Seneca

2023 Smart Cities Hackathon - Finalist

This badge is awarded to Smart City Hackathon Finalists who, in addition to achieving the goals of the Participant, will also have successfully developed the better solution for their selected challenge, met the judging criteria, and have been chosen by the judges as the finalist for the finale.

#Accomplishment #Achievement #Creativity #Problem-Solving #Recognition

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Seneca College of Applied Arts and Technology is a multiple-campus public college located in the Greater Toronto Area of Ontario, Canada. It offers full-time and part-time programs at the baccalaureate, diploma, certificate and graduate levels.

Criteria

The recipient of this badge has demonstrated the ability to:

- Identify the problem that needs to be solved. This involves researching and understanding the issues faced by various stakeholders, such as users, customers, employees, and other parties who are affected by the problem.
- Define the scope of the problem and prioritize the requirements that the solution must meet. This includes functional requirements (what the solution must do) and non-functional requirements (how the solution must perform).
- Develop a functional system that includes a user interface, data organization, logic, processes, behaviours, security, and privacy to bring their vision to life.
- Use various approaches, tools, and strategies to model the system's behaviour and structure.
- Produce a mock-up solution, a prototype system, or a proof of idea/technology to demonstrate their solution.
- Effectively communicate their innovation to stakeholders and the judging panel using appropriate communication strategies.
- Adhere to the professional and ethical requirements of the hackathon while working on their solution.

By providing evidence of the following:

- Create a short video (typically 5 minutes) that provides an overview of their project, explains the design choices they made, demonstrates how the solution works and shares any lessons learned during the hackathon (for virtual participants only).
- For in-person participants, they will be given a set amount of time (e.g. 5-10 minutes) to deliver their presentation to the judges or audience. During the presentation, participants will provide an overview of their project, including any goals they had for the project and how they approached designing and building their solution. They will demonstrate how their solution works, highlighting any key features or functionality.
- Use a version control system (such as GitHub) to manage and share all the artifacts and code they create during the hackathon. This makes it easier for others to review and evaluate their work.
- Provide live code, prototypes, mock-ups, or use case stories that showcase the key features of their solution. This helps the judges and other participants better understand the solution and its potential impact.
- Active participation in event social media and collaboration with event organizers and team members.

And by reflecting on the entire process through the following:

- Reflection Questions: Ask attendees to think about the hackathon skills they learned, how they can apply them in their present or future jobs, and how the experience has affected their personal and professional development.
- Peer Feedback: Encourage participants to give each other comments on their work. This technique encourages teamwork and allows participants to consider their career goals.
- Post-Hackathon Discussion: Lead a group discussion about the participants' learning experience, its relevance to their workplace goals, and any challenges they had. Participants would reflect on their learning and express their thoughts in this discussion.

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https://factory.cancred.ca/validator