Organization: Children's Hospices Across Scotland (CHAS)

Website: https://www.chas.org.uk/

Nonprofit Mission

Children's Hospices Across Scotland, or better known as CHAS, aims to reach every family in Scotland who is living with the heart-breaking prognosis that their child is dying, and offer them care and support to empower them to make the most of the short time they have together. Three children die in Scotland each week from an incurable condition. Presently, CHAS is only able to reach one of those children and their families and it is determined to change that.

For thirty years CHAS has been offering a full family support service for babies, children and young people with life-shortening conditions. This includes palliative care, family respite and support – through its hospices, homecare services and hospital presence. The hospices support the whole family by offering short planned breaks, emergency support, end of life care and a range of bereavement services. CHAS also provides a home care service, called CHAS at Home, staffed from both hospices and with dedicated teams in the North of Scotland. The service offers care to families in their own homes when they need it most.

CHAS is a charity on a mission. It is determined to ensure that wherever there's a child in Scotland with a life-shortening condition, their team is on hand to support them and their family. CHAS wants to make sure that no matter how short their time together, it is filled with moments of joy.

Technical Challenge

Create an entertaining, engaging, and accessible application which generates a sensory experience for users and aids in CHAS's mission in creating a 'moment of joy' for children and young people referred to CHAS.

The solution should consider its intended users and their needs. CHAS provides care for children and young people in Scotland with life-shortening conditions, with several differing medical conditions which can impact mobility and cause sensory impairments, including but not limited to, Cerebral Palsy, Epilepsy, Dravet Syndrome, Motor Neuron Disease, Brain Tumours, Genetic Muscle Disorders, Hearing and Visual Impairments as well as Global Developmental Delay and other additional support and learning needs.

Considerations

CHAS supports a wide range of children and young people, with a diverse set of needs, including hearing or visual impairment, developmental delay and learning needs, fine-motor control challenges and mobility limitations, with one application unlikely to be suitable for all.

- Consider your audience and its needs carefully. The team must outline a group of intended users and build a solution aligned to their specific needs.

- Consider accessibility. If additional work can be done to create a solution accessible to additional groups, it is encouraged. Even better, bake in accessibility from the start.

Additional Information

- CHAS utilizes **Makaton** sign language to support children unable to communicate verbally.
- CHAS utilizes **TACPAC**, a music and sensory system which aligns music to the texture of physical objects.
- There are no limitations to incorporating sensory elements including, but not limited to, vibrations, colors, sounds and lights
- There are no limitations to using simple hardware to build elements of the solution, e.g. Raspberry Pi or Arduino
- There are no limitations to incorporating physical hardware or elements into the solution

Makaton Information: https://makaton.org/
TACPAC Information: https://tacpac.co.uk/

Judging Criteria

Projects will be judged on the following judging criteria:

1. Relevance
How well has the team addressed the nonprofit need / challenge?
*To what extent does the technical prototype **and pitch** address this need?*

2. Effectiveness & Feasibility
Does the solution address the challenge presented by the nonprofit?
How feasible will it be for the nonprofit to implement the technical prototype?

3. Technical Design & Code Completeness
How good is the design, user experience, and ease of use of the solution?

4. Creativity & Innovation
How unique and interesting was the approach to solving the technical challenge?

5. Social & Environmental Impact
Will the solution have a positive impact on the nonprofit and their stakeholders?

Preferred Development Language(s):

No Restrictions.