



BIGRED//HACKS

SCHEDULE

friday, 9/16

4:30 - 6:30 pm	Participant registration	call auditorium
6:30 pm	Opening ceremony	call auditorium
8:00 pm	Hacking begins	physical sciences building (PSB)
	Team Finding Meet-and-Greet	clark 274
9:00 pm	Dinner - Papa Johns	
9:40 pm - 12:00 am	Extended API Demos	PSB 120
9:40 pm	Capital One	
10:00 pm	Microsoft	
10:20 pm	Bloomberg	
10:40 pm	Wayfair	
11:00 pm	Oracle	
11:20 pm	Mathworks	

saturday, 9/17

12:00 am	Night Snack - Insomnia Cookies	
12:00 am	Using Arduino with Cornell Make	clark 247
8:00 am	Breakfast - Ithaca Bakery	
11:00 am	Microsoft Tech Talk	PSB 120
12:00 pm	Lunch- Rogan's subs	
1:00 pm	Capital One Tech Talk	PSB 120
2:00 pm	Cornell Hacking Club Workshop	PSB 120
3:00 pm	CTF with MLH	clack 294
4:00 pm	WICC Ice Cream Social	PSB Patio
5:30 pm	Shirt Giveaway	
7:00 pm	Dinner- Moes	
8:30 pm	Trivia with ISSA	PSB 120
9:00 pm	Working with Priceline Q & A	
10:00 pm	Cup Stacking with MLH	goldie's

sunday, 9/18

1:00 am	Night Snack - Caffeine Brownies (sponsored by ACSU)	
7:00 am	Breakfast - Ithaca Bakery	
8:00 am	Hacking Officially Ends	
9:00 - 11:00 am	Project Expo	PSB
12:00 - 2:00 pm	Closing Ceremony	call auditorium
3:30 pm	Buses Depart	

[Physical Sciences Building Map]



→ Entrance

■ Doors

■ ZONE 1 sponsors & mentor location

■ ZONE 2

■ ZONE 3

■ ZONE 4

■ ZONE 5

■ ZONE 6

■ ZONE 7

■ ZONE 8

■ A access to Baker G02 & G08

■ B,C restroom; stairs to access the resting rooms on floor 7

■ D Clark 247 (access by stair C)



[rules]

1. All work on the project must be done between the hours of 8:00pm on Friday, Sept 16 and 8:00am on Sunday, Sept 18. Work should be done in the Physical Sciences Building only.
2. Any outside resources used in the project must be used under permission of their license and should be equally and fairly obtainable by all hackathon participants.
3. Projects may not contain or promote any content that is illegal, infringes copyright, or demeans any other person or group.
4. Decisions made by judges for prizes are final and may not be contested.
5. Participants must follow all instructions made by a hackathon staff member of volunteer, or a staff member of Cornell University.
6. Teams can have a maximum of 4 people.
7. Do not use your own extension cords or surge protectors - these are a fire hazard with our current setup. Be conscientious of your outlet use.
8. Please be respectful of other participants and their belongings. If you are spotted being harmful to other participants, you will be evicted from the building.
9. Please be respectful of the space. Do not damage school property!

[hardware]

This year, BigRed//Hacks is offering its own hardware alongside MLH. Check out amazing devices from Microsoft as well as various boards and microcontrollers provided by Cornell Cup, Cornell Make, and Cornell Makers' Club!

[wifi]

Log in to RedRover for internet access (no password required!)



Grant Son

CEO + Founder of Greater Good Ventures
Lecturer at the Columbia Business School
Venture Consultant for Cornell University

Grant Son is CEO of Greater Good Ventures, providing venture services to startups and large corporations. Grant grew a previous startup into a top 10 sports website which was acquired by ESPN. His 30 years of professional experience includes the NFL, Sports Illustrated and CBS. Grant graduated from the University of Pennsylvania and earned his MBA from Columbia Business School. Grant is on the faculty of Columbia Business School and Columbia University where he teaches both Sports Marketing and Entrepreneurship. He has recently served as Entrepreneur in Residence and mentor at Wharton, Columbia, USC, and John's Hopkins and serves as Venture Consultant to Cornell University.



Carla Gomes

Carla Gomes is a Professor of Computer Science at Cornell University, with joint appointments in the Dept. of Computer Science, Dept. of Information Science, and the Dyson School of Applied Economics and Management. Gomes obtained a Ph.D. in computer science in the area of artificial intelligence and operations research from the University of Edinburgh. She also holds an M.Sc. in applied mathematics from the University of Lisbon. Gomes's central research themes are the integration of concepts from constraint and logical reasoning, mathematical programming, and machine learning, for large scale combinatorial problems; the study of the impact of structure on problem hardness; and the use of randomization techniques to improve the performance of search methods. More recently, Gomes has become deeply immersed in research in the new field of Computational Sustainability, which she coined. In 2007 Gomes received a \$10 M Expeditions-in-Computing grant from the National Science Foundation (NSF), to establish the Institute for Computational Sustainability. Gomes and collaborators have successfully pioneered and nucleated the new field of Computational Sustainability, at the national and international level. In 2016 Gomes received another \$10 M NSF Expeditions-in-Computing grant to establish a large-scale national and international research network called CompSustNet, to further expand the field and Computational Sustainability. Gomes is a Fellow of the Association for the Advancement of Artificial Intelligence (AAAI) and a Fellow of American Association for the Advancement of Science.



[mentorship]

Stuck on something? Want an expert to help you out? With the email you used to sign up for the hackathon, fill out the mentor request form on bigredhacks.com/live! On mobile apps, you can also access the mentor request form. Our mentors will look at your request, and someone will come over to help you as soon as possible.

[media]

Make sure you follow us on social media, as we will be posting updates all weekend!

Facebook: <https://www.facebook.com/bigredhacks>

Twitter: <https://twitter.com/BigRedHacks>

Instagram: <https://www.instagram.com/bigredhacks/>

Check out our live site, or download our iOS and Android apps, for information and announcements throughout the weekend: <https://bigredhacks.com/live>

Our Sponsor prizes will be listed on HackerEarth here:
<https://bigredhacks2016.hackerearth.com>

[judging criteria]

Creativity: Is the idea original and unique, or just a copy of something that already exists?

Technical Difficulty: How difficult was the project to build? Of the technologies used, were they used well?

Aesthetics: Does the project look put together and complete? How is the user experience?

Potential: Could you see this project being used in the future beyond the hackathon, or is it just a one-time deal?

Demonstration: How well did the team demonstrate their project?