DATASCIENCEGO VIRTUAL

Hackathon Guidelines

Event Summary

The DataScience**GO** Hackathon is an event where you will practice your skills with real-world challenges, expand your network, have the opportunity to collaborate with colleagues and get a chance to win some prizes. The event is mainly designed to foster education and teamwork, with a common main goal of driving data from its "raw" form all the way through to a final "product" (e.g. visualization, model, insight). To make it a little more fun, we will have a light competitive aspect where teams will present their work at end of the event to a panel of judges, with prizes awarded in several categories (see below).

The event will start with the challenge presentation, where we will go over the case and get you set up. It will be followed by working sessions where teams will explore and analyze and prepare the dataset to create the final presentation.(See schedule below)

Participants will work in small teams (5 - 7 people). Teams will be assigned the day of the event.

Because we value teamwork, assisting others, both within and between teams, is highly encouraged.

Goals of the Hackathon
The hackathon is primarily an educational event, not a competition. However, the hackathon is framed in the context of a light competition to provide overall structure, including team-based collaboration, the presentation of final work, judging, and prizes.

Event Details

October 24th, 2020 - 9.30 am - 4.15 pm - Hopin - Sessions Area

Schedule
Event Opening: 9:30 AM PT - 10:00 AM PT
Working Time: 10:00 AM PT - 12:00 PM PT
Break: 12:00 PM PT - 1:00 PM PT
Working Time: 1:00 PM PT- 3:00 PM PT
Submission Deadline: 3:00 PM PT
Team Presentations: 3:00 PM PT - 4:30 PM PT
Exclusive Happy Hour: 4:30 PM PT - 5:30 PM PT
Prize Awarding and Event Closure: 5.30PM PT to 6 PM PT

Rules

- All participants must register for the event and have a valid ticket to attend.
- All participants must abide by the DataScienceGO code of conduct and terms and conditions.
- Participants are free to use any programming language or tool for their work. However we strongly encourage Oracle tools.
- We ask that the final submissions from the teams are a result of work performed during the event. Please do not use any previous work you or others may have produced as part of team submissions.

Communication Channels

The teams will use Hopin to work on the cases, however, we will set-up a Slack channel for communication and file-sharing.
You will receive a link to join #hackathon-DSGOVirtual channel by e-mail.
To familiarize with the Hopin Platform please watch this [video](#)

Team Formation

- All participants will work on teams between 5 and 7 people arranged by the DSGO Staff during the event.
- Teams will select a team name. Assisting others within and between teams is highly encouraged.
- Award Categories and Prizes: See the presentation guidelines for the requirements.
- The team prizes will be determined by a panel of judges using the following judging guidelines. The judge's decision is final.

Evaluation Criteria

Criteria for Best Model and Best Presentation:

1. Relevance & Innovation:
- Sum of Squared Error (SSE).
- Creative new ideas or methods used

2. Assumptions and model-building process:
- Assumptions taken into consideration to build the model and data management.

3. Presentation:
- Time management (20%)
- Visual Aids (30%)
- Communication (50%)

4. Oracle Tools usage: Adds 2 points to overall score

Criteria for Most Helpful Person:

The award for Most Helpful Person Award will be decided by using a cumulative voting system. In this system, each participant is given 3 votes that they can reward other participants for being helpful. You can assign multiple points to multiple people. Voting for oneself or one's team members is prohibited. The idea is to award points to individuals on other teams. The person with the most overall votes wins. When voting opens, you will receive an email with a link to a website. Use the link to cast your votes. You will need to vote before voting closes at 4 PM on the day of the event.

Cheating

Our team will be present during the activity to guide you and help you make the most out of this experience, not to monitor if you are cheating or not.

If you cheat in an activity like this, you are failing yourself and your teammates. In real-life, it is highly likely that you cannot find the solutions to your life and work challenges online. You have to put the effort, learn, and come up with solutions.

The purpose of this Hackathon is that you have fun, learn new things, and build relationships. Don't ruin your chance to achieve those things by taking shortcuts.

Prizes

Below is a list of the awards and prizes that may be given out. DataScienceGO Reserves the right to change the awards without further notice.

PRACTITIONERS

BEST MODEL (Group - up to 7 people)
Tickets GO Starter for DSGO USA or EU (7)
Advanced course Udemy Promo Codes (7)
Oracle T-shirts (7)
Book (7)

BEST PRESENTATION (Group - up to 7 people)
Oracle T-Shirts (7)
Books (7)

MOST HELPFUL PERSON (3 Participants)
Tickets GO Starter for DSGO USA or EU

NEWCOMERS

BEST MODEL (Group - up to 7 people)
Tickets GO Starter for DSGO USA or EU(7)
SuperDataScience 1 year membership (7)
racle T-Shirts (7)
Books (7)

BEST PRESENTATION (Group - up to 7 people)
Oracle Goodies (7)
Memberships StoryByData (7)
racle T-Shirts (7)
Books (7)

MOST HELPFUL PERSON (3 Participants)
Tickets GO Starter for DSGO USA or EU

Final notes

By participating in the Hackathon you abide to the T&C, Code of conduct of both DataScienceGO and the DataScienceGO Hackathon.
DISCLAIMER: Physical prizes will only be shipped to participants in the USA and European Union. DSGO Reserves the right to change given prizes at any given time without notice. DSGO Tickets do not include airfare or accomodation.