

# 2020 DSSxAMEX Online Hackathon

Version **0.1.0**

## Author

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## Schedule

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17 August ~ 6 September

## Theme

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The teams are expected to propose any *FinTech* solutions and implement a *Proof of Concept* or *Technical Deliverable* (a *Working Prototype*) of that particular solution. There are no designated APIs or technologies required in the solutions.

In order to motivate the players to approach the problem from different angles, I decided to keep the problem as generic and as open as possible, which is “*FinTech*” in general.

## Challenges and Prizes

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There are *four* challenges apart from *the Grand Prize* of the hack that each team can apply to one of those:

- *Best UI Design*
- *Best Hardware Hack*
- *Best Data Science Solution*
- *Best Business Solution*

There will be *one* winner from each challenge. There is no upper limit for the number of applicants accepted to a challenge. The number of applicants to the challenges will be published to all to promote teams to apply to those challenges with fewer competitors.

### Best UI Design

The user interface design that delivers the best user experiences and the most favourable visual presentation of the content, for examples:

- colour scheme
- compatibility of devices
- user interaction
- user journey
- ...

## Best Hardware Hack

The best hardware prototype that implements a FinTech solution. Recommended devices/platforms include:

- Raspberry Pi
- Arduino Boards
- PCB
- ESP Boards
- Android Phones
- ...

*Note that:* the Hackathon Committee is not able to provide any hardware or devices to the players

## Best Data Science Solution

A solution implemented with data science techniques that shows high business value, reasonable encapsulation, easy-to-use, robust performances, plausible scalability and so on.

## Best Business Solution

A solution/proposal/initiative that presents high business value?

@TODO: need help here

## The Grand Prize

The committee will assess all solutions regardless of the challenges applied to and select 5 teams as finalists (or 3, depending on the number of teams). The finalists get to present to AMEX on 14 September to compete for the **Grand Prize** of Hackathon.

## Logistics

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### Communication

The committee will create a *Slack* channel for the hackathon. Channels include:

- team-forming
- committee
- announcement
- mentor/help desk
- team private channels
- sponsors?
- ...

Video conferencing will be conducted on *Zoom*

@Scott: can you confirm which platform we will use for video conf? Considering the cost and availability to it in different countries and regions (e.g. Google is not available in mainland China)

## Events

@TODO: technical workshops(intro to Python, intro to React, ...) and AMEX career fairs?

@Scott: will AMEX host any events throughout the hack?

## Mentorship

The *Science* team and some society members from the committee will work as the mentor team to the players. The mentor team is an on-demand specialist team that usually operates at the **mentorship/help desk** channel for quick Q&A, tips, inspiration or consultancy. If a team requires extra help in a particular area (technical or non-technical), a mentor will be assigned to that team temporarily.

The mentors are expected to provide assistance in the high-level concepts/structure of solutions, rather than the low-level implementations. Mentorship team is not a *debugging hotline*

## Code of Conduct

@TODO

## Committee and Organisation

@TODO

## Submission

There will be a few deadlines for the teams to submit products based on an Agile approach. The deadlines are not mandatory but a way to motivate the teams to exercise good project management practice and Agile development methodology, making sure an MVP (“*Minimal Viable Product*”) is available and updated regularly and ensuring the committee members and mentors to be familiar with their projects. DDLs

include:

Product	Deadline	
Project Proposal	19 August	
Product Commits	20 August ~ 6 September	
Presentation Keynotes First Draft	2 September	
Presentation Keynotes Final Draft and Product Final Commit	5 September	
Presentation	6 September	

## Commits and Code Base

The code must be managed by *Git* and hosted on *GitHub* as a **public** repository. The players get to choose to be licensed under whichever protocol and choose if they want to be licensed or not.

The developers are expected to follow the **Semantic Versioning** convention and **Git branching strateg**.

The **latest release** of that repository will be consider as the final submission on 5 September

The developers are expected to create and manage **releases** on GitHub

## README

Each repository should come with a **README.md** that states the details, environment, *quick-start guide* and information of this such.

### **.gitignore**

- Ignore production environment settings ( **.vscode** or **.idea** )
- Ignore compiled code/cache for interpretation-based language (e.g. **.pyc** for *Python*)
- Ignore **node\_modules/**
- Ignore OS-related config ( **.DS\_Store** )
- Ignore sensitive information(e.g. private keys, database/API credentials, tokens)
- Ignore anything unnecessary for using the technical deliverables

## Technology

The players can claim the *GitHub* student pack to get free access to many paid features. Apart from that, the committee will not be able to provide any technological resources(like databases, servers, domain names)

**github.io** is recommended as a domian name service

