

# Deloitte Hackathon-Lite Outline

This outline should be treated as a guide only.

If you have any questions, please contact send a message #questions on our Slack channel

## Overview

**Date: 12 June 2020**

**Time: 12 June 11:00am - 13 June 3:00pm (28 hours)**

**Delivery: Online**

**Hackathon Theme: TBA on the day!**

## Schedule

### June 12, Friday

11:00am	Hackathon Participants' Briefing & Setup time - Conducted via Zoom call
12:00pm	Hackathon's official start
1:00pm - 2:00pm	1st Mentoring Session - 4 mentors with 15 minutes allocated to each team
3:30pm - 5:05pm	2nd Mentoring Session - 5 mentors with 15 minutes allocated to each team

### June 13, Saturday

10:00am - 11:00am	3rd Mentoring Session - 3 mentors with 10 minutes allocated to each team
12:00pm	Hackathon Ends
12:15pm - 1:00pm	1st round judging
1:20pm - 2:30pm	Final round judging
2:45pm - 3:00pm	Prize Ceremony

## Mentoring

Session	Day & Time	Time Slots
1	June 12, 1:00pm - 2:00pm	15 minutes
2	June 12, 3:30pm - 5:05pm 5 minute break 4:30pm - 4:35pm	15 minutes
3	June 13, 10:00am - 11:00am	10 minutes
Non-compulsory mentoring sessions will be conducted over Zoom, facilitated by CSESoc. Signups are on a <b>first-come-first-served basis</b> and a team can sign up to multiple sessions. Participants can sign up to these sessions via Calendly.		
Sign up link (will open on the day): <a href="https://calendly.com/hackathon-mentoring">https://calendly.com/hackathon-mentoring</a>		
<p style="text-align: center;"><b>Mentor's Role</b></p> <ol style="list-style-type: none"> <li>1. Help teams brainstorm ideas and ways to implement their ideas</li> <li>2. Feedback for teams that are stuck</li> <li>3. Give advice on their areas of expertise</li> </ol>		

## Judging

Judging Process	
Round 1 <b>June 13, 12:15pm - 1:00pm</b>	<ul style="list-style-type: none"> <li>• 6 judges, with around 6 teams allocated to each judge</li> <li>• Each team will be submitting a <b>3-min video presentation</b> of their project by June 13, 12:00pm               <ul style="list-style-type: none"> <li>◦ This can be done in a style of the teams' choosing. (e.g Presentation slides, animation, etc.)</li> </ul> </li> <li>• Teams will be scored according to the judging criteria provided</li> <li>• Each judge will allocate 5 minutes to each video presentation in the interest of fairness and efficiency</li> <li>• The top scoring team from each group will proceed to the final round</li> </ul>
Finalists will be announced through the slack channel #announcements	
Round 2 ( <i>Final Round</i> ) <b>June 13, 1:20pm - 2:30pm</b>	<ul style="list-style-type: none"> <li>• 3 judges, 6 teams in the final round</li> <li>• Each team in the final round will be presenting live in a video conference call with the judges</li> <li>• Teams will be scored according to the judging criteria provided</li> <li>• Every judge from the previous round will be judging each team collectively</li> <li>• Each team will have 5 minutes to present their project with an additional 2 minutes for Q&amp;A</li> </ul>

## Judging Criteria

*Marks will be presented to judges from a scale of 1 - 5, we will then scale the mark up accordingly.*

Criteria	Mark out of 5
<b>Effectiveness (15)</b> How well does the project tackle the goal? Will it completely solve the goal, make significant strides to achieve the goal, address a smaller (but still important) part of the goal, or just scratch the surface of the goal?	
<b>Viability/Feasibility (10)</b> If the project were to be rolled-out in the real world, how viable would it actually be? Would it be feasible in terms of time, cost & scale? Or is it a bit too idealistic to be implemented realistically? Once correctly implemented, what is the projected value of this solution? Can you show it in terms of the potential hours saved, cost reduced or revenue generated?	
<b>Social Impact (10)</b> What kind of social or business value could this product deliver? How does this project make the world a little bit better, and to positively impact people's lives?	
<b>Originality (5)</b> Is the hack more than just another generic social/mobile/web/IoT solution? Does it do something entirely novel, or at least take a fresh approach to an old problem?	
<b>Presentation (5)</b> How effective was the presentation at conveying the team's approach to their chosen goal? Was it easy to understand the problem domain and how exactly the project has taken steps in tackling it?	