Team ARAG

Our team consisted of Niclas, Felix and two guys from Arag, which where usually doing data science there. We participated to gain the experience of design thinking in a real-life application. We understood the challenge as an opportunity to improve the perception of safety in germany. Our biggest challenge during the hackathon was too combine all of our different ideas. Actually this resulted in changing our whole concept several time and also 30 minutes before the main pitch. But in the end it was totally worth it!

Our winning idea was too create a map in which you could trust. That was due to two main factors, one being that you see safe spaces, like police stations, hospitals or restaurants. The second being that would know where your friends are in an emergency and that at all times you could see how many trustworthy people are around you. We made sure of that through a combination of algorithms and user reviews. As a result of that we could offer the opportunity for everyone to call their "Hero!" whenever they feel unsafe. So really we focused on safety through trust and people, because you always feel more safe in a group than alone. As i have said time was really short and we  would have liked to dig a lot deeper on the topic and define our core concepts a lot stronger.

We, Niclas and Felix, worked in a team together with two guys from ARAG, who normally focus on Data Science there. Our main motivation was to gain practical experience with Design Thinking in a real application and understanding the perception of security in Germany. One of our biggest challenges during the Hackathon was to combine all our multiple ideas. This resulted in changing our complete concept several times and even 30 minutes before the main pitch. However, it was absolutely worth it! Our winning idea was to create a map that you can rely on and that consists of two factors. On the one hand, you can identify safe areas such as police stations, hospitals or restaurants and on the other hand, in case of an emergency, you can locate friends or trustworthy people in the vicinity on the map. For this purpose, we used a combination of algorithms and user ratings to give everyone the possibility to call their own personal "hero" when feeling unsafe.

We literally focused on security by means of trust and people, since one always feels safer in a group than alone. As already mentioned, the time we had was quite limited, and we would have liked to dig much deeper and to define our core concepts much more profoundly.