Hackday

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#hackday

Hackday

COMPUTING AT SCHOOL
EDUCATE · ENGAGE · ENCOURAGE
In collaboration with BCS, The Chartered Institute for IT

The Hackday

The Day

8:45 Visitors arrive.

9:00am Intro & AppShed: Introduce students to the event. Teams of 5 already organised prior to the event. A short presentation going through the structure of the day. Students sent to designated rooms. Students will have 1 PM, 2 Coders, 2 Designer/Developers. All team members are responsible for the user experience!

Talks
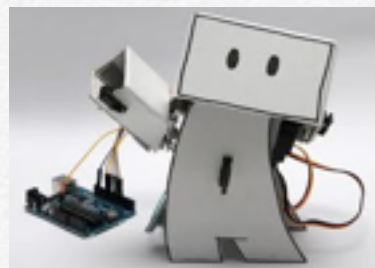
10.00 UX talk 20mins (1 member per team)

10.30 Front End Developer

11.00 Testing

12.00 Perfect Pitch

14:00 Students Pitches

14:30 Awards

#Hackday July 6th 2012

250 Year 9 students onsite / Unlimited online
Building a web app using Appshed (HTML, Python, Javascript)
Live Broadcast via google Air Hangouts.

#Overview

Build a better community!

What can you create in a day? Web/Phone apps and websites based around the theme of `community` .None of the students are aware of the theme until the day. All externals will be informed to help the students success in their endeavours. Fun fun and more fun.

www.Dorothy-Stringer.co.uk/hackday

#hackday   community

resources & help

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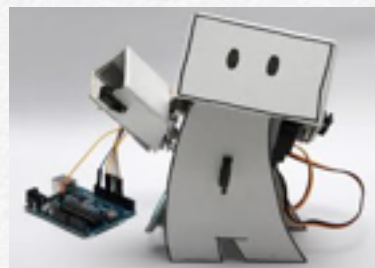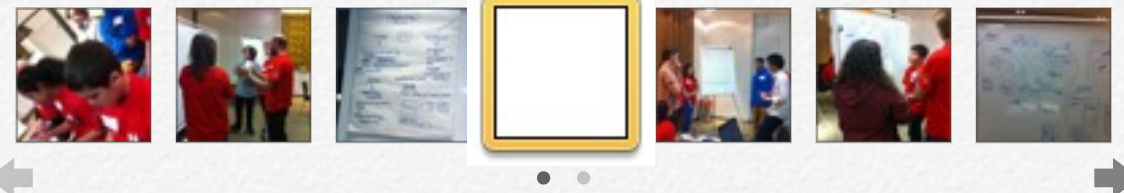In collaboration with BCS, The Chartered Institute for IT

Ideas

Initial Ideas

Community

The 21st Century

- What does **COMMUNITY** mean to the you. Get your team to write down (in their workbook) any words that come to mind.

- Highlight five keywords. From the team discussion.

- Think of a problem/issue or lacking that comes under the banner of community

  - Where

  - When

  - Why

  - How annoying is it. The VEX factor.

- Can you build or create something that might solve this issue? This is your challenge. Don't worry if you can't code it. What would you build if you could... start from there.

Gallery from the Guardian Junior Hackday 2012

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Persona

USER Experience & Design

Build a better community

- Who are your users? What are their likes & dislikes?
- Where are you from?
- Are they considered a child, an adult, or elderly?
- Are they married? have children?
- What is their Job.What are their daily responsibilities?
- What do they do for fun?
- Education? What language(s) can they speak?
- Time and place? Are they busy? when are they busy?

Example of a PERSONA

CLAIRE

"Music is the real transport to the great road trips"

Claire was born in Sydney, but moved to Melbourne at a young age. She has always had an interest in product branding and marketing. After graduating from Swinburne University she obtained a graduate position with a large marketing firm in the city. She has been working there for 3 years and has been promoted to Marketing Manager, a huge accomplishment for a young lady her age.

After hours Claire loves listening to music, playing tennis and walking her Calvier King Charles Spanel. She lives in the Western side of town and commutes to the city via public transport (train).

She loves the time on the train in the morning, where she gets to listen to the music of her choice on her iPhone. She loves staring out the window and fantasying alternative realities while she is on her way to work. She'll be listening to the BeeGee's and fantasying about being on a beach in Bali. She loves the way music can transport her location and situation.

Claire only has a Facebook account and uses this to maintain relationships with co-workers and her old-school friends. She is semi-active on Facebook, checking her account once in the morning and once in the afternoon. She loves sharing ideas and suggestions of all sorts with her friends, on her Facebook account

24 years of age
Professional Marketing Manager

Production	PC	Info Web	Social Web
Low	Low	Medium	Medium

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Wireframing

Solution Design

This is paper prototyping your web or phone app.

This is functionally (technically) how your "hack" will work.

📌How does the user navigate through your app. Starting from the home screen to closing and exiting the app?

📌How can you make the steps shorter, easier to use?

📌Help your user navigate quickly and efficiently

Wireframing

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Build & Test

Code It & Break It.

There will be experts in each room to help you with the build.

You can create anything... within reason.

Websites:
- Mozilla's Thimble
- Notepad & HTML

Web or phone apps using
- AppShed
- iBuildApps.com

Web extensions using python or Java

You are only limited by your imagination

Use Mozilla Thimble to test out your HTML code

www.W3schools.com/HTML

APPSHED

Code it

Hackday

Friday 6th July
Web Apps using APPSHED

Live via Air Hangouts
Expert talks

Join in the fun!

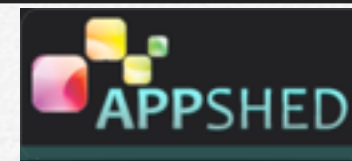*www.Dorothy-Stringer.co.uk/hackday*

coding for kids
www.cfkbooks.com

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Copyright

Expert in the classroom

PERSONA

A persona is a type of user that is likely to use your product. These are made up and show a typical type of user or PERSONA

Related Glossary Terms

Drag related terms here

Index   Find Term

UX

User Experience.

Related Glossary Terms

Drag related terms here

Index   Find Term

VEX

How annoying a problem is. Used in the problem definition stage of the "development" cycle

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WIREFRAME

This is a paper prototype of how your "product- (app/site/game etc)" will technically work.

Related Glossary Terms

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