IN-CLASS HACKATHON.

Poggie

02.16.2024

// TODO.

Quick Recap

What are hackathons?

Recipe for success

In-class exercise

Lab 2 due tonight

// Updates.

Test 1 will be on **Tuesday, February 27, 2024**

Recap.

HTML semantics

Fundamental CSS

(some) JavaScript

… and putting it all together

HACKATHONS.

What are hackathons?

An event where software developers, designers, and other tech enthusiasts, come together to collaboratively work on software projects.

Usually centered around a specific theme or goal.

Participants form teams to brainstorm ideas, develop prototypes, and often create fully functional software or hardware solutions within a very strict time frame.

Why run Hackathons?

Hackathons encourage creativity, innovation, and teamwork, and they often feature competitions with prizes for the best projects.

Participants may work on anything from mobile apps and websites to hardware devices or even non-software solutions like business plans or social initiatives.

How do you win?

To win, you need to impress the judges with your project's creativity, technical execution, and potential impact at solving real world problems.

... so how do you do that?

Let’s break it into steps.

Could be you

RECIPE FOR SUCCESS.

Step 1) what are you trying to do?

What are you trying to do?

What are you trying to solve?

How is your solution better than other possible solutions?

What message is your solution conveying?

What to ask yourself:

> Is this solution for yourself?
> Is it for a friend?
> Is it for your family? Your community?
> Or are you trying to solve a global problem?

The target audience.

Thinking about your target audience is essential because this will inform you on your **motivation** behind your solution.

Only then will you will be able to decide how to start designing and developing your strategy.

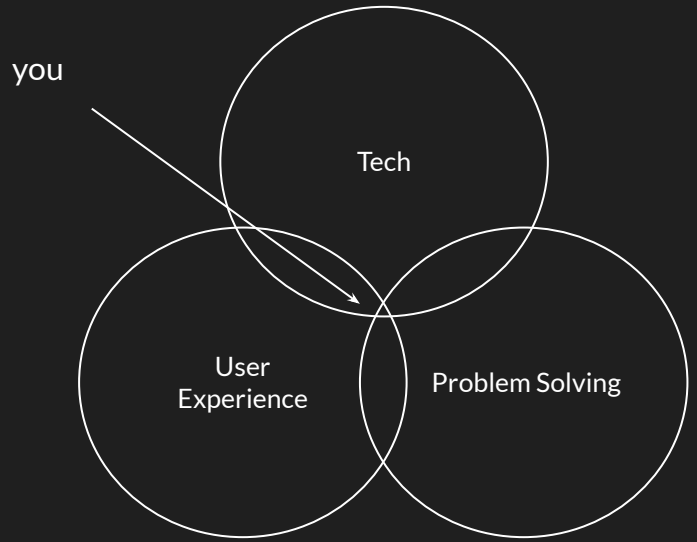
When we solve problems, it's not a thoughtless process.

We need to think about "***who***" we are doing this for because a solution for me may not be a solution for you or for larger groups.

Step 2) crafting your vision.

Crafting your vision.

Now that we know our target audience, you need to think about the project we are aiming to make.



What to consider.

How much effort will solving this problem take?

What is the meaningful impact of the vision?

How do we demonstrate the magnitude of the work required is proportional to the magnitude of the impact?

How can we be sure if we address these problems, we won't run into even more problems later down the line?

What is the risk associated with the input and output of the vision?

At what point do we actually make a difference?

Knowing your resources.

At the moment, we only have basic HTML knowledge, some JavaScript experience, and limited CSS foundations.

Given these constraints and the limited time frame we have to work with, how will you design your vision?

Step 3) what is the implementation strategy?

What is the implementation strategy?

Now that we know the "***who***" we are solving this problem for and and "***what***" we are aiming to make, we need to start thinking about "***how***" we are going to do it.

What to think about.

Will your solution benefit from user interaction?

Will this need a special design?

Will this have a specific layout?

What other resources do we have available to us to work with?

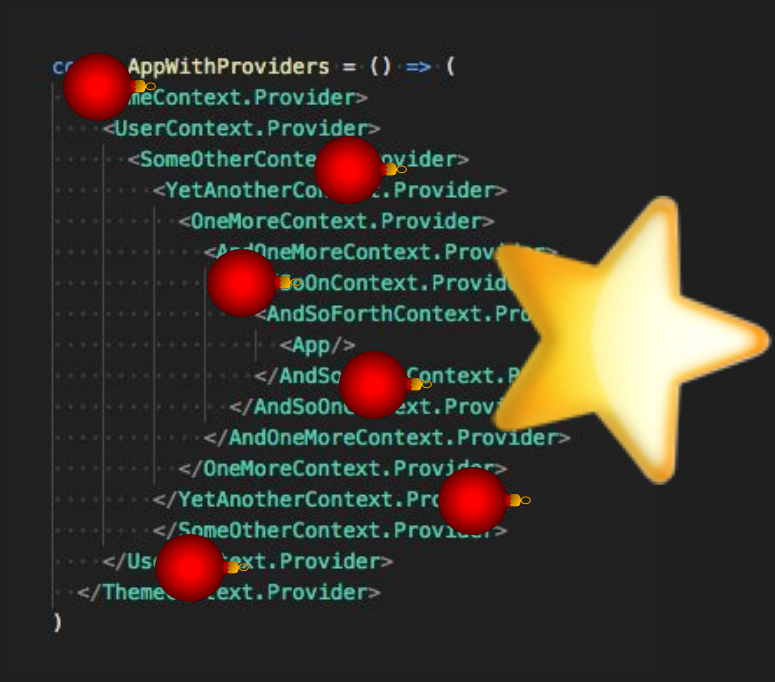
What to think about.

We are building **VISION** here, using tools beyond this class is encouraged because the best kind of problem solving is one that leverages creativity & innovation.

Keep in mind, there may be **MANY tools** in your tool belt for developing a vision, however sometimes a more complex tool may not be the best strategy.

Beauty can be found in simplicity, it's about staying true to the problem we are trying to solve.


Spell


AppWithProviders = () => (
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<App/>
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Step 4) what is the impact?

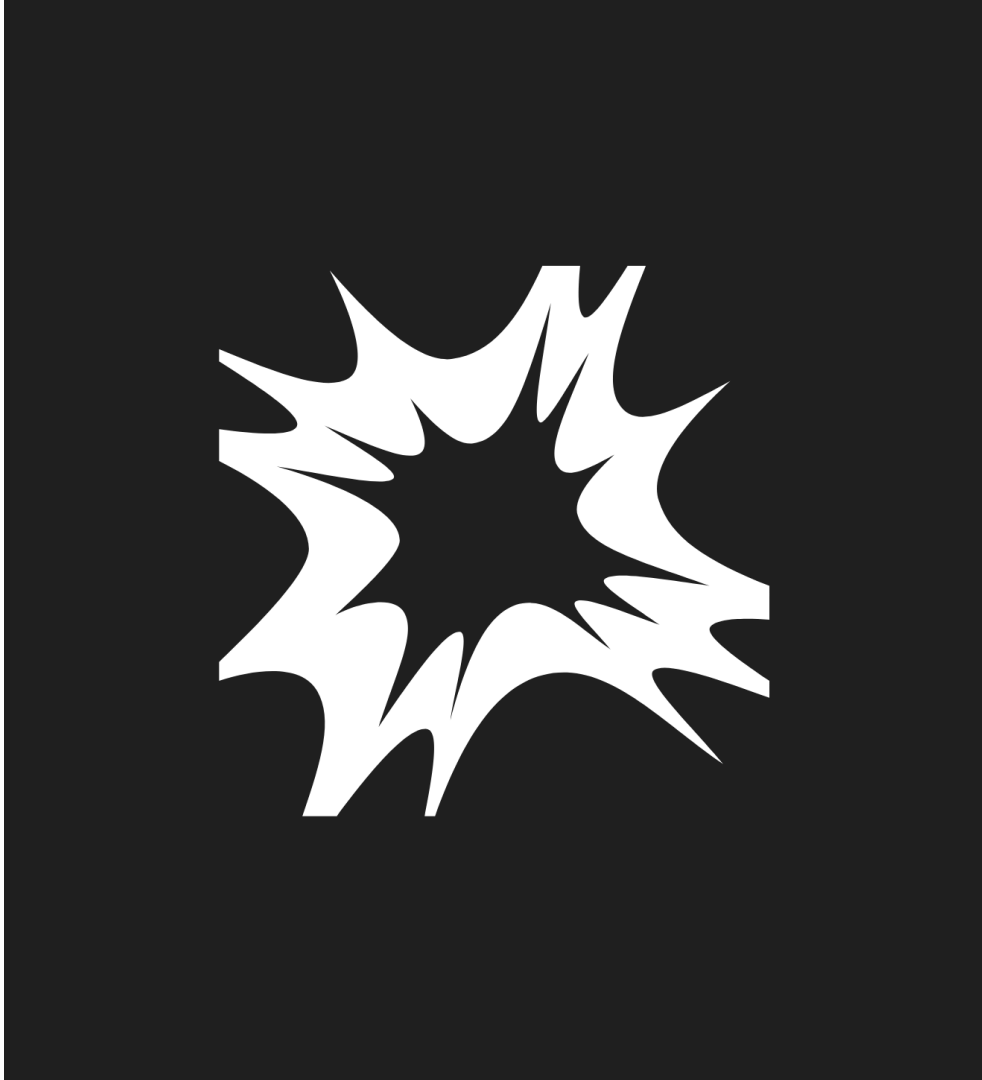
What is the impact?

Is your solution memorable?

Are you actually solving the problem at hand?

Will your message be received by your target audience?

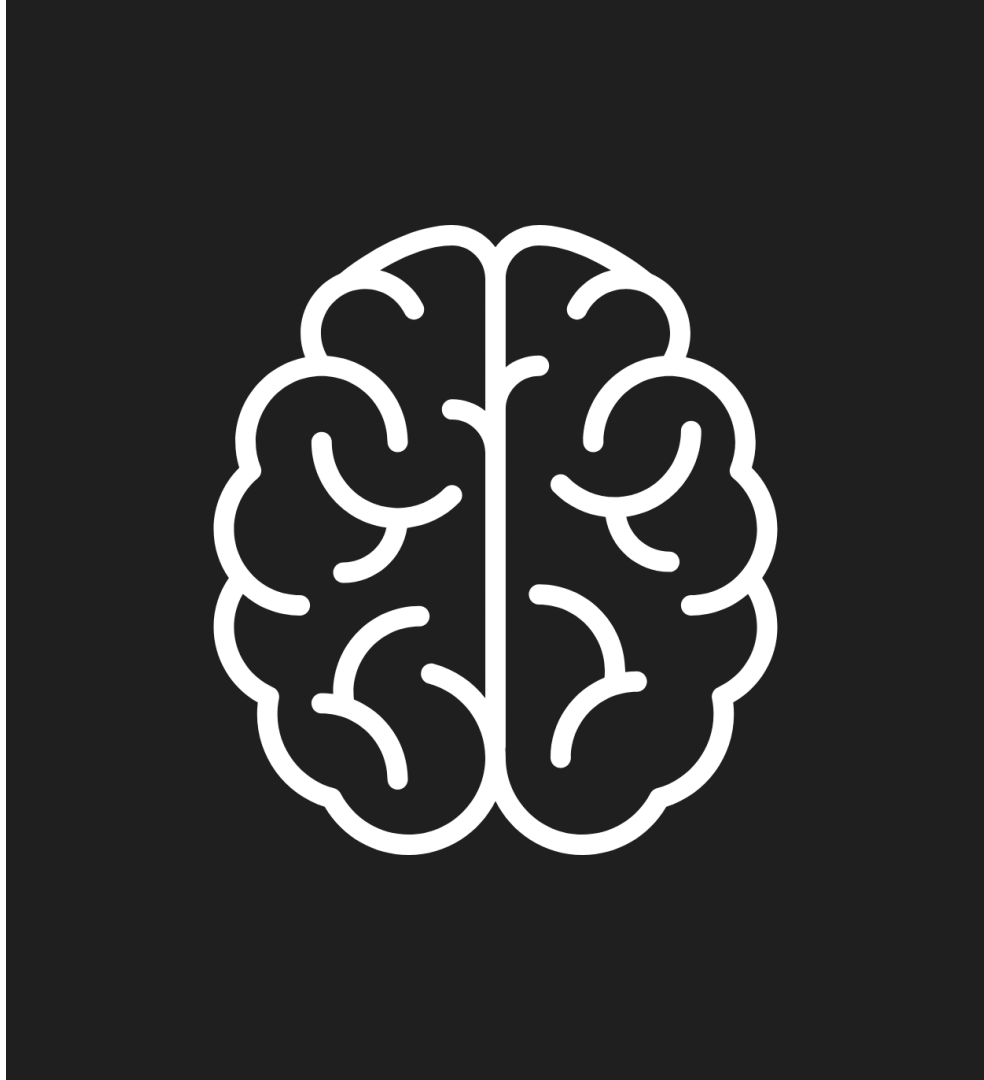
Who else may your solution be impacting?

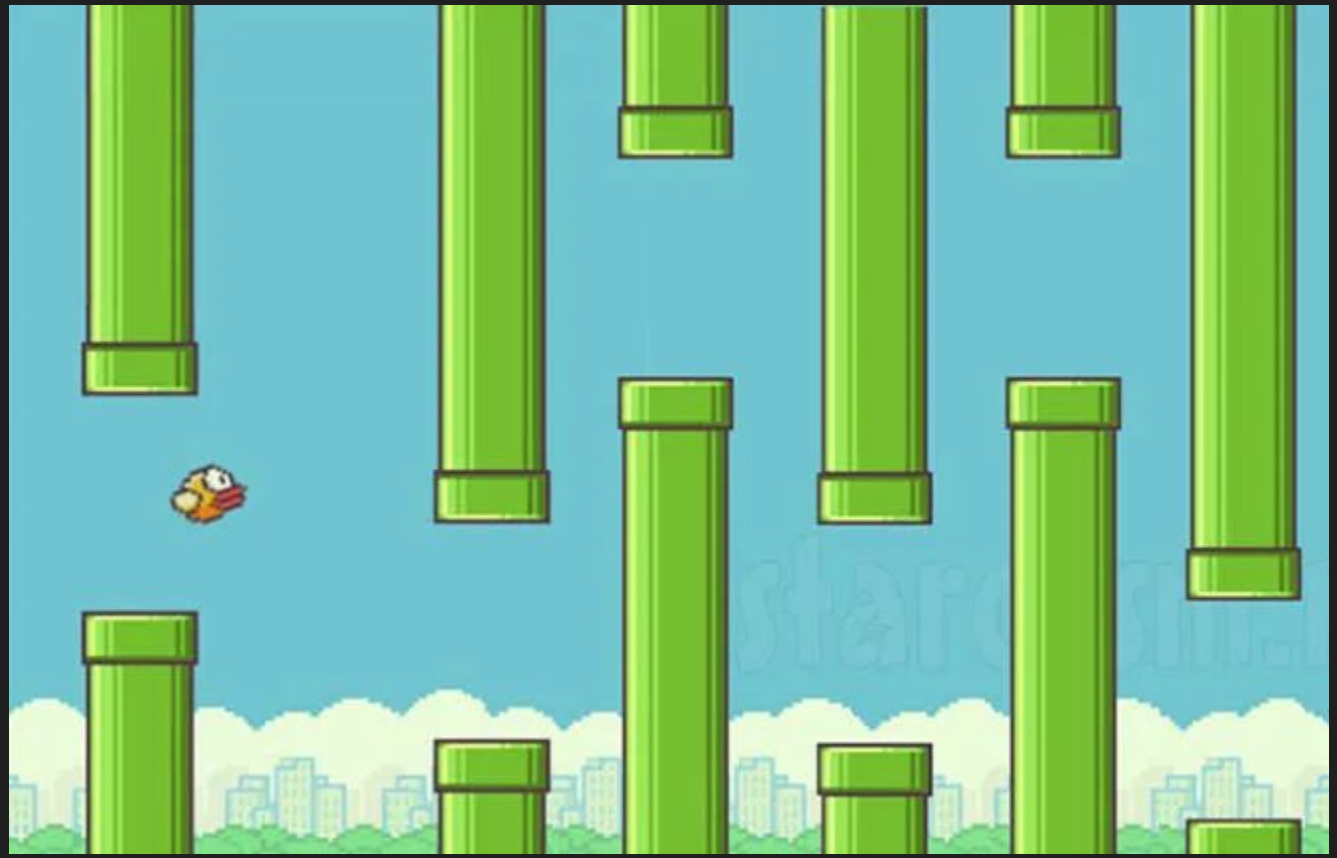


What to keep in mind…

A bad solution that is ***memorable*** is BETTER than an average solution that is forgettable.

We may strive for perfection in our solutions ALTHOUGH sometimes ***purposely being horrible*** may actually be the correct strategy.





Building trust.

Keep in mind, it's about your **VISION**, your **TARGET AUDIENCE** & staying true to what you are trying to solve.

The quicker you do things that are high impact right away, the quicker you build trust with your **TARGET AUDIENCE.**

you need to be clear about risk for trust to work.

If timelines are not properly achieved, how are you communicating that to **YOUR** target audience?

Building trust.

Unexpected results, changes, and setbacks are part of life, how are you managing those expectations?

How do you communicate potential changes?

What is the timing in which we communicate those changes?

IN-CLASS HACKATHON.

The Problem:

A bunch of students are stressed out and need a way to relax while studying for midterms. What website can those students go to that will help them unwind?

Some initial ideas.

a random quote generator?

a meme gallery?

a simple web game?

...or something completely different? Google anything and everything that you think could help :^)

The activity.

The problem y'all are trying to solve:

A bunch of students are stressed out and need a way to relax while studying for midterms. What website can those students go to that will help them unwind?

Grouping Phase (5 minutes)

> Get into groups of sizes 3 or 4
> 1 person needs to be in charge of communicating the project to the class.
> 1 person needs to design the idea and/or help with development.
> 1 person needs to be in charge of development.

Planning Phase (15 minutes)

Brainstorm ideas and plan your projects.

Implementation Phase (today & next tuesday)

Develop your project in groups. If any single member of the group finishes their tasks early, they must act as support to the other members of their group.

Presentation Phase (next tuesday)

Each group will need to present their project to the class and communicate the following points:

> Your vision
> Your target audience
> How your group's solution is unique
> The solution's impact
> …. and how this follows best practices

Evaluation Phase (next tuesday)

The project that solves the problem, follows best practices, and has the highest impact will receive a prize ….. runner up will receive a smaller prize :^)