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November 9, 2016

GDG DevFest Baguio 2016

GDG Baguio conducted its annual DevFest on November 5, 2016 held at the Auditorium in the University of the Cordilleras, Baguio City. Around 220 participants registered for the festivities.

The official hashtags used for the event was #DevFestBaguio, #DevFest16. Here are the highlights of the event:

Photo credits: Mae Pauline Gaoiran & Noelle Pay Seng

A. Morning Agenda (held at the Auditorium)

1. Opening Prayer by Mr. Reymart Canuel

2. Keynote: "Why Innovative and Thinking Design Matters" by Ms. Chelle Obligacion Gray

3. GDG Baguio Community Updates by Mr. Reymart Canuel

4. Google Cloud by Mr. Ben Adrian Sarmiento
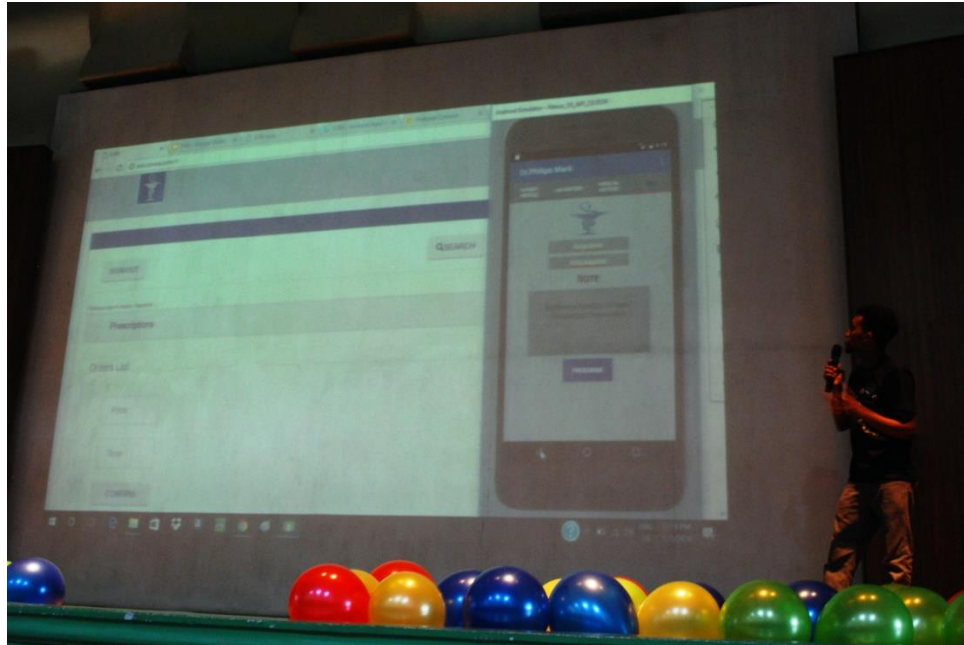
5. Vision API Demo by Mr. Jose Carlo Soriano

6. DOST OneLab Demo by Mr. Trinmar Boado

7. Polymer w/ Progressive Web Apps Live Demo by Mr. Toni-Jan Keith Monserrat

8. E-RX Google Play App Demo (Android Masters 2016 Finalist) by Mr. Ahmed Imam & Mr. Basil Satti

B. Afternoon Agenda

1. Announcements for Codelabs Challenge by Ms. Rara Valdez

2. Lunch break at UC Canteen

3. Codelabs Challenge (CITCS lab rooms):

M303: Firebase – Mr. Trinmar Boado, Mr. Basil Satti & Mr. Reymark Matabang

M304: Android – Mr. Ahmed Imam & Mr. Kurt Renzo Acosta

Virtual Reality – Mr. Jason Bruno

M305: Cloud (Machine Learning) – Mr. Ben Adrian Sarmiento, Mr. Anton Raphael Orpilla & Mr. Sony Valdez

M306: Polymer w/ Progressive Web Apps – Mr. Toni-Jan Keith Monserrat & Mr. Brian Matthew Mamaril

4. Internet of Things Live Demo (Auditorium) by Ms. Josan Astrid Dometita-Chug

5. Announcement of Codelabs winners (individual challenges and overall winners)

Top 10 Overall Winners

Firebase Codelabs Winners

Android Codelabs Winners

Virtual Reality Codelabs Winners

Cloud (Machine Learning) Codelabs Winners

Polymer w/ Progressive Web Apps Codelabs Winners

6. Closing Remarks by Ms. Chelle Obligacion Gray

Other activities include trivias, *hugot*/punchlines challenge, singing contest and social media challenge (Facebook & Instagram). Winners for the activities received different prizes such as Android 1 Notebooks, Android stuffed toys and "*The Secrets to App Success on Google Play*" books. Codelabs Challenge winners receive Google shirts, Google jackets and Android Bags. The top 3 participants with the most points for each individual Codelabs Challenge were selected as winners and the top 10 participants in the overall ranking in the entirety of the challenge were selected as winners as well. In addition, all participants who stayed for the afternoon session received GDG DevFest 2016 black shirts for their participation in the event.

The event also had 2 booths present in the venue. One is the Photo Booth, where participants can bring home photographs to commemorate the event. Each photograph contains 4 shots and participants can utilize different accessories present in the booth. This booth was open from 11 AM to 6 PM. The second was the Internet of Things and Devices Booth, which was open from 10 AM to 3 PM.

GDG DevFest Baguio 2016 would like to extend its gratitude to the University of the Cordilleras for the accommodation, Ms. Joan Peralta and volunteers for helping out in the event, PLDT Innolab for the WiFi support that is used for the event and the

Codelab rooms, GDG Community members for their inspiring talks and imparting their knowledge to the participants and to all participants who attended this year's event. We're looking forward to the next DevFest. Stay tuned!