

CoderED

L I F T O F F

POWERED BY **PROS**

HACKER EVENT PACKET



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Schedule

Saturday

Doors open for attendee check-in	11:00 AM
Opening Ceremony Begins	12:00 PM
Hacking Begins & Lunch	1:00 PM
Sponsored Workshop/Talk	2:30 - 3:30 PM
Sponsored Workshop/Talk	4:00 - 5:00 PM
Dinner	6:00 PM
Mini-event	10:30 PM
Cupcakes! (Thanks to MLH)	12:00 AM

Sunday

Mini-event	2:00 AM
Breakfast	8:00 AM
Lunch & HackerEarth Submissions Due!	11:00 AM
Judging	1:00 PM
Closing Ceremony & Final Demos	2:00 PM
Sleep!	3:00 PM

Ongoing Events

- Gaming Tournament & Gaming Lounge

Venue Logistics

Location

CodeRED Liftoff's main event will be held primarily on the 1st and 3rd floors of the University of Houston's Classroom and Business Building (CBB). The opening and closing ceremonies will take place in the Agnes Arnold Auditorium (AAA). Maps are available on the next page.

Address

The physical address for the main event is: 4742 Calhoun Rd. Houston, TX 77204

Opening and Closing Ceremonies

As stated above, the opening and closing ceremonies will take place in the AAA.

Sleeping Areas

If someone wishes to sleep at the venue, the 2nd and 4th floor hallways will be available for sleeping.

Food

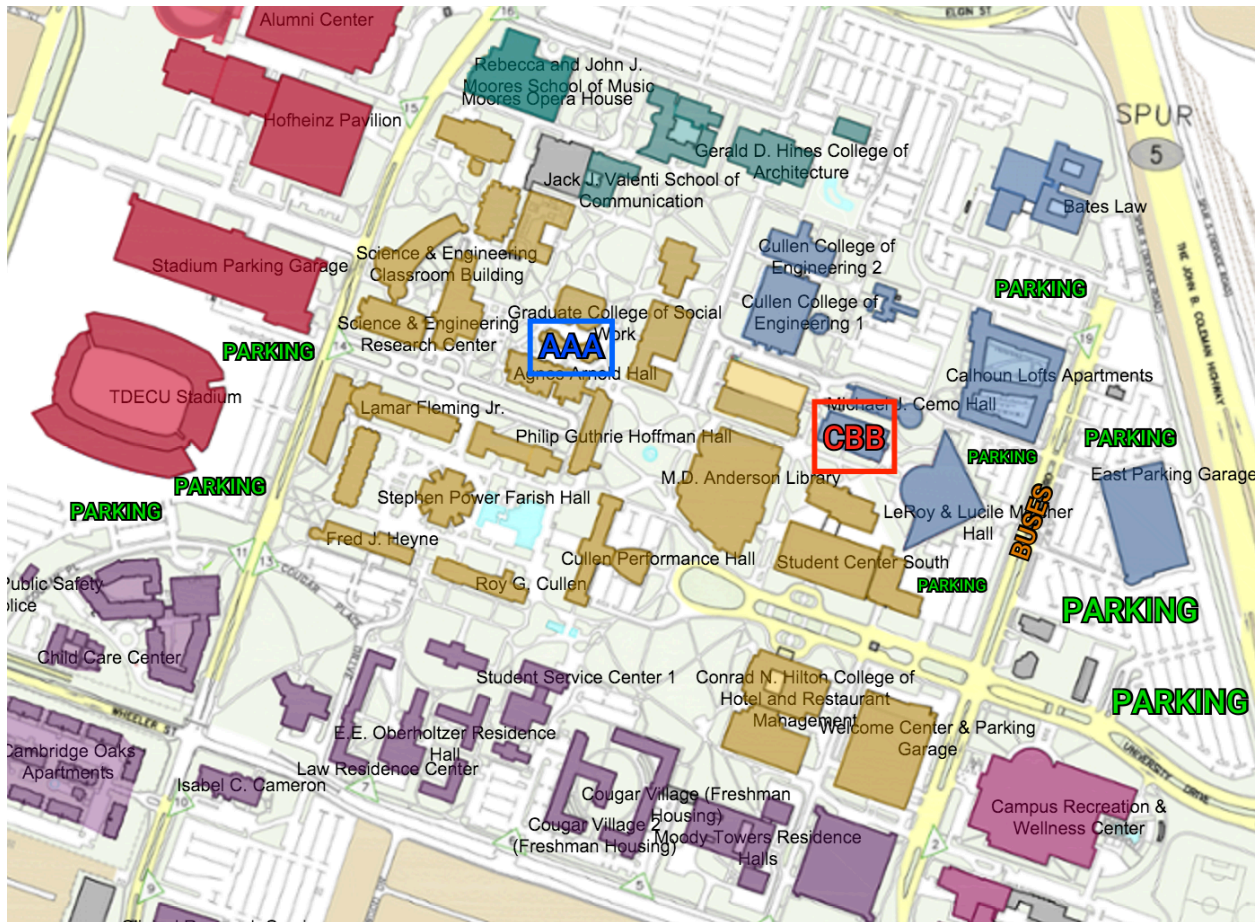
Food will be distributed on the 3rd floor

Parking

Parking in open parking lots is completely free and requires no passes. We will not be providing access to parking garages.

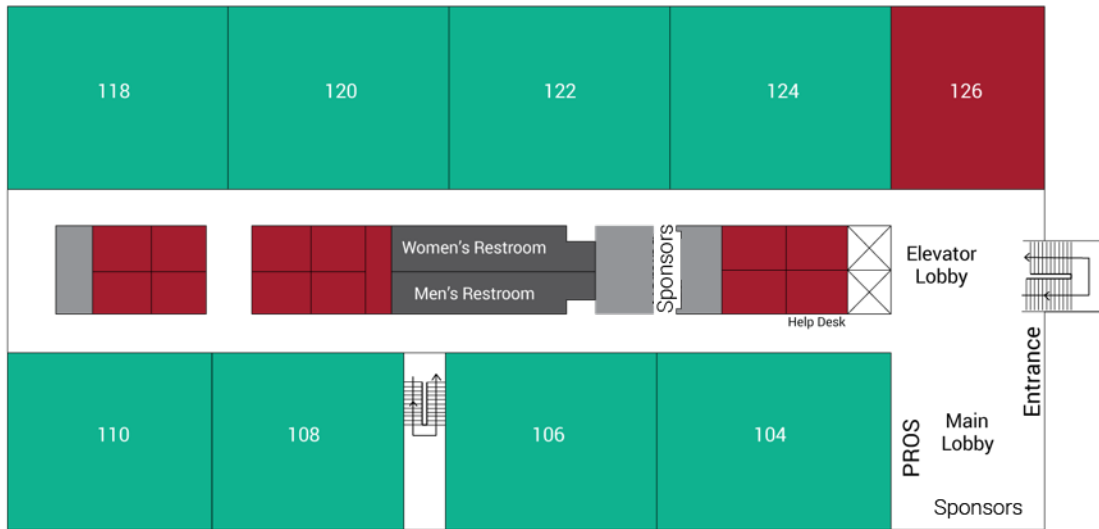
Maps

Campus Map



Classroom and Business Building (CBB)

1st Floor



3rd Floor



Buses

All busses will arrive by 11am at 4750 Calhoun Rd., Houston, TX 77004 and will depart at 3:30pm on November 22nd.

Austin (UT)

To Houston

Address: Littlefield Fountain, W 21st St, Austin, TX 78705

Time: 6:50 AM

A&M

To Houston

Address: 188 Bizzell St, College Station, TX 77840

Time: 8:00 AM

Dallas (UTD)

To Houston

Address: Parking Lot J, 800 W Campbell Rd, Richardson, TX 75080

Time: 6:50 AM

UTRGV

To Houston

Address: 1201 W University Dr., Edinburg, TX, 78593

Time: 5:20 AM

Mentors

We'll be using Slack as one of our primary means of communication throughout the event. This is especially useful for students and mentorship. We'll be using the same Slack system as TreeHacks and HackTX.

All you have to do is use the `/mentor` slash command from anywhere in Slack, for example `/mentor I need help understanding "this" in javascript`, if a mentor believes they can help, you'll get invited into a private chat to discuss the issue and hopefully meet up!

Submission

We will be using a new tool called HackerEarth Sprint, powered by HackerEarth, to host and manage this Hackathon. HackerEarth is a strong community of 500,000+ programmers which allows them to solve programming challenges, participate in hackathons and connect with other programmers. We think you will find HackerEarth Sprint really easy and fun to use. Here are the steps to sign up:

1. Go to <https://www.hackerearth.com/sprints/codered-liftoff/> and enter your email to "Register".
2. Complete the subsequent steps.

Submissions are due by 11am on Sunday. There will be no exceptions! We will be going around reminding everyone as well.

Hardware

We'll have the following hardware available via MLH:

- 2 x Alienware 13
- 6 x Arduino
- 10 x Base Shield
- 2 x Dell Monitor
- 2 x Dell XPS (Linux)
- 3 x Fire Phone
- 1 x Grove Kit
- 9 x Intel Edison
- 10 x Leap Motion
- 3 x Muse
- 18 x Myo
- 1 x Nest Cam
- 12 x Oculus Rift
- 19 x Pebble
- 10 x Sparkcore

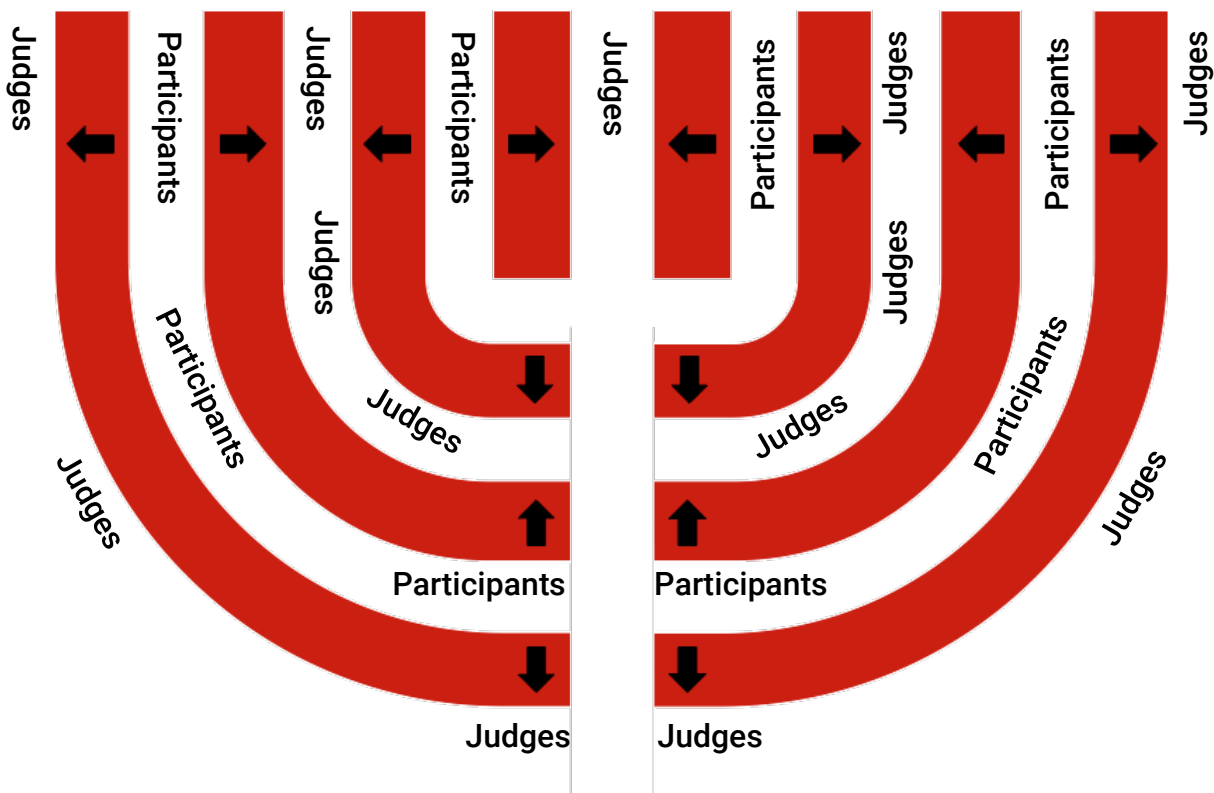
Judging

Expo

Expo judges should be on-site by 12:30 PM for briefing. Briefing will take place on the 2nd floor of CBB.

The expo round of judging will be carried out by volunteer judges and sponsor judges. This is the period in which sponsors will pick the winners to their challenges and the top 5 overall projects will be selected.

Room Layout and Flow



Final Demos

The final demos will take place at the closing ceremony. The final judging for top 3 overall will be carried out by pre-selected panelists.

Criteria

Judging Criteria										
Creativity	1	2	3	4	5	6	7	8	9	10
Technicality	1	2	3	4	5	6	7	8	9	10
Aesthetics	1	2	3	4	5	6	7	8	9	10
Functionality	1	2	3	4	5	6	7	8	9	10