

Women in STEM Society

2025 Women in Tech Hackathon Student Pack



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Introduction

Welcome and thank you so much for volunteering your time to be part of our 2024 Women in Tech Hackathon.

This event is organised by our Women in STEM Society and supported by central Careers and Employability Service in collaboration with our Computer Science Society, and the CyberWomen@Leicester initiative.

Aim

- 1. To provide a significant experience that you can use to advertise your skills when applying for internships, placements or graduate jobs
- 2. To introduce women into IT and Technology, an industry dominated by males (PwC Women in Tech Report)
- 3. To bring you, our students, closer to our key partner organisations

Agenda

The event will take place on Saturday 8 March 25

- 09:00 Brief
- 09:15 Hacking begins
- Lunch is at your own discretion
- 15:00 Presentations (3 mins each)
- 15:50 Closing ceremony

Teams

Your team will consist of 4-5 individuals. This team will be of mixed disciplines and year groups. You will be randomly assigned by the event organiser to ensure a level playing field. Where practicable, at least 2 members of the team will be able to code.

Mentoring

On the day you will be assigned an employer mentor to assist you through the challenge. This will be to provide you guidance on your product and is also an opportunity to engage with them about their company.

Subsistence

This is a self-catered event so please either bring a packed lunch or money to buy something from the Library Cafe.

Location

The location of this event is in the Career Hub. The initial briefing and presentation will take place in Career Hub and you will have exclusive use of the following areas throughout the day:

- Career Hub
- Computer Lab next to the Career Hub
- Anywhere in the Library

A member of permanent staff will be in the Career Hub to welcome you into the event.

Survey's

We will ask you to complete two surveys as part of this event: a pre and post survey.

Pre-survey link - <u>https://forms.office.com/e/vVnTr3Pqvb</u> (you can complete this either before the event or at the welcome brief where it will be shared again).

The Challenge

The brief is broad to allow for creativity.

Develop a tech solution or platform that addresses a societal issue by improving accessibility or inclusivity for underrepresented groups (e.g., women, minorities, people with disabilities).

Your mentors will be on hand throughout the day to assist you, and should you be struggling with ideation, they are there to help you.

Ideation

As you prepare for the event, we've included a special exercise in this briefing pack to help you sharpen your problem-solving skills: The Comfy Shoe Exercise.

The Comfy Shoe Exercise: A Guide to Problem Definition

In the fast-paced environment of a Hackathon, it's easy to jump straight into finding solutions without fully understanding the problem at hand. The Comfy Shoe Exercise is designed to prevent this common pitfall by emphasising the importance of defining the problem statement before diving into solutions.

How It Works

Prompt: We'll start by asking a simple question: "What is the most comfortable shoe?" Participants often suggest popular choices like slippers or flip-flops.

Deeper Exploration: Following the initial response, we'll encourage you to delve deeper by defining the situation surrounding the question. This involves asking contextualising questions such as:

- Do you need the shoe to walk up a mountain?
- Is it hot or snowing?
- Is the shoe required for health and safety purposes?

Key Takeaways

Through this exercise, you'll learn:

- Avoid Jumping to Conclusions: Resist the urge to immediately jump to solutions without understanding the problem's context.
- **Define the Situation:** Take time to explore and define the situation surrounding the problem statement.
- **Contextual Understanding:** Recognise that effective solutions are grounded in a comprehensive understanding of the problem's circumstances.

Conclusion

Engaging in the Comfy Shoe Exercise will equip you with a structured approach to problem-solving, ensuring that your solutions are well-aligned with the problem you're

addressing. Remember, success in the Hackathon hinges on your ability to define the problem statement meticulously before delving into ideation.

We hope you find this exercise valuable in your preparations for the Hackathon. Get ready to innovate, collaborate, and tackle challenges head-on. Good luck, and may the best ideas prevail!

Competition

Format

- Teams will present a 3-minute brief on their product.
- Timings will be strict, and teams will be cut off from presenting at the 3-minute alarm.
- Accounting for transition time between teams (2 mins), all 10 briefs should take 50 mins.
- Due to timings, no questions will be permitted from the audience or judges on the product and scores will have to be graded on what is presented within the 3 mins.

Judges

- 1 x rep from each employer
- 1 x rep from WISTEM Society
- 1 x rep from Computer Science Society (optional)
- 1 x rep from CyberWomen@Leicester (optional)

Marking Criteria

Marking will be done online via Microsoft Forms. This will allow for quick final scoring of which teams have come 1st and 2nd.

In the event of a tie in either 1st or 2nd, the judges will collaborate and determine the best pitch subjectively.

Marking Criteria	Weight
Solution Viability	25%
Technical Sophistication of Solution	25%
Group Cohesion and Overall Teamwork	25%
Presentation Quality	25%

Prizes

1st place will receive a £50 Amazon voucher each

2nd place will receive a £25 Amazon voucher each



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