



HACK



DÉCOUVERTE

HACKER MANUAL

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TERRITORIAL ACKNOWLEDGEMENT

**WE WOULD LIKE TO BEGIN BY
ACKNOWLEDGING THAT CONCORDIA
UNIVERSITY IS LOCATED ON UNCEDED
INDIGENOUS LANDS.**

**THE KANIEN'KEHÁ:KA NATION IS RECOGNIZED
AS THE CUSTODIANS OF THE LANDS AND
WATERS ON WHICH WE GATHER TODAY.
TIOHTIÀ:KE/MONTRÉAL IS HISTORICALLY
KNOWN AS A GATHERING PLACE FOR MANY
FIRST NATIONS.**

**TODAY, IT IS HOME TO A DIVERSE POPULATION
OF INDIGENOUS AND OTHER PEOPLES.**

**WE RESPECT THE CONTINUED CONNECTIONS
WITH THE PAST, PRESENT AND FUTURE IN OUR
ONGOING RELATIONSHIPS WITH INDIGENOUS
AND OTHER PEOPLES WITHIN THE MONTREAL
COMMUNITY.**

INTRODUCTION

A bilingual,

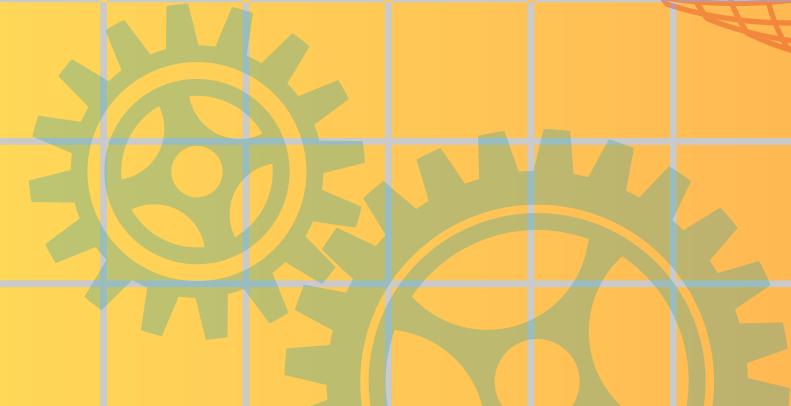
beginner-friendly

hackathon for pre-

university students

across Québec.

It will be a 12 hour hackathon
with an engineering related
problem to solve and to expose
you to what to expect to learn
as an engineer!



WIFI

CONNECT USING THE WI-FI

OPTION 1 : CONNECT TO EDUROAM WITH YOUR SCHOOL'S STANDARD

LOGIN USERNAME AND PASSWORD

OPTION 2: CONNECT TO CONCORDIAGUEST USING THE ACCESS CODE:

WAC-hack25

HACKING RULES



1. ELIGIBILITY & TEAM FORMATION

- Teams must consist of 1 to 4 members.
- Each participant may only be on one team.
- All team members must be registered before the registration deadline.
After registration closes, no changes to team composition are allowed.

2. PROJECT SCOPE & ORIGINAL WORK

- All work submitted must be created during the hackathon time window (i.e. no prior work).
- Projects must align with the given themes or challenge prompts announced for this hackathon.
- Use of external libraries, frameworks or publicly available tools is allowed — but the core logic / main functionality must be developed during the hackathon.

3. TIME LIMIT & SUBMISSION DEADLINE

- The hackathon will run for a fixed duration (9:30AM – 4:30 PM). All work must be completed and submitted before the end time.
- At the deadline, teams must stop coding, commits / submissions after the deadline will not be accepted.

4. WHAT TO SUBMIT

Depending on challenge, submission should include at minimum:

- A working prototype or demo (web/mobile app, dashboard, tool, etc.)
- A short description (project name, team members, problem addressed, solution summary, short usage instructions)
- Optionally: README or documentation describing what was done, technologies used, how to run/use the prototype

If using third-party tools/APIs/frameworks: mention them and what parts of the project you built yourself.

5. CODE OF CONDUCT / BEHAVIOR / ETHICS

- All participants i.e. team members, judges, volunteers, organizers, must be treated with respect and professionalism. Harassment, discrimination, or any form of abusive behavior is strictly prohibited.
- Plagiarism is not allowed. Projects must be original and developed during the hackathon period.
- Organizers reserve the right to disqualify any team for violations of rules or unsporting behavior.

6. INTELLECTUAL PROPERTY & USE OF EXTERNAL RESOURCES

- Teams own the work they produce during the hackathon. But if you use third-party content (APIs, libraries, data), you must respect their licenses and indicate usage clearly.
- You may use any programming language or tools you prefer, as long as the result is functional and demonstrable.

7. SUBMISSION & PRESENTATION / DEMO

- At the end of the hackathon, teams must submit their project (prototype + description/documentation) by the deadline.
- During judging, teams will present their project via a short demo / pitch (live or recorded, depending on format). Judges will evaluate based on a predefined (internal) rubric.
- Anonymous public voting, cross-hackathon submission, or re-submitting previously completed projects is not be allowed.

8. JUDGES' DECISION & DISQUALIFICATION

- The decisions of judges are final and binding.
- Organizers reserve the right to disqualify entries or teams for: rule violations; use of work done prior to hackathon; plagiarism; unsportsmanlike behavior; or any misconduct.

9. OPTIONAL

- Teams are encouraged to keep their source code, assets, and documentation clean and organized.
- If using public third-party tools or APIs: mention them in your documentation.
- Any doubts about the rules should be clarified with organizers on discord.

CODE OF CONDUCT

IN ORDER TO FOSTER A SAFE AND COMFORTABLE HACKATHON, PLEASE READ AND ABIDE BY THE CODE OF CONDUCT AT THE FOLLOWING LINK:

[HTTPS://STATIC.MLH.IO/DOCS/MLH-CODE-OF-CONDUCT.PDF](https://static.mlh.io/docs/mlh-code-of-conduct.pdf)

ANY VIOLATION WILL BE HANDLED WITH RESPECT TO THIS CODE OF CONDUCT. IF YOU HAVE ANY QUESTIONS, PLEASE REACH OUT TO THE APPROPRIATE CHANNEL OR AN ORGANIZER ON DISCORD.

EMERGENCY CONTACTS

AS A HACKER, PLEASE FLAG A VOLUNTEER, TEAM LEADER, OR AN ORGANIZER BEFORE CALLING SECURITY! WE ARE HERE TO HANDLE EMERGENCIES FOR YOUR SAKE! SHOULD YOU FIND NO ONE AROUND, PLEASE CONTACT THE FOLLOWING NUMBERS FOR HELP.

CONCORDIA UNIVERSITY SECURITY: (514) 848-3717

DIAL 1 FOR URGENT SITUATIONS

DIAL 2 FOR NON-URGENT SITUATIONS

EVENT SCHEDULE

JOHN MOLSON SCHOOL OF BUSINESS
1450 GUY ST, MONTREAL, QUÉBEC H3H 0A1

8:00 AM - 9:00 AM

REGISTRATION & SNACKS

9:00 AM - 9:30 AM

OPENING CEREMONY

9:30 AM

HACKING BEGINS!

11:00 AM

CAMPUS TOUR #1

12:00 PM - 1:00 PM

LUNCH BREAK

1:00 PM

CAMPUS TOUR #2

3:00 PM

CAMPUS TOUR #3

4:30 PM

HACKING ENDS!

5:00 PM - 6:30 PM

JUDGING AND DINNER

6:30 - 7:00 PM

CLOSING CEREMONY & PRIZES

CHALLENGES

You may be awarded a prize for any ONE of these challenges

HYBRID STUDY SESSION SCHEDULER

Build a simple web or mobile interface that lets a student or study group create a study session.

Features:

- Choose whether the session is remote or in person.
- If remote, provide a meeting link. If in person, optionally enter a room or location.
- Allow others to join or RSVP.
- Include a simulated reminder or notification triggered by a timer or scheduled event.

What judges will check:

- Relevance to real student needs (remote and physical study options).
- Core flow works: create session → join or RSVP → reminder.
- Clear and simple interface.
- Complete demo that shows creation, joining, and a reminder.
- Potential to scale for many groups and sessions.

Tips:

- Use simple frameworks like React or plain HTML and JavaScript.
- Keep the interface minimal: form for creation, list of sessions, join button, and a simple notification.
- Provide a short explanation of how you would scale and handle reminders in a real system.
- In the demo, walk through a full user story.

SIMPLE PRODUCTIVITY OR HABIT TRACKER WITH GAMIFICATION

Build a web or mobile app that lets a user log daily habits such as studying, sleep, exercise, or reading.

Features:

- Log habits for each day.
- Show progress through a dashboard with streaks or basic rewards.
- Optional reminders like streak notifications or daily logging prompts.

What judges will check:

- Habit options are relevant to students.
- Logging, progress tracking, and rewards work properly.
- Clean, quick, and clear user interface.
- Demo shows logging over several days, with streaks or rewards.
- Clear explanation of how it benefits real student routines.

Tips:

- Allow users to enter logs for past days to simulate streaks.
- Use simple storage like localStorage or a small JSON database.
- Charts or tables are enough for visualization.
- Keep rewards simple and understandable.

PERSONAL FINANCE OR BUDGET SIMULATOR FOR STUDENTS

Build a tool where students enter expected monthly income and expenses, and receive a budget summary.

Features:

- Input income and common student expenses such as books, food, transport, and leisure.
- Provide a summary with totals, remaining budget, and savings.
- Optional “what if” scenarios to show how new expenses affect the budget.
-

What judges will check:

- Realistic expense categories.
- Correct calculation from inputs to summary.
- Clear output that is easy to understand.
- The usefulness of scenario changes.
- A demo that shows entering income and expenses and adjusting values.
-

Tips:

- Predefine common categories to simplify the interface.
- Use clear layout with totals and simple charts.
- Allow quick edits for “what if” simulations.
- Mention realistic student budgeting scenarios in your explanation.

MINI DATA VISUALIZATION DASHBOARD

Build a web dashboard showing trends from a small dataset.

Features:

- Load a dataset relevant to students or the community.
- Display charts or graphs with clear insights.
- Add simple interactivity such as filtering or hover details.

What judges will check:

- Relevance and clarity of the dataset.
- Visualizations that communicate insights clearly.
- Smooth functionality: data loads correctly and charts display.
- Demo that explains the data and insights.
- Usability: clear labels, navigation, and legends.

Tips:

- Use simple datasets or public CSVs.
- Use a charting library like Chart.js or D3.
- Focus on a few good charts rather than many complicated ones.
- Explain the story behind the data during the demo.

PRIVACY AWARENESS TOOL OR DIGITAL FOOTPRINT ANALYZER

Build a questionnaire-based tool that scores a user's online privacy practices and provides tips.

Features:

- A short set of questions about online behavior.
- A privacy score based on the answers.
- Personalized tips on improving privacy.

What judges will check:

- Relevance of questions to modern student online habits.
- Sensible scoring logic.
- Clear and actionable tips.
- Smooth flow from questionnaire to score.
- A demo showing example users and results.

Tips:

- Use 5 to 10 realistic questions.
- Make the scoring logic transparent and easy to understand.
- Provide practical tips like enabling two-factor authentication or using strong passwords.
- Show multiple user scenarios to highlight the scoring differences.

PRIZES

1ST PLACE



AIRPODS 4

PRIZES

RUNNER UP



**LG ULTRAGEAR 24" 1920 X 1080
144 HZ GAMING MONITOR**

PRIZES

**BEST
BEGINNER**



**SONY WATERPROOF
BLUETOOTH WIRELESS
SPEAKER**

PRIZES

MOST CREATIVE



DAREU WIRED RAINBOW
BACKLIGHT MECHANICAL
KEYBOARD

PRIZES

**BEST USE
OF GEMINI**



MLH MERCH

PRIZES

BEST WEBSITE DESIGN

PRESENTED BY WIE



\$25 BEST BUY GIFT CARD

JUDGING

Once the judging phase starts, teams will be directed to a room (TBA) where they will set up their presentation and only have a couple minutes to demo their creation to the judge.

WANT TO WIN?

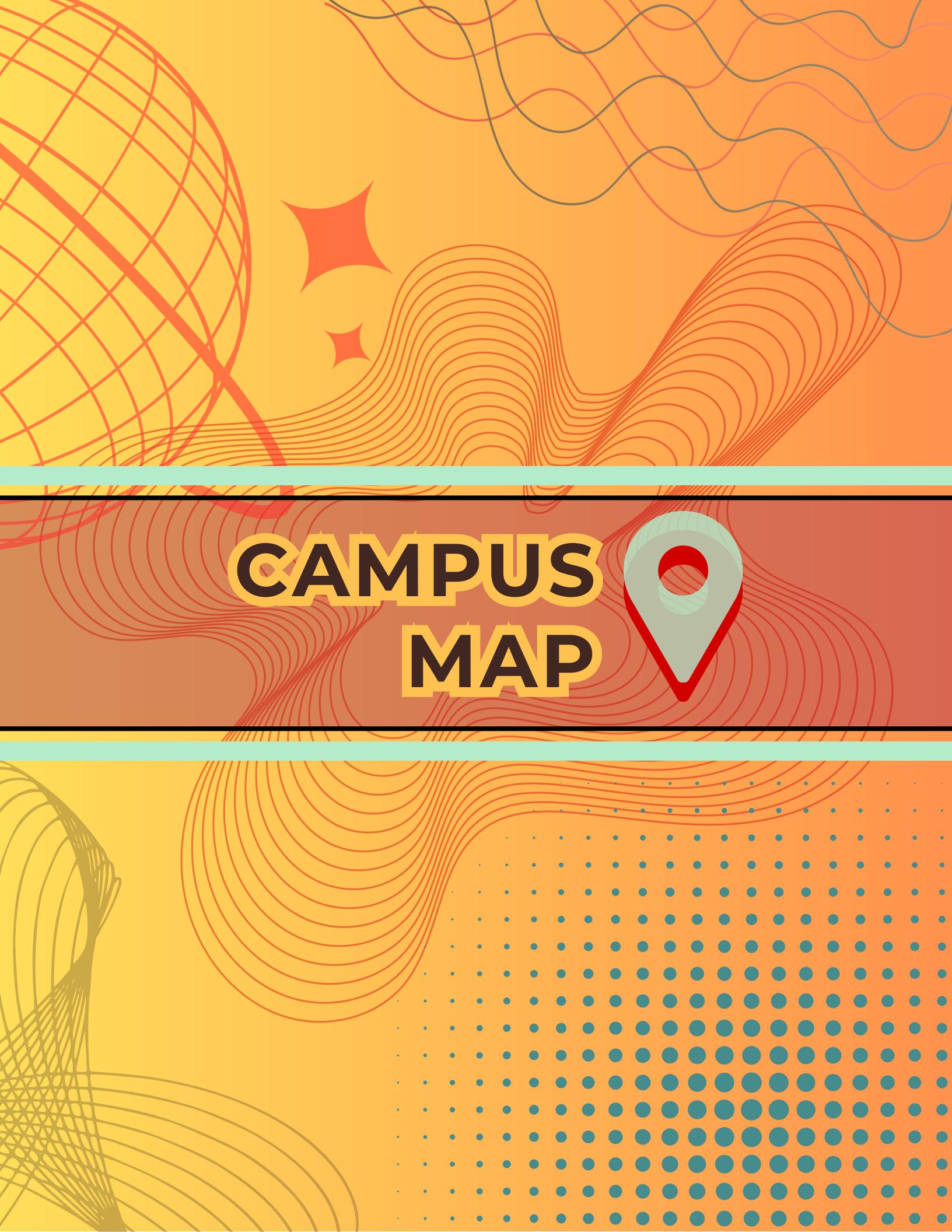
Build something that solves a real problem students face — the more relevant, the better.

Think outside the box — fresh ideas get noticed.

Time is limited: aim for a clear, working demo, even if minimal.

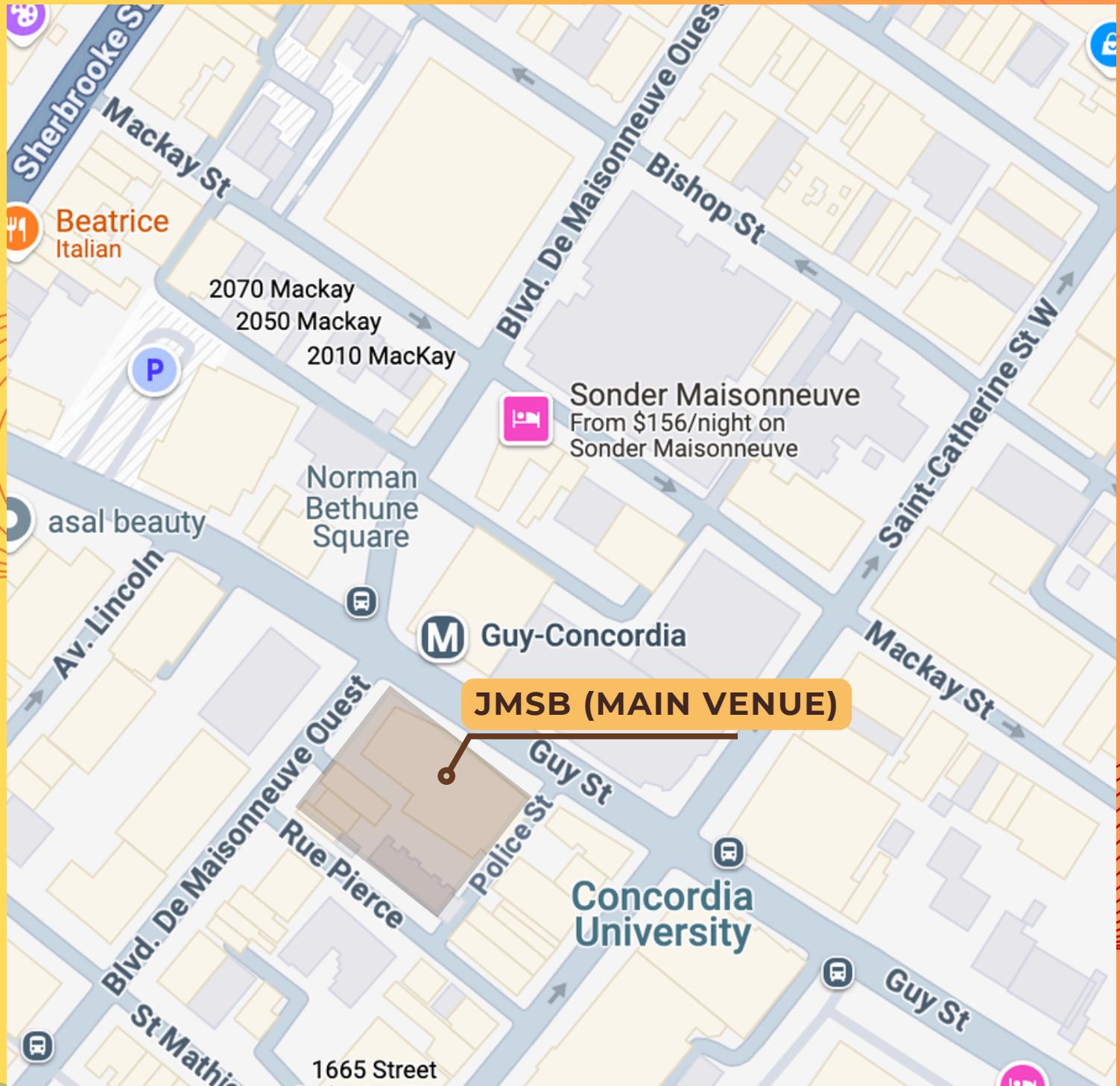
Make it easy and intuitive to use — a clean UI goes a long way.

Tell a story — show why your idea matters and how it could help people.

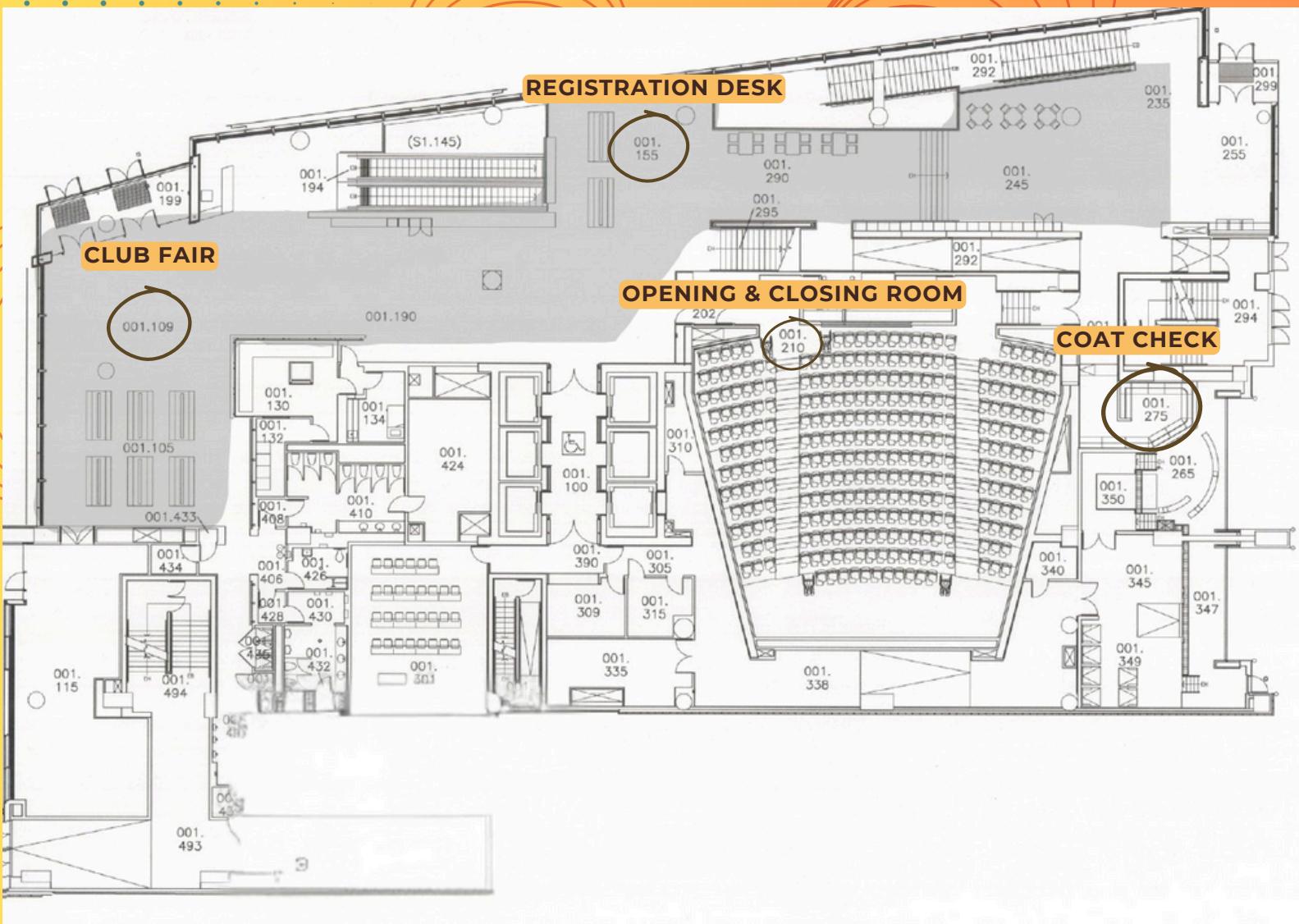


CAMPUS MAP

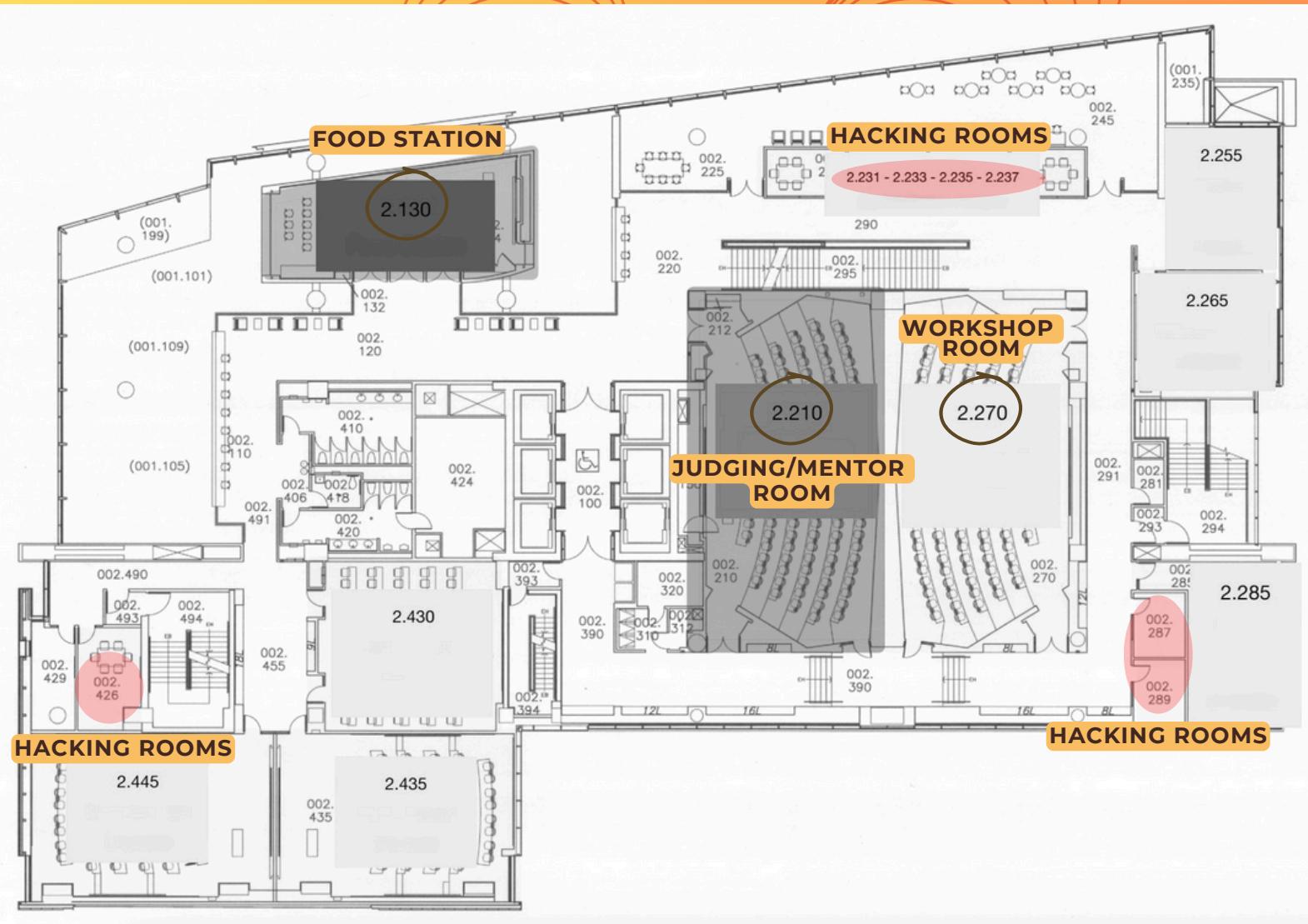




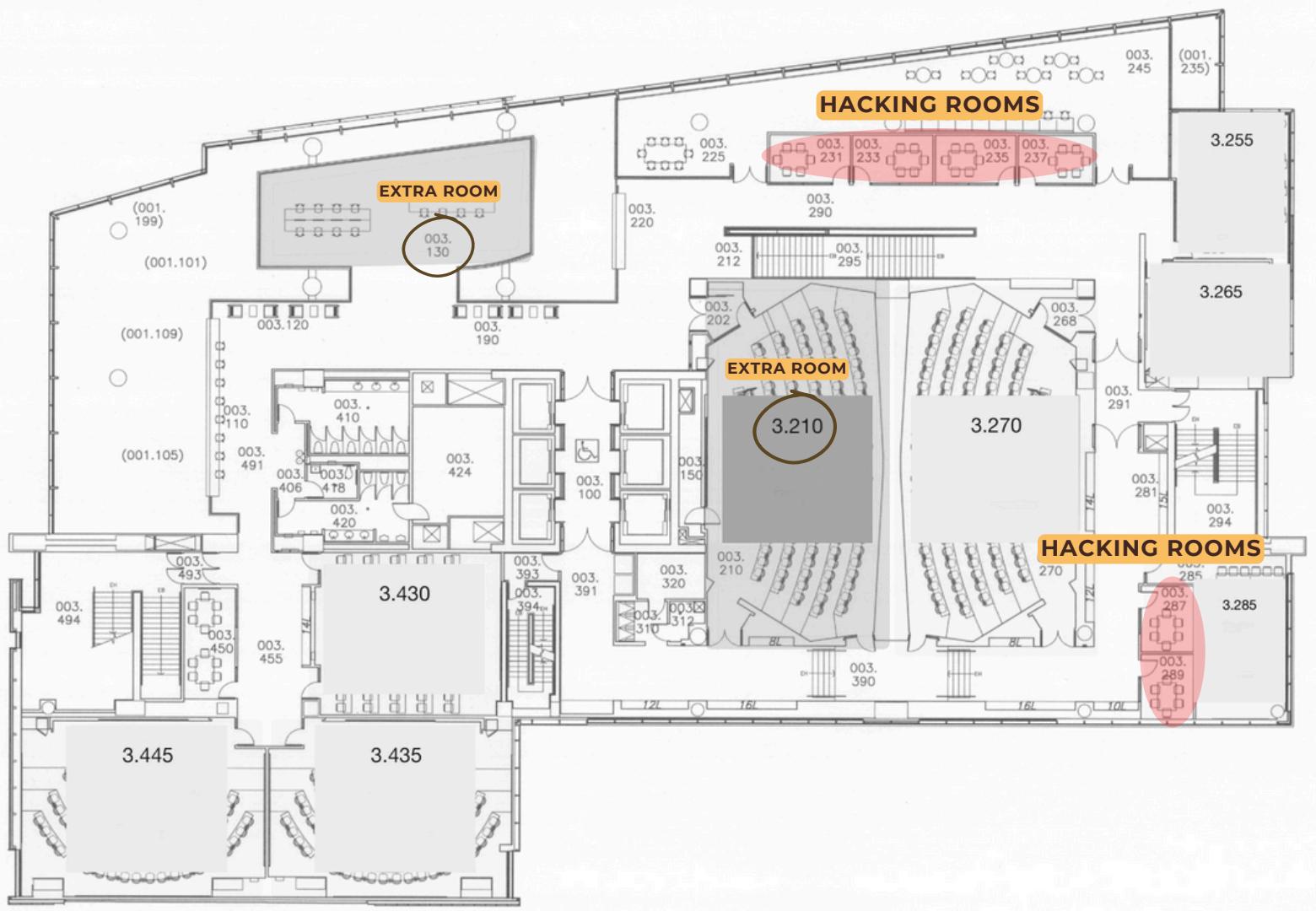
JMSB 1ST FLOOR



JMSB 2ND FLOOR



JMSB 3RD FLOOR



WHY CONCORDIA?

Lay the foundation for your future with one of Concordia's world-class engineering and computer science programs:

Gina Cody School of Engineering and Computer Science - Concordia University

Discover our undergraduate programs:

Undergraduate programs | Gina Cody School of Engineering and Computer Science - Concordia University

Learn more about our amazing societies:

Our Societies – ECA Concordia

Explore Concordia from home with our virtual sessions for prospective students:

Virtual events | Undergraduate admissions - Concordia University

Your future undergraduate journey starts here:

Welcome Centre | Undergraduate admissions - Concordia University

THANK YOU!

On behalf of the whole HackConcordia team, we would like to thank every individual, partner, mentor, volunteer, and contributor who played a role in bringing HackDécouverte to life.

Most of all, we would like to thank you fellow hacker, for joining us and being part of this incredible event.

Happy Hacking!