each Team presents their work to the Intermediate Jury

1 Live pitch (5 minutes)

26th October - 09:00

Finalists' announcement

26th October - 11:00

Winners' announcement





Competition

INTERMEDIATE EVALUATION – FINALISTS SELECTION



Jorge Machado
Digital Transformation
Manager @ Sogrape



Tiago CostaData and Technology
Specialist @ Sogrape



Artur Salazar
Digital & Webmaster
Specialist @ Sogrape





Competition

MEET THE JURY



Carlos Alves Head of IT @ Sogrape



Sara Mendes Innovation Manager @ Sogrape



António Pereira Custom Development Manager @ Sogrape



Vítor Branco IT Director @ 42 Lisboa & 42 Porto





1ST PRIZE

700€ (for the team) & follow-up implementation

2ND PRIZE

Lunch at Quinta do Seixo in Douro Valley (for the team)

3RD PRIZE

Visit to the Sandeman Wine Cellars in V.N. Gaia (for the team)



THE CHALLENGE

Online Wine Price Harvesting Challenge







The Challenge

This challenge offers you the opportunity to immerse yourself in a realistic situation faced by industry professionals.

By designing a comprehensive solution that addresses the two dimensions - information collection and the creation of a user-friendly dashboard - you will be developing valuable skills in web scraping, data management, and interface design. The solution you create could have a significant impact on the operations of Sogrape and showcase your ability to tackle real-world programming challenges.





1. Technical Dimension

<u>Daily Information Collection - Web Scraping:</u>

- Web Scrapping and Database Design
- Automated Data Retrieval and Structuring
- Web Content Aggregation and Database Architecture

You will be tasked with designing and implementing a web scraping system capable of collecting wine prices from national online stores on a daily basis. This involves creating automated scripts that navigate store pages, extract information about selected wine prices, and update the data regularly. You will need to deal with different website structures and potential security measures against scraping.

You will need to collect and store information about prices, dates, and the source of online stores, etc.

The model's design should not be customized for only one of the online stores, in order to make it scalable and adaptable to any other store.





2. Visualization and Interaction

Display & user interaction with the data:

The second part of the challenge is to develop an interactive and user-friendly interface to present the collected data.

You will be responsible for creating a dashboard that allows users to filter data by countries, dates, products, etc.

The goal is to provide clear visualizations, such as graphs and tables, to help the team make informed strategic decisions.





Challenge Details:

Websites to Scrape data from:

- Continente Online (https://www.continente.pt/)
- Garrafeira Soares (https://www.garrafeirasoares.pt/)
- Supermercado El Corte Ingles (https://www.elcorteingles.pt/supermercado/)

EXTRA - If you have the chance to scrape data from more websites as well as the ones listed in this challenge, extra points may be attributed. (For reference, other national websites that are available: auchan.pt; onwine.pt; granvine.com; vinha.pt; adegga.com; portugalvineyards.com)





The Challenge

Products to consider:

- Mateus Rosé Original (No harvest Year)
- Mateus Sparkling Rosé (No harvest year)
- Herdade do Peso Trinca Bolotas Tinto (May refer to harvest year)
- Casa Ferreirinha Papa Figos Branco (May refer to harvest year)

EXTRA - If you have the chance to scrape data for more products, in order to compare price fluctuations / discounts and such with competitors, extra points may be attributed. (For reference: Examples of comparative products respective to the products listed above are: Lancers Vinho Rosé; Casal Garcia Sparkling Espumante Rosé; Defesa do Esporão Tinto; Diálogo DOC Douro Vinho Branco).

















Data Points to gather through web scraping: The challenge involves scraping specific data points related to the selected wines with this information:

- 1. Store Name
- 2. Wine Name
- 3. Harvest year (when possible)
- 4. Capacity
- 5. Price
- **6. Discounts** (Signal if product has a discounted price)
- 7. Currency
- 8. Date of scraping
- 9. Location

EXTRA - If you have the chance to scrape more data for the products such as: stock status (in stock/out of stock/low stock), product image, product description; pairing suggestions, extra points may be attributed. If you decide to do this, only consider the additional data for the 4 products listed in point 2.



The Challenge

Data Visualization and Interaction Dimension

Dashboard Requirements:

The dashboard that you, as a programming student, will develop should include the following features:

- Filters: Users can filter data by wine, market, and date.
- Price Trends: Visualizations depicting price trends over time for different wines in different markets.

EXTRA – If you have scraped prices for other products as mentioned in point 2, it should be possible to compare the prices / price trends in the dashboards.





Other useful information:

Keep in mind that the name can differ from store to store! Similarly, prices may differ according to store locations (zip code).

<u>Product Names in Online Stores – Examples:</u>

Continente Online:

- "Papa Figos DOC Douro Vinho Branco"
- "Mateus Sparkling Espumante Rosé Bruto"
- "Mateus Vinho Rosé"
- "Trinca Bolotas Regional Alentejano Vinho Tinto"

Note: Keep in mind that the product name can differ from store to store! There also might be differentiated prices for online stores on a store-by-store basis, based on the zip code entered during login.



Evaluation Planning

25th October - 16:00

Submit your work to the Github repository that will be made available to you.

Submission details:

- Technical part directory: webscraping/
- Dashboard part directory: hack_dashboard/

25th October - 16:00

Each Team presents their work to the Intermediate Jury

1 Live pitch (5 minutes)

26th October - 09:00

Finalists' announcement

26th October - 11:00

Winners' announcement





Evaluation Planning

Deliverables

- 1. Executive Summary (suggestion: Approach to the Challenge; Main Recommendations and Main Conclusions).
- 2. PPT with presentation (for the pitch)
- 3. Web Scraping demo (video or interactive)
- 4. Dashboard demo (video or interactive)



42 PORTO Evaluation Criteria

YOUR TEAM'S WORK WILL BE EVALUATED ON FOUR MAIN AREAS

Eliminatory requirements

Proposes a solution for the challenge presented

Impact, applicability and creativity

- Solution clearly tackles the challenge
- Solution is general and applicable

Quality of the deliverable

Solution is clearly and concisely documented and presented

Technical Merit

- Solution performs exploratory Data Analysis (EDA) & cleans the data
- Solution explores model interpretability and fairness
- Solution tests different modelling approaches
- Solution is scalable
- Solution explores configuration methods
- Solution performs results visualization in an Interactive Dashboard

Extra points

- The solution considers extra websites beyond the 4 listed in the standard challenge
- The solution considers extra products (competitors) beyond the 4 listed in the standard challenge The solution scrapes additional information for the products (stock status, product image, product
- description, pairing suggestions)





42 PORTO Evaluation Criteria

	0 Strongl y disagree	1 Somewhat disagree	2 Somewhat agree	3 Strongl y agree
20% Impact & applicability				
10% Solution clearly tackles the challenge	The solution does not tackle the challenge	The solution is remotely connected with the challenge	The solution partially addresses the challenge	The solution is a perfect fit with the challenge
10% Solution is general and applicable	The solution cannot be implemented	The implementation of the solution is questionable	The solution is general and its implementation is possible, but challenging	The solution is general and easily implementable in practice
50% Technical merit				
10% Performs Exploratory Data Analysis (EDA) & cleans the data	Performs no EDA nor data cleaning	Performs superficial EDA or excludes messy data	Performs detailed EDA, identifying potential issues with data	Performs EDA to generate relevant insights applied in modelling, implementing strategies for cleaning and data imputation
5% Explores model interpretability and fairness	Does not address model interpretability or fairness	Explores model interpretability or fairness	Explores model interpretability and fairness, without proposing a mitigation strategy	Explores interpetability and fairness in detail, proposing a mitigation strategy (or not needing it)
5% Tests different modelling approaches	Tests a single model	Tests a single model, optimizing its formulation and parameters	Tests multiple models	Tests multiple models, optimizing it formulations and parameters, objectively selecting the best option
15% Solution is scalable	The solution cannot be scalable	The scalibility of the solution is questionable	The solution scalabilty is possible, but challenging	The solution is scalable
10% Explore solution configuration methods	Static with no possibility for execute changes and configurations	Configurations are possible, but require technical expertise	Built a simple interface where some configurations are allowed	Build UI interface for user to manag the solution with no technical
15% Performs results visualization in an Interactive Dashboard	Performs no results visualization	Presents the results tabularly	Creates visually appealing graphics to present the results	Perfoms detailed multi-dimensiona graphical analysis
20% Quality of the deliverable				
20% The solution is clearly and concisely documented and presented	The solution cannot be easily perceived	The documentation and presentation is clear but not concise	The documentation and presentation is clear and concise but not appealing	The documentantion and presentation is clear, well thought, concise and appealing
10% Extra Points				
2,5% The solution considers extra websites beyond the 4 listed in the standard challenge	The solution does not consider additional websites	The solution considers 1 extra website	The solution considers 2 extra websites	The solution considers 3 or more extra websites
5% The solution considers extra products (competitors) beyond the 4 listed in the standard challenge	The solution does not consider additional products	The solution considers 1 extra product	The solution considers 2 extra products	The solution considers 3 or more extra products
in the standard challenge	the state of the s			



HACKATHON

THE TEAMS







Team 1

gperfeit amensesagpereir hicunhaluguimar passunca

Team 2

dcarrilh macastan plerenollopes-f fduque-a dmeirele

Team 3

arocha-b tibarbos maricard ecarvalh gumoreir rpaiva-l dflores-

Team 4

tcosta-d fjourdan bsilva-c cacarval mborges-Joseferr

Team 5

jhogonca heda-sil psousa vbrittotornelas Jburlama

Team 6

asousa-n malves-b dcaetano bjorge-m Damachad gamado-x

Team 7

ccosta-c gucamelo brumarti aconceic faneves hescoval

Team 8

jmarinho numartin ocaio-re ismirand Pabernar Aamaral-

Team 9

brolivei bsousa-d Ide-sous Luis-ffe pemirand rumachad dzinchen

Team 10

ride-sou brpereir joaoped2 vivaccar bbento-e tchow-so



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