

A photograph of a person's hands holding a tablet. The screen shows a video feed of a room where several people are gathered around a table, possibly working on a project. The background is dark, suggesting a low-light environment like a basement or a night event.

#UNIHACK2015

**UNI  
HACK  
2015**

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**ACKNOWLEDGEMENT OF COUNTRY**

We acknowledge and pay respects to the Traditional Owners and Elders – both past and present – of the lands and waters on which UNIHACK is being held.

**UNIHACK 2015 ORGANISING COMMITTEE**

Terence Huynh  
Matthew Rossi  
Martin Dulics  
Esther Lim (until July)  
Jake Krelle (from July)

**WIRED MONASH EXECUTIVE 2015**

Martin Dulics, President  
Hugo Muller-Downing, Vice President  
Terence Huynh, Secretary  
Merlin Okle, Treasurer  
Josh Gatt  
Jake Krelle  
Thomas Millman

# About WIRED Monash

Established in 2010, WIRED Monash is the principal IT student society at Monash University Clayton Campus.

With over 400 members, our club represents the interests of students studying an IT degree at Monash or those who share a curiosity for all things digital.

We aim to provide a relaxed and social environment for students who are interested in IT, where they can meet other like-minded students; share opinions on the latest tech; and collaborate on personal projects, competitions and hackathons.

We also provide support to the Faculty of Information Technology and Monash University as a whole – for example, promoting and providing volunteers to key events.

In addition, we provide a bridge between students and the IT industry. We do this by providing many networking opportunities, such as the Tech Industry Night (with SMEE and MECC) and sponsored barbeques on campus. We also promote any opportunities to further enhance their career prospects through tech talks, workshops, and internship opportunities.

WIRED Monash is a registered club with Monash Clubs and Societies. The President for 2014–15 is Martin Dulics.

[wired.org.au](http://wired.org.au)  
[facebook.com/WiredMonash](https://facebook.com/WiredMonash)  
[twitter.com/WiredMonash](https://twitter.com/WiredMonash)



# Participant Information

## Basic Rules

1. Teams can have up to four people. Each member of a team must be a student studying at an undergraduate, honour, or postgraduate course at an accredited university; or studying at a recognised TAFE. You cannot have any remote participants.
2. Teams have 24 hours to build a working prototype of your project. There are no restrictions on what form it should take, programming languages or devices. You must build your project during the allocated time and at the venue.
3. Your code repository must be publicly accessible. You are free to use whatever code repository service you want (e.g. GitHub or BitBucket).
4. Teams must not work on existing projects during the event or do any development work before the competition. You are free to conduct research and generate ideas before the competition.
5. You may use legally licensed material and tools that are freely available to the public. Some examples include: public domain images, Creative Commons music, open source libraries, and existing APIs and platforms.
6. You agree to follow the Code of Conduct and not act in an inappropriate manner. A copy the Code of Conduct is included at the end of this book.

Failure to comply with the Basic Rules can see you removed from the competition and/or expelled from the venue.

## Arrival

All participants should aim to arrive between **12:00pm and 12:30pm on Saturday August 15**. This allows us to get you registered and collect some cool swag from our sponsors. There will also be a mini Careers Fair with some of our key sponsors.

## Leaving the Venue

Unless given permission to do so by the organisers, you are not allowed to leave the venue. You are free to walk around Stewart Street to stretch your legs if required, however. Exceptions to this rule are:

- Leaving the venue to smoke (see “Smoking and Alcohol”)
- Leaving the venue to sleep at home (see “Sleeping/Showering at Home”)
- Family and medical emergencies
- Quitting the competition early

## Desks and Rooms

Please listen to the volunteers and organisers on what desks and rooms are available to participants on the day. Some desks belong to permanent residents of Inspire9 and are off limits to all participants.

## **Smoking and Alcohol**

The event and the venue has a no smoking policy. This applies to cigarettes, pipes, cigars, electronics cigarettes and vaporisers, and any method of consuming tobacco. If you need to smoke, please notify one of the volunteers that you are leaving the venue temporarily.

The event is a non-alcoholic event. Any alcoholic drinks will be confiscated by volunteers and/or the organisers. You will also be refused entry and/or asked to leave the venue if you are under the influence of alcohol.

## **BYO Food and Drink**

You are free to bring your own food and drink to the event (e.g. Red Bull or Mother energy drinks). We ask that you do not bring strong-smelling or pungent food to the venue. Please also ensure that any containers that you bring are clearly labelled with your name.

## **Showers and Toilets**

There are toilets and showers at the venue. If you need directions, feel free to approach a volunteer and they will be able to help you out. Because of the limited number of showers, please ensure you take a quick shower so that people who want to use it after you can.

## **Sleeping at the Venue**

If you plan to sleep at the venue, please provide your sleeping bag, pillow and other sleeping equipment. Please try to keep a clear path to the kitchen and toilets so people don't have to walk over you. The organisers will try and find some quiet areas where people can sleep.

We ask that competitors that plan to work late at night to refrain from making any loud noises between 1am and 6am.

## **Sleeping/Showering at Home**

If you prefer to take a shower at home or sleep on a bed, then you will be given the option to leave for the night between **9:00pm and 11:00pm on Saturday August 15**.

Please be aware that once you leave the premises for the night, you cannot work on any part of your project from home or hotel. You must also return to the venue between 6:00am and 9:00am on Sunday morning.

## **Social Media and Photography**

We strongly encourage everyone to post messages and images on social media during UNIHACK 2015. We ask that you use the hashtag #UNIHACK2015. Please respect people's wishes if they do not wish to be photographed.

# Submission & Judging

This year, we require you to post your submission on DevPost. All you need to do is visit [unihack2015.devpost.com](http://unihack2015.devpost.com) and create an account. Once you have done that, click on the “Enter a Submission” button and create a new project. You can edit the submission at any time. Once you are ready to submit, click the “Submit for Review” at the bottom of the page.

You must submit your project by **2:15pm on Sunday August 16**. If you do not submit your project by this time, then it will not be considered for judging.

In addition to the details about your project and how you built it, you must provide the following:

- **A video demo**

You must upload a screencast or product demonstration of your application or prototype to YouTube or Vimeo. It must be a no-frills and silent/muted video that demonstrates your application. We will not accept videos of PowerPoint slides. We want to see your prototype in action.

- **List all third-party material**

If you have any legally licensed material or tools that are freely available (as per Rule 5 in the Basic Rules), we would like you to list them in your submission. For example, if you used Bootstrap or any APIs (e.g. Braintree).

- **A link to your repository**

We require you to provide us with a link to your repository for judging of certain prizes. Remember, your repository must be public.

If you have created a web app, you are free to submit a link to a live working copy of your project with your submission. However, this is optional and not required.

## Presentation Day

Because of the number of teams, the organisers have decided to introduce an expo instead of having each team present their idea on stage. Each team will be allocated a table in the room to showcase their project to the judges and members of the public. You are also free to look other teams’ projects during this time.

Please be aware that some judges are awarding. We will ensure that the seven Major Prize judges see all teams before they decide on the winner.

# Major Prize

Do you have what it takes to become this year's champion?

## What are we looking for?

We're looking for an idea that best satisfies the judging criteria:

### 1. *Originality*

Is the hack more than just another generic social/mobile/local app? Does it do something entirely novel, or at least take a fresh approach to an old problem?

### 2. *Technical Difficulty*

Is the hack technically interesting or difficult? Is it just some lipstick on an API, or were there any technical challenges to surmount when building it?

### 3. *Polish and Design*

Is the hack usable in its current state? Is the user experience smooth? Does it work as the creators say? Is it well designed?

### 4. *Usefulness*

Is the hack practical? Is it something people would actually use? Does it fulfil a real need? Does it fulfil a real need people have?

## What do you get if you win?

The winner of the **Major Prize**, as decided by our judging panel, will receive:

- \$3000 in cash
- Every member of your team gets a Sphero 2.0 (worth AU\$199.99 each)
- Seats at PwC's prestigious Technology Academy, a development program that develops your technical, commercial and employability skills.

We will also be giving second and third place teams a small prize in recognition of their achievement. Second place will receive \$1000, while third place gets \$500.

## Will there be any other prizes on offer?

There will be other prizes available during the event – including, but not limited to, Best Design and Most Creative Idea. The winners of those prizes will also be announced at the end of the night.

Please be aware that UNIHACK is not responsible for any sponsored prizes. These prizes have their own judges and judging criteria.

For more information about the prizes and their judging criteria, please visit our website [unihack.net](http://unihack.net).

# Sponsors & Partners

We like to thank all of our sponsors and partners as without their support, UNIHACK 2015 would not have been possible.



**PwC Australia**  
Platinum Sponsor

PwC Australia helps organisations and individuals create the value they're looking for. We are a member firm of the PwC network, made up of 161,718 people who are committed to delivering quality in assurance, advisory, tax & legal, and private clients services.

PwC is one of Australia's leading professional services firms, bringing the power of our global network of firms to help Australian businesses, not-for-profit organisations and governments assess their performance and improve the way they work. Having grown from a one-man Melbourne accountancy practice in 1874 to the worldwide merger of Price Waterhouse and Coopers & Lybrand in 1998, PwC Australia now employs more than 6,000 people.

Our people are energetic and inspirational and come from a diverse range of academic backgrounds. We value outcomes; we strive to achieve and to help others to do the same by trusting each other and teaming together. We aren't scared to try new things that deliver value for society, our clients and our firm. We keep it real. We are honest. We embrace differences. We value all opportunities to learn and grow.

[pwc.com.au/careers/](http://pwc.com.au/careers/)



**Monash University Faculty of IT**  
University Partner



**Inspire9**  
Venue Host



## Australian Computer Society

Gold Sponsor

The Australian Computer Society is the professional association for Australia's Information and Communication Technology (ICT) sector.

In everything we do, our goal is to help our members be the best they can be. We're passionate about recognising professionalism, developing ICT skills and building a community with a true sense of belonging.

Our members are committed to the pursuit of excellence and the highest standards of professional conduct. We strive for ICT to be recognised as a driver of innovation in our society, relevant across all sectors.

Our goal is to help our members be the best they can be.

[acs.org.au](http://acs.org.au)



## DiUS

Gold Sponsor

We are an Australian-owned technology services company, comprised of over 100 talented professionals across Sydney and Melbourne. We are dedicated to helping companies grow and innovate through emerging technology and its business application.

A one-stop-shop for digital product development, our teams are made up of User Experience and Visual Designers, Business Analysts, Data Spelunkers as well as Software, Embedded and DevOps Engineers.

At DiUS, we pride ourselves on being able to work with you to start small, test new markets, cut through the noise and get an idea out to the market quickly. We are known for being easy to work with, collaborative, pragmatic and most importantly, delivering value and outcomes for the organisations that we partner with. Additionally, we believe in uplifting the teams that we work alongside, to leave behind an enduring capability.

[dius.com.au/careers](http://dius.com.au/careers)



**Commonwealth**Bank

## Commonwealth Bank

Gold Sponsor

The Commonwealth Bank is Australia's leading technology bank with a vision to excel at securing and enhancing the financial wellbeing of people, businesses and communities.

Within CommBank, Enterprise Services provides the technology and banking operations services used across the Group. As a team, they are responsible for the world-leading application of technology and operations across every aspect of CommBank; from innovative product platforms for our customers, to essential tools within our business.

[commbank.com.au/personal.html](http://commbank.com.au/personal.html)



## IMC Pacific

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IMC is one of the world's leading proprietary trading firms, trading on the biggest exchanges in the world. Founded in 1989 by two Dutch traders, IMC today employs over 400 people in Amsterdam, New York, Chicago, Sydney, Zug, Hong Kong and Shanghai. We're primarily active in algorithmic arbitrage and market-making on listed exchanges across the globe.

Technology has transformed the old method of floor trading that you've seen in the movies to a process where traders are 'plugged in' to exchanges. We're leading this transition. Our trading strategy involves using sophisticated algorithms, which are created and coded by us, to buy and sell a security at different prices. It creates a unique environment where traders and developers work as one team to apply technology in new and innovative ways.

Building automated trading systems requires our software developers to work closely with traders at the front-end of our business. Our software needs to embrace cutting-edge technologies and advanced algorithms to compete with the best in the world, and each decision can have a huge impact on our trading success. We invest in any developer who joins us so they become experts in our technologies and our trading and analysis methods, and help us maintain our competitive edge.

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Silver Sponsors



Bronze Sponsors



# Code of Conduct

All attendees, sponsors, partners, volunteers and staff at our hackathon are required to agree with the following code of conduct. Organisers will enforce this code throughout the event. We are expecting cooperation from all participants to help ensure a safe environment for everybody.

Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

Photography is encouraged, but other participants must be given a reasonable chance to opt out from being photographed. If they object to the taking of their photograph, comply with their request. It is inappropriate to take photographs in contexts where people have a reasonable expectation of privacy (in bathrooms or where participants are sleeping).

Participants asked to stop any harassing behaviour are expected to comply immediately.

As this is a hackathon we like to explicitly note that the hacks created at our hackathon are equally subject to the anti-harassment policy.

Sponsors and partners are also subject to the anti-harassment policy. In particular, sponsors should not use sexualised images, activities, or other material. Sponsor representatives (including volunteers) should not use sexualised clothing/uniforms/costumes, or otherwise create a sexualised environment.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of hackathon staff immediately.

Hackathon staff will be happy to help participants contact any local security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the hackathon. We value your attendance.

If a participant engages in harassing behaviour, the hackathon organisers may take any action they deem appropriate, including warning the offender or expulsion from the hackathon with no refund (if applicable).

We expect participants to follow these rules at hackathon and workshop venues and hackathon-related social events.

## If you need help

If you witnessed or experienced any transgressions of this Code of Conduct at UNIHACK please get in contact with the organisers through [team@unihack.net](mailto:team@unihack.net) or calling 0401 277 108 (Terence Huynh). Alternatively, you can approach one of the volunteers.

All reporters have the right to remain anonymous.