bangk!t

Rewards System - 2022

Objective

The Bangkit Rewards System is designed to recognize your achievements and contributions, and motivate you to continue making progress in Bangkit.

Definition

- **Points** are credits that Bangkit students earn and accumulate from doing various Activities throughout the Bangkit program.
- **Activities** are milestones, accomplishments and contributions achieved by students that merit Points. The list of eligible Activities may be amended from time to time and Bangkit may award or amend Points for Activities at any time throughout the program.
- **Rewards** are items that Bangkit students get by purchasing them in the Bangkit Store by redeeming their Points.

Flow

Feb - June 2022	July 2022	August - September 2022
Students accumulate Points	Students redeem Points in the Bangkit Store	Students get merchandise shipped to home address

Rewards

Items are limited in quantity and will be allocated on a **"first-come, first-served"** basis. Points needed for each item will be disclosed on Team Meeting (April 6th). There may be more rewards to come.

Bangkit-Branded Items	Picture	Price
Jacket		6,000

Digital Tumbler		4,000
Pouch with items inside *Each comes with:* - *a charger* - *a headset*		3,000

Tshirt		2,000
Notebook		1,000

Mug		1,000
Pouch		600

Stickerset	bangk!t	200
Pin	tbd	500
Keychain	tbd	500
Lanyard	tbd	500
Internet/Phone Credit Reimbursement IDR 50k (only for Mar-Jun)	tbd	500

Activities

This is your way to earn points. Do more to get more!

Items	Indicator	#Points	Credited
1) Progress towards Graduation			
a. Monthly checkpoint (4 months)	Ideal monthly progress (Study/Capstone)	@500 (total: 2,000)	Done
b. Students completing all mandatory classes before Capstone period	No class left unfinished before Capstone starts	750	Done
2) Certification Preparation			
TF Certification Preparation (Dicoding)	Machine Learning Path	1,500	Done
AAD Preparation (Dicoding)	Mobile Development Learning Path	1,500	Done
Preparing for ACE Certification (Coursera) & ACE Prep (Dicoding)	Cloud Computing	1,500	Done
3) Activity & Career Fair Preparation	Bangkit Team Discretion		
a. 20 Winners of 5 Soft skills Challenges			
● Challenge 1: Time Management		2,000	Done
● Challenge 2: Elevator Pitch		2,000	Done
● Challenge 3: Sharing Bangkit Experience		2,000	Done
● Challenge 4: Adapting during Pandemic		2,000	Done
● Challenge 5: Pitch your Startup		2,000	Done
b. 50 Early-bird Valid Submitters of Soft skills Challenges			
● Challenge 1: Time Management		100	Done
● Challenge 2: Elevator Pitch		100	Done

Items	Indicator	#Points	Credited
• Challenge 3: Sharing Bangkit Experience		100	Done
• Challenge 4: Adapting during Pandemic		100	Done
• Challenge 5: Pitch your Startup		100	Done
c. Top 1,000 performing students in English courses & tests		500	Done
d. 200 Most Active Students in the ILT session (Tech, Softskills, and English)		250	Done
e. Selected best questions in special GSS session		100	Done
f. Graduate with Distinction		1,000	
g. Students submitting valid social media post(s), unique per students *(please find the form "Social Media Sharing Form" in the dashboard)*	Bangkit Team Discretion	50	Ongoing
h. Student submitting a valid and interesting about themselves/ their friends, per story *(please email the story to story@bangkit.academy by July 22 the latest)*		500	Ongoing
i. Student with Story chosen for Bangkit Blog/Newsletter		1,250	Ongoing
4) Capstone Project - Product			
a. Active team member of the First 50 Teams to submit Capstone Theme and team member		300	Done
b. Active team member of the First 50 Teams to submit Capstone Project Plan		300	Done

Items	Indicator	#Points	Credited
c. Active team member of the First 50 Teams to submit Capstone Project Deliverables		300	Done
d. Active team members specifically mentioned by Mentors for active discussion during mentoring session	Capstone Mentor's Discretion	500	Done
e. Best Capstone Presenters (Individual)		500	Done
f. Each active member of 53 Capstone Team Semifinalists		750	Done
g. Each active Member of 15 Best Capstone Projects	Panel of Judges' Discretion	1,000	Done
h. Each active Members of 15 Teams willing to continue to Incubation Process		2,000	Done
5) Capstone Project - Company			
a. Active team members of the first Teams to register at Company-based Capstone (Proposal phase)		150	
b. Active team members of the first Teams to submit Company-based Capstone plan		150	
c. Active team members of the first Teams to submit Company-based deliverables		500	
d. Active team members of the Teams that complies to Company-based Capstone plan & timeline/milestones		500	
e. Active team members specifically mentioned by Company for great contribution	Company PIC's discretion	1,000	Done

Items	Indicator	#Points	Credited
f. Active team members of the Best team for each company's projects		2,000	

Points Dashboard

This will be available at your student [dashboard](),