WELCOME To Hack J On The Beach!

The Hackathon

Our host company, Valo, in collaboration with Globalcode, are proud to present this hackathon, which will bring the worlds of Big Data and IoT together to hack the J on The Beach event.

ÁLVARO SANTAMARÍA
Data Scientist & Developer at Valo.
@DoFideas

YARA SENGER
Founder at The Developer's Conference.
@yarasenger

VINICIUS SENGER
IoT specialist at Globalcode.
@vsenger

The Goal

To learn and to apply new technologies
to apply to J On The Beach better,
as well as your own carrier
and also to any other solution you may find in the
future to improve the world in any way.

The Agenda

Lot's of things to learn **and** experiences **to live.**
Come together**!**

10:30 - 11:00	**Breakfast**
11:00 - 13:00	Valo Workshop, Alvaro Santamaría
13:00 - 13:30	Data Visualization and ingestion with Twitter and Philips Hue
13:30 - 14:30	**Lunch time**
14:30 - 15:45	Arduino, IoT Surfboard, Node-RED & MQTT, Vinicius Senger
15:45 - 16:30	Data Visualization with HTML and JavaScript, Danilo Rossi
16:30 - 17:00	**Coffee-break**
17:00 - 18:00	Brainstorm, project ideation and team building
18:00 - 19:00	Voice assistant Demos and discussion

@JOTB17

#JOTB17

18, May	Hack J On The Beach	
8:00 - 9:00	**Registration**	
9:00 - 10:10	Keynote Evolving Quantum Computers	
10:30 - 11:00	**Breakfast**	
11:00 - 13:30	Hacking time	
13:30 - 14:30	**Lunch time**	
14:30 - 16:45	Hacking time	
16:20 - 16:40	**Coffee-break**	
16:40 - 17:40	Hacking time	
17:40 - 18:30	Keynote Dynamic data visualization	Hacking time
18:30 - 21:00	**Beer and Pizza time**	Hacking time

19, May	Hack J On The Beach
8:00 - 9:00	**Registration**
9:00 - 10:10	Hacking time
10:30 - 11:00	**Breakfast**
11:00 - 13:30	Presentation rehearsal with each team
13:30 - 14:30	**Lunch time**
14:30 - 16:45	Presentation of the hackathon projects
16:20 - 16:40	**Coffee-break**
16:40 - 18:30	You can go to the talks
18:30 - 19:00	Hackathon Awards
19:00 - 00:00	**Party Sponsored by JElastic**

The Rules

to learn
to be collaborative
to be creative
to share

and of course, to have FUN!

Formal Rules

- All the code should be published with MIT License
- Describe your project and the team in the readme file in the github inside the teams folders.
- Every team should present the project on Friday
- If you are not participating Thursday and Friday please make clear you are not coming next days
- You can attend the keynotes Thursday and talks Friday afternoon as organizers, it means we should let the JOTB attendees sit first.
- Teams should be around 4 people and max 6

Criteria

- Innovation / business / social impact
- Relevance of Internet of Things
- Relevance of Real Time Analytics
- Working prototype / technical specification
- Presentation

Jury

- Santiago Ortiz
- Antony Perkov
- Luis Sanchez
- Manthan Dave
- Carmel Hassam

Introduce yourself

- Don't be shy
- Tell more about your tech skills
- Tell us where did you come from
- What are your expectations at this Hackathon
- Let us know if you have participated on other Hackathons

Brainstorm, ideation and team building

The Goal

Discuss how everything you have learned today
can be applied to hack J On The Beach
and create teams based on the ideas that are more
interesting for each of you

What could be different at JOTB?

- Registration and check in
- Lunch, coffee-breaks and party
- Sponsors exhibition
- Feedback
- Networking with other participants

Part 1:

- There are 3 mentors in 3 tables
- Pick a sit in one of those tables for the first discussion round that takes 5 minutes
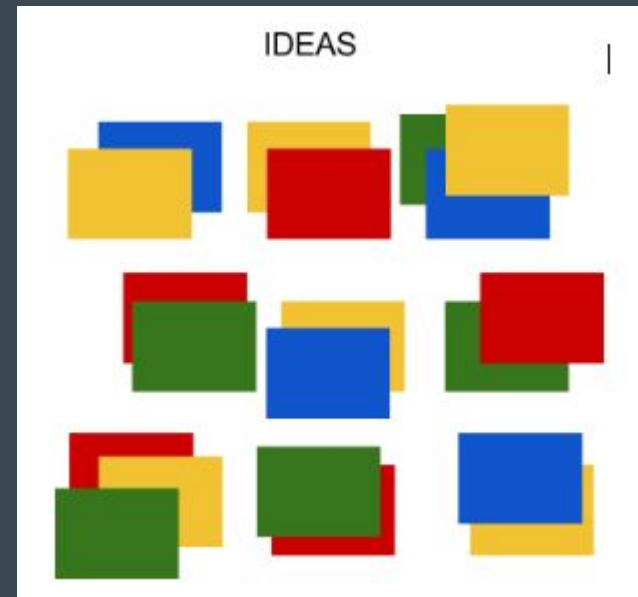- One person should write down the ideas
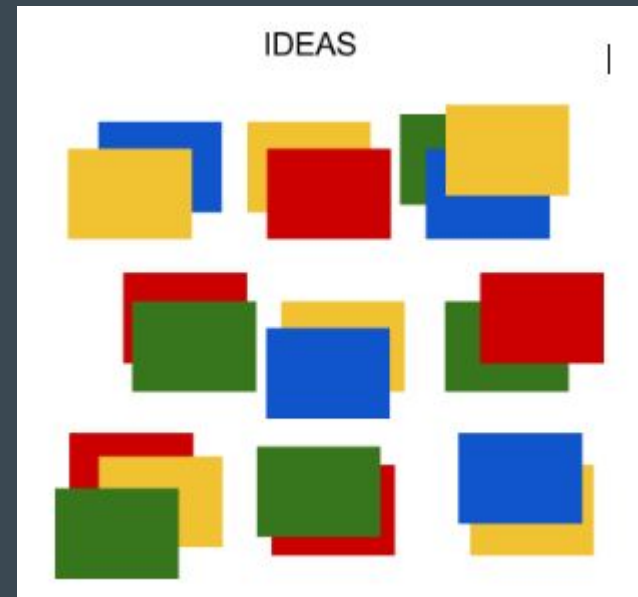
About brainstorming

- Never criticize ideas immediately
- Ideas are no ones property
- No idea is kept from the group, brainstorm is about quantity
- Be brief formulating short and accurate ideas
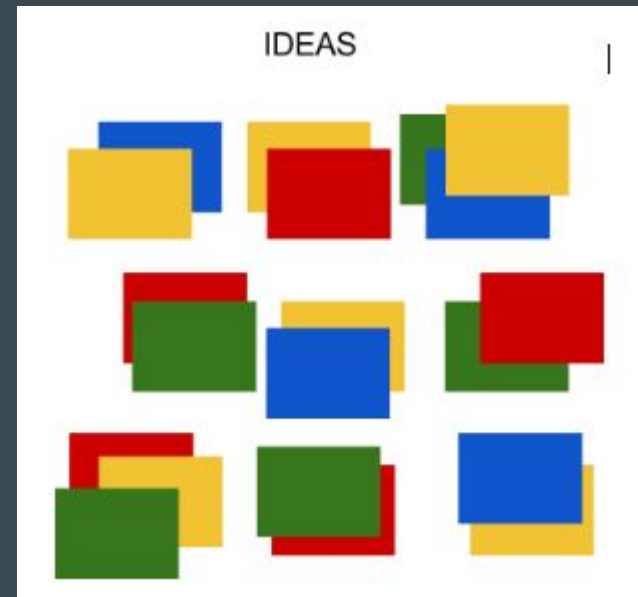- Absorb the ideas of others

Part 2:

- Sit in another table avoiding to keep exactly the same group and repeat the process.

Part 3:

- Sit in another table avoiding to keep exactly the same group and repeat the process.

Part 4:

- Mentors are going to organize the board and try to group the related ideas.
- Mentors are going to select the ideas that they like more as a suggestion only.

Ideas

Idea 1

Idea 2

Idea 3

...

Idea 10

Part 5:

Participants add their votes on the ideas they like more, using posits according their background.

Participants can change votes until teams reach the minimum size

ON THE BEACH

Thank you!

See you soon!

Presentations of J On The Beach Hackathon Projects

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Thanks to

- Luis Sanchez
- Alvaro Santamaría
- Danilo Rossi
- Zurisadai Pabón
- Andrés Ramírez
- Andras Keskces
- Ana Arjona
- and all the Valo the team!

Jury

- Santiago Ortiz
- Antony Perkov
- Luis Sanchez
- Manthan Dave
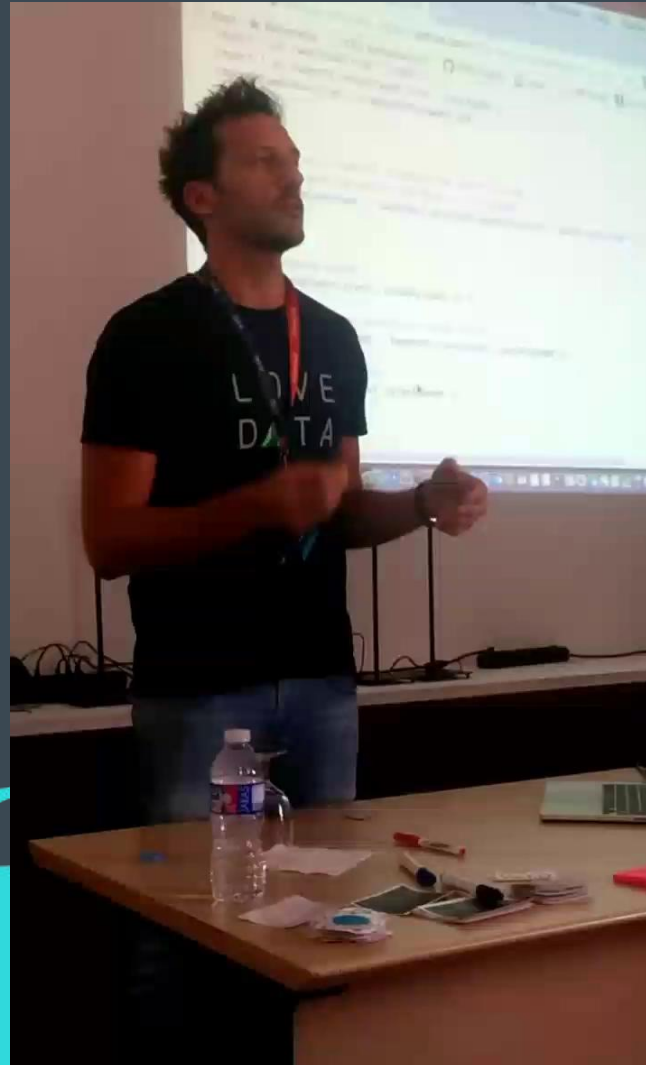- Carmel Hassam

Preparation

Valo Workshop

IoT Workshop

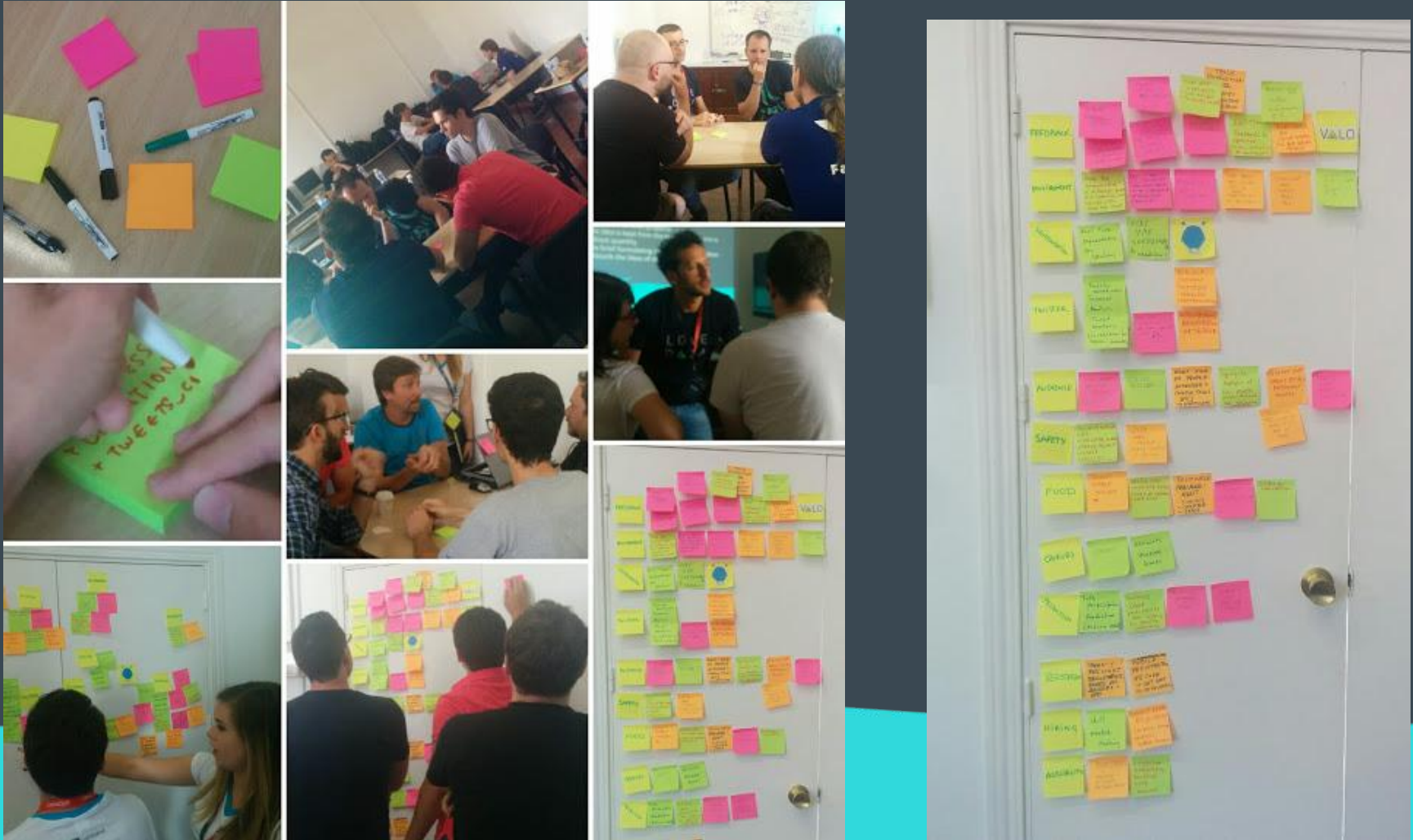# Visualization Workshop in Italian

Self introduction

Brainstorm

Teams

Let's keep in touch

YARA SENGER
Founder at The
Developer's
Conference.
@yarasenger

VINICIUS SENGER
IoT specialist at
Globalcode.
@vsenger

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