**Welcome To HackAfricaAI Challenge**

“Challenge Accepted” -- A Brave Soul.

You should have been splitted into teams of three by now and your team should have decided to face only one challenge out of three. Your tasks are described below. Happy Hacking.

*Choose your path carefully and wisely -------->*

**Challenge 1 (Kaggle)**

This link would lead you to your challenge should you choose to accept.<https://www.kaggle.com/t/ac206b68cb9a412e8eac90cc1f39c65f>

**Challenge 2 (Data Story)**:

For this challenge we would like to focus on an important analysis we think any African IT entrepreneur should pay attention to. The market size of your IT product in Africa. Analysing this would be very relevant in helping you to really think about how relevant any product idea would be. It would also help you to understand the reach, capacity and limitation of your IT product. Your task should you choose to accept this challenge would be to estimate the African market size of a product that needs

1. internet (on any device),
2. internet (only on a mobile device),
3. USSD (only mobile and mobile network)

Estimate for:

* 2017?
* Predict the growth rate and market size by 2030?

**Given data**

Some useful datasets have been provided below. You’re allowed to augment them with other relevant ones. Just ensure you reference their sources during your presentation.

* Africa Population and User internet Statistics

<https://data.humdata.org/dataset/fb290751-bfd4-487a-92c2-7e1f56150602/resource/893b0297-90b8-4052-b7ad-7522dafaa646/download/africa-2018-population-and-internet-users-statistics.xlsx>

* Mobile Network Coverage

<https://tcdata360.worldbank.org/indicators/entrp.mob.cov?country=NGA&indicator=3403&viz=line_chart&years=2012,2016#>

* Population Projection Estimate

<https://datacatalog.worldbank.org/dataset/population-estimates-and-projections>

**Evaluation**

At the end of the Hackathon, each team would be required to prepare a presentation of their findings before judges through slides.

**This category will be judged on:**

* Creativity in using the data. ------ 20
* The ability to discover hidden patterns in the data ----- 30
* The ability to communicate the results -----------10

The final decision is left to the discretion of the judges.

**Prize**

Each member of the winning team goes home with a Google Home mini

**Challenge 3 (API for Developers):**

Presenting an interactive, beautiful and accurate source of information about African countries and cities is very important while telling our story. Your challenge if accepted is to build a web or mobile app for interacting with important information/statistics about African countries and cities. For example, an app can allow a user to be able to navigate from list of African countries to basic details about each country and list of urban areas to details about each urban area.

**Given APIs**

Some datasets apis are provided below. You can augment it with more. Just remember to reference them during presentation.

* Teleport API.<https://developers.teleport.org/api/reference/#/>
* World Population API <http://api.population.io/>

**Evaluation**

Each team would be allowed to present and demo their app at the end of the hackathon before the judges. (Deploying web app or putting an app on playstore is optional. Just ensure you have a computer or a mobile device to demo for the judges to see.).

This category will be judged on:

1. Creativity in the use of API --------------------- 30

* The ability to think out off the box

1. Interactiveness and usability of your APP -----------------------20

* How easy is it to use the app?
* Creativity of the UI design

1. Relevance of the implementation ------------------------- 10

* Does the implementation solve a problem? Is the problem relevant ?

The final decision is left to the discretion of the judges.

**Prize**

Each member of the winning team goes home with a Google Home mini