Canadian Heritage’s Hacking Challenge

1. WHO WE ARE

Welcome to the Department of Canadian Heritage Hacking Room!

A bit of information about us: Canadian Heritage and its Portfolio organizations play a vital role in the cultural, civic and economic life of Canadians. Our policies and programs promote an environment where Canadians can experience dynamic cultural expressions, celebrate our history and heritage and build strong communities. The Department invests in the future by supporting the arts, our official and indigenous languages and our athletes.

1. The challenge

Your task will be to create a mobile or web application that will propose a solution to one or many different challenges faced by the English-speaking community of Quebec. You will have the option to build upon an existing prototype (found in your hacking package) or start from scratch to propose something completely new and innovative. Creativity and thinking outside of the box is encouraged.

The ultimate goal of this project is to meet a **real need** of the English-speaking community of Quebec or Canada’s official languages. What do you think people want or need available at their fingertips? While reflecting on what you wish to create, we ask that you keep in mind the following:

* Creating more opportunities for collaboration and co-operation (Opportunities to bring together both official languages communities (French and English))
* Youth (possibilities to get to know the other linguistic group (their culture, history and/or language))
* Ways to augment the sense of belonging through arts and culture
* Encourage and facilitate the development of a cross-cultural mindset
* Promotion of a better understanding of the other group
* Ways to promote and mark the 50th anniversary of the *Official Languages Act* in 2019
* Tourists
* New immigrants
* Employment
* Education
* Health
* New technologies

1. What SHOULD BE THE CENTRAL ELEMENT OF YOUR PROTOTYPE?

The central element of the prototype should be linked to the English-speaking community of Quebec or Canada’s official languages. Need more information about the community? Please consult the following documents:

* **02\_APPENDIX A – THE ENGLISH PRESENCE IN QUEBEC**
* **03\_APPENDIX B – HIGHLIGHTS ABOUT THE ENGLISH-SPEAKING COMMUNITY IN QUEBEC**
* **04\_APPENDIX C – OFFICIAL LANGUAGES IN CANADA**
* **05\_APPENDIX D – overview of the priorities of the English-speaking community of Quebec (one-pager)\***

\*Much more information can be found on their website: <https://qcgn.ca/community-priorities/#declaration>

1. INFORMATION YOU WILL NEED TO GET STARTED

To help you conceptualize your prototype, you will find below a list of important documents and databases that you may use during the Hackathon. If you have questions, please do not hesitate to come see us.

**Documents to help you conceptualize your project – Source: Government of Canada**

|  |  |
| --- | --- |
| The documents ahead contain a lot of information. To help you maximize your time, we highlighted what we think may speak to you and help you conceptualize your project. | |
| * **06\_APPENDIX E – FavoURing comprehension and co-Operation between the Francophone and Anglophone youth of Quebec (Living together)** | What could "living together" represent when considering the various life contexts of young people? Canadian Heritage’s schematic model to promote understanding and rapprochement among young people provides a narrative framework structured around three levels:   * Level 1: Provide young people with the opportunity to get to know the other language group (its culture, history and/or language). * Level 2: Foster a better appreciation of the other. * Level 3: Increase opportunities for collaboration and co-operation. |
| * **07\_APPENDIX F – ENGLISH-SPEAKING YouthS in Quebec** | This document contains a summary of some of the issues specific to the youth of Quebec’s English-speaking community.  This overview is more indicative than exhaustive, and is not to be seen as a scientific literature review per se. However, it highlights some concerns that Young English speakers in Quebec have expressed over time. |
| * **08\_APPENDIX G – “LIVING TOGETHER” FOR QUEBEC’S FRANCOPHONE AND ANGLOPHONE YOUTH: A LOOK AT THE SELF-REPRESENTATIONS OF THE FRENCH-SPEAKING YOUTH OF QUEBEC** | This document offers an overview of Francophone Quebec youth’s self-representations of language issues in Quebec.  It is more indicative than exhaustive, and is not a scientific review of the literature. Rather, this document presents a series of concerns identified in the media or drawn from public consultations and scientific articles. |
| * **09\_APPENDIX H – LIST OF OFFICIAL LANGUAGES RELATED QUESTIONS** | The list of questions come from various surveys conducted by Canadian Heritage to better understand the relationship between Francophones and Anglophones in the country. We hope this list can inspire you about themes related to official languages and help you decide what you wish to work on. |

**Datasets – Source: Government of Canada’s Open Data Portail**

We encourage you to do additional searches on the Government of Canada’s [open data portal website](https://open.canada.ca/en/open-data) as more datasets could be integrated in your prototype.

* **List open datasets (Found in your hacking package: Folder name –Open data–)**

**Existing prototype (example) - Source: Government of Canada**

We provided an existing prototype of a mobile app (found in your hacking package). Please note that you will not be penalized for reusing the code. Presenting the same prototype will not be accepted. We ask that considerable modifications be made if you wish to make use of it.

* **Official language prototype (Found in your hacking package: Folder name -Prototype-)**

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1. Evaluation criteria

At the end of the Hackathon, we will evaluate the prototypes and determine the winning teams, in accordance with the following criteria:

|  |  |  |
| --- | --- | --- |
| **Evaluation grid** | | |
| **Team name:** | | |
| **Criteria** | **Score** | **Subtotal** |
| Innovation and creativity   * Did the group come up with a good solution to their chosen issue? * How creative has the group been in solving the problem? * Did the group come up with an innovative approach, or did they follow existing patterns and solutions? | 20 |  |
| Execution (demo)   * Does it work? Is the hack testable, and can the group show and demonstrate the various components easily? The prototype does not have to be perfect or production ready, but does the idea come to life with their demo? | 20 |  |
| Business model (impact/potential/sustainability)   * Even though participants have a relatively short time to come up with a solution to a problem, a business model is expected. Business models should include the impact and the potential of the participants’ prototype. Factors such as feasibility, economic, societal value and sustainability are the most salient part of the evaluation grid. We want to know that your prototype can be used and can last. | 30 |  |
| Open data   * Did the group include at least 1 open data file provided? If so, is it well integrated? | 15 |  |
| Pitch   * Hackers will also be judged on their pitch. Did the group convince (sell) the judges on their idea and prototype? Was it short and to the point? | 15 |  |
| **Total score:** | |  |
| **Comments:** | | |

**Please keep in mind:**

* We will not judge the quality of your code. It does not matter if, for example, the code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. The code does not have to be production ready.
* Make sure to clearly demonstrate how your mobile application or website is linked to the English-speaking community of Quebec or Canada’s official languages. You can consult the array of documents provided if you need inspiration.
* We provided an existing prototype of a mobile app (found in your hacking package). Please note that you will not be penalized for reusing the code. Presenting the same prototype will not be accepted.We ask that considerable modifications be made if you wish to make use of it.
* Hackers will be asked to do a pitch. The amount of time allowed for the pitch will be determined based on the number of teams registered to participate in our challenge. We will make an announcement at the beginning of the challenge to let you know how much time you will have.

**It is important to note that the decisions made by the judges are final.**

GOOD LUCK!