

5 YEARS OF @CHARLOTTEHACKS

WE ARE BACK

WHO MADE IT POSSIBLE









































WHAT BROUGHT US ALL HERE TONIGHT

COMMUNITY | COMMUNITY | COMMUNITY

logistics

getting dialed in

- SPECTRUM GUEST WIFI: DISCOVERYPLACEGUEST
- PASSWORD: no password
- SERVER AND DATA ACCESS WILL BE GIVEN BY TECH COMMAND CENTER. YOU WILL BE GIVEN ONE ID PER TEAM.

#HACKATHONCLT







agenda

Friday March 24, 2017

5pm – Registration

7:30pm – Opening remarks & business problem introduction

8:30pm – Release the hackers | Data & Tech Help Desks open in the Command Center

11pm – Liquid Nitrogen Slushies

12am – Midnight snack

agenda

Saturday March 25, 2017

2am – Oculus VR+ tips & tricks

6am – Breakfast & morning announcements

7am – Shortlisting begins (Windows on Tryon room) I Checkout begins

9am – Museum opens I Booths open I Shortlisting round ends

10am - Mimematics performance in the amphitheater

11am – Checkout stops

12pm – Lunch in amphitheater I Final Presentations begin (10 teams) I Sponsor booth breakdown

2pm – Awards ceremony

if you haven't noticed

- **NEW LOCATION** In case you've missed it, for those of you coming from UNCC, you're not on campus anymore...
- THOSE BOOTHS THO be sure to check out the unconventional, maker-style sponsor booths tonight & tomorrow morning between 9 noon.
- ENTERTAINMENT/ MIMEMATICS
 - giant jenga
 - yard games
 - mimematics
 - hack & hunt
 - wine + nitrogen

THINGS TO REMEMBER & DO

- VOLUNTEERS
- PARTICIPANTS
- EGRESS
- HERE ALL NIGHT to compete, we are here. The. Whole. Time. (but don't worry, we're here right with you)
- CHECK OUT
- **TEAM OR NO TEAM** reminder that these are teams of up to 3 and no more. AND IF YOU ARE EXCEPTIONALLY GOOD OR EXCEPTIONALLY GREEDY A TEAM OF ONE WORKS

rules of engagement

- nothing illegal
- respect copyright
- keep it clean
- terms & conditions
- all work must be on site
- organizers reserve the right...

the problem

introducing this year's event beneficiary – Big Brothers Big Sisters



Big Brothers Big Sisters

IMPACT OF MENTORING

FOR MORE THAN 100 YEARS NATIONALLY AND 45 YEARS LOCALLY, BIG BROTHERS BIG SISTERS HAS OPERATED UNDER THE BELIEF THAT INHERENT IN EVERY CHILD IS THE ABILITY TO SUCCEED AND THRIVE IN LIFE.

OUR ONE-TO-ONE MENTORING MODEL IS CLASSIFIED AS A TOP INTERVENTION AND PREVENTION PROGRAM FOR CHILDREN. IT INVOLVES RECRUITING, SCREENING, INTERVIEWING, TRAINING, MATCHING, SUPPORTING AND EVALUATING.



HACK

Matching BIGS & LITTLES with a focus on PREDICTING SUCCESS & ensuring CHILD SAFETY & INCREASING RETENTION

CODE

CREATE AN APP to make the process of SIGNING UP MENTORS EASIER

(help with matches + social validation)

FREESTYLE

RECOMMEND 'OUT-OF-THE-WORLD' SOLUTIONS TO CURRENT BBBS CHALLENGES

(recruiting BIG's, matching them to Littles, reference check BIG's, retention rates etc. - what ideas do you have to recommend)

the data

Data - overview

- 1. A data dictionary and other notes are pinned in the data slack channel
- 2. TREK output is available at https://hack01.datachambers.com:5601/login
- 3. Primary data sources
 - Match details (bsv/parquet)
 - Application interviews (doc/docx)
 - Youth outcome surveys (bsv/parquet)

4. Join keys

- ChildPartKey little's numerical id
- VolPartKey big's numerical id
- MatchNum little-big pair's numerical id
- InterviewNum numerical id for the interviews associates with a match

5. Timeline

- New data: 1/2015 2/2017
- Old data: 1/2009 12/2014

Data - context

1. Onboarding Process

- Application to BBBS
- Interview with a MSS
- Match littles to their bigs
- Little takes baseline YOS

2. YOS = youth outcome survey

- The first YOS completed sets the baseline scores for that little
- A little will complete their first YOS when they are first matched or at age 9, whichever is later
- A little will complete addition YOS when about once a year after they've been matched and when the match is closed
- Not all matches have a YOS on file

3. Successful matches

- A successful community based match is one that lasts at least a year
- A successful site-based match is one that lasts at least a year or the full length of time for the site (full school year, etc.)

4. RTBM = ready to be matched

Data - files

```
/home/shared/bbbs/
- general_data_dictionary.bsv
  interviews
  match_details_data_dictionary.bsv
  matches
      active
        - match_details_new.bsv
          youth_outcome_reports_new.bsv
      all
         child_volunteer_keys.bsv
          match_details_new.bsv
        - match_details_old.bsv
       — youth_outcome_reports_new.bsv
       youth_outcome_reports_old.bsv
      unsuccessful
       — match_details_new.bsv
        - match_details_old.bsv
         youth_outcome_reports_new.bsv
  question_ids.bsv
  unmatched
  rtbm_reports_new.bsv
  yos_data_dictionary.bsv
```

tech

hardware stack

- 5 node hadoop cluster (hat tip DataChambers)
- Node specs:
 - 32 cores
 - 128GB RAM
 - 6TB storage



stack

- anything that can compile to a .jar (like java, scala, etc.)
- JDBC connection available through Hive
- Python, via pyspark and Anaconda
- Apache Spark

logistics

SLACK access

• DO NOT LEAVE WITH ANY DATA

• YES, WE ARE SPOT CHECKING

Tresata Data GUIDE

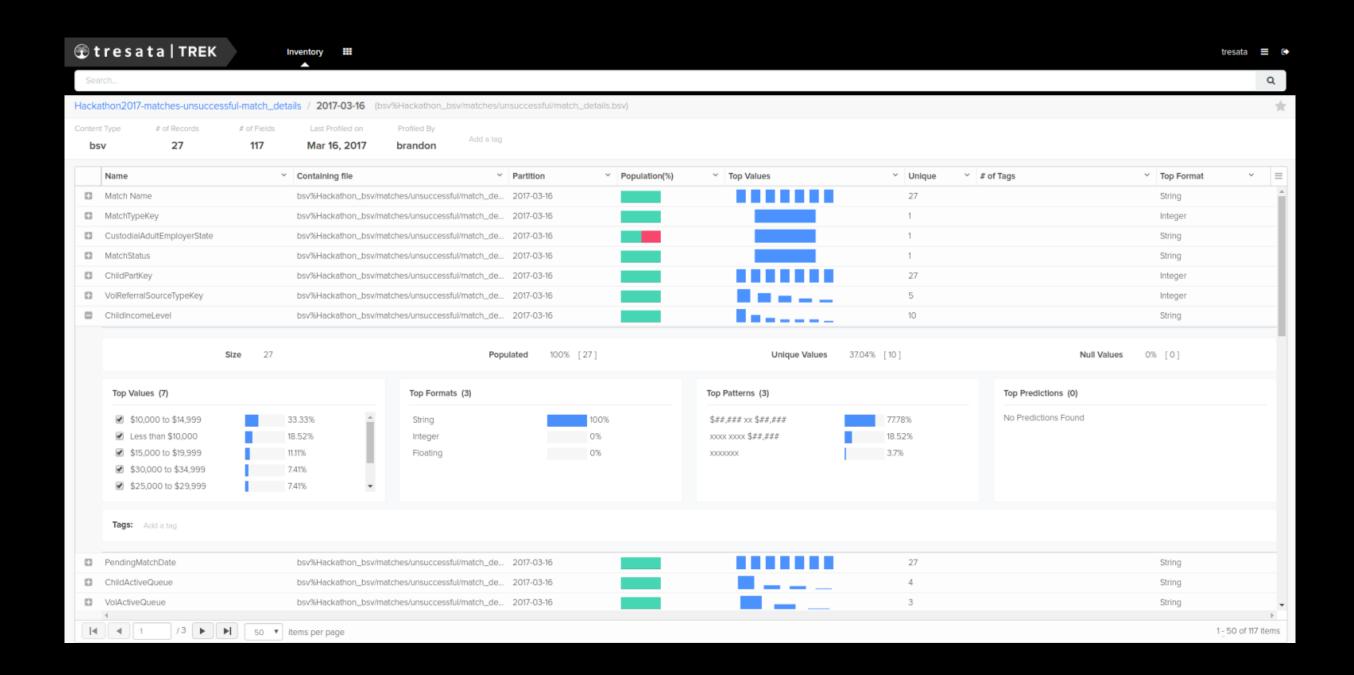
- In keeping with our promise, this year we give you access to yet another **awesome kickass**Tresata software
- Tresata's Record Exploration Kit (TREK) has automatically built a data dictionary
- This is completely **interactive**
- Allows for quick, deep data inventory management
- Located here https://hack01.datachambers.com:5601/login

• HINT:

when you are stuck...deep in data muck...

may this be your periscope...and make your code dope

Tresata TREK



judging

a few hints before you get started

- understanding of the data (it is complex)
- scale trumps complexity in algo
- Ability to tease out sophisticated insights
- Merge data we haven't given you
- Bottlenecks in the process
- PATTERNS (ANY pattern checks, herringbone, tie'dye)
- Simple yet powerful algorithms

how you will share results

- format your call
- time 5 minute presentations for shortlisted teams
- Creativity (yours), predictability (machines), scalability (your code) are all important
- judges will be revealed soon... they are tough, but they are awesome

process

2 parts:

1. Shortlisting - starts @ 7am tomorrow

Sign up for appointments via google spreadsheet, link will be on Slack

<u>Panel</u>: Pete Murphy, Kevin Ledford, Mike Keating, Tim Reagan, Dr. Dulin, Koert Kuipers, Abhishek Mehta, Chase Cabanillas, Jayesh Mori, Richard Morris

2. Final Presentations – start @ 12pm

10 Teams – 3 Teams for each category (HACK, CODE, freeSTYLE) + 1 wildcard

final judges panel









Dr. Tim Chartier, Davidson

Donna Dunlap , BBBS

Keva Walton, Charlotte Chamber

Abhishek Mehta, tresata

the prizes

upping the ante for year 5

\$10,000 HACK PRIZE

\$5,000 CODE PRIZE

\$2,000 freeSTYLE PRIZE

Also new this year...

community prize

ARE YOU READY FOR THIS

If you haven't registered yet...

Make your way to the tech help desk (1st floor through the café) to:

- 1. Get registered
- 2. Input your team details
- 3. Get user access to the VPN (one per team)
- 4. Get your hackathon t-shirt

questions?

www.hackathonclt.slack.com

#GOHACKCLT

@charlottehacks | #HACKATHONCLT http://www.github.com/tresata/hackathon2017