### Hackathon'16 @ IIITV

Introductory Talk

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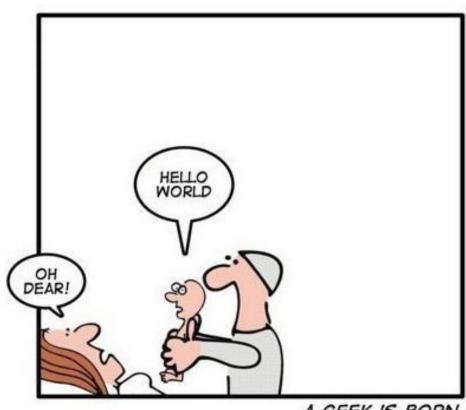
#### What is Hackathon?

 "Event in which software developers and others collaborate intensively on software projects" -Wikipedia



## Objectives..

 Code Culture: Promote productive programming culture



A GEEK IS BORN

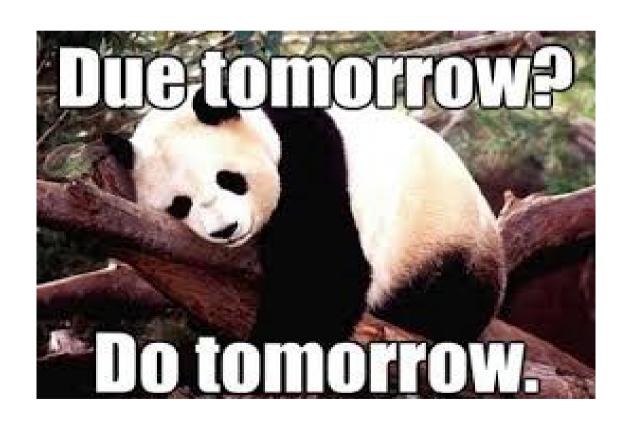
### Objectives...

Team Dynamics: Experience the professional team dynamics



### Objectives...

 Project Planning: Explore team productivity with tight deadlines



## Objectives..

• **Talent Showcase**: Provide a platform to showcase ideas/products.



#### **Format**

- Team [2-5 members]
- Choose a project with an idea
- Build a demo/prototype
- Time-limit: 12<sup>th</sup> and 13<sup>th</sup> March 9am-9pm
- Prepare 5 minutes pitch for judges
- Winners
  - Two projects based on Judges' evaluation
  - One project based on public voting

## Comments on projects

- Choose a project you are really interested in keeping in mind
  - It is more about your idea than code-quality
  - Keep time-limit in mind
- Should be handled with the skills available in the team
- You can also consider to give a different dimension to your course project
- If you are a GSoC enthusiast, you can try to do something on top of it

# What to bring?

- Essentials
  - Laptop/PC
  - Charger!
  - Pencil & notebook
  - Enthusiasm
- Might help
  - Headphones
  - Guitar

## **Team Dynamics**

- Split the work in dev-hours
- Distribute among team members equally
- Diverse team may help in certain projects
- It can be a bit challenging if you have not worked in the groups before, but it is a great thing to learn

#### Non-coders also needed

- Product managers
- User interface and designers
- Science enthusiasts
- Domain experts
  - Music, cooking, sports etc
- Communication experts

#### Don't over-code!

- The aim is to prepare demo/prototype, not a full product, though coding best practices help
  - e.g. OOP concepts are good, but it's OK not to extensively test the software as long as it works!
- Use open-source or publicly available libraries whenever possible and build your project on top of it

## Start early – You may...

- Ideally put forward your the most productive 24 hours
- But, you may start early, at least on the logistics
  - convince somebody to be on your team
  - software/s installed
  - workload distributed and time-line prepared
  - basic research done

## Demo/Prototype

- Your demo/prototype should give a basic utility for your idea
- It can be anything..
  - Mobile App
  - Web application
  - GUI application
  - Standard console output (!)

## What to expect...

- Environment becomes highly productive
- See a complete software life-cycle in 24 hours
- Experience team development
- Explore your skills and learn new things
- Showcase and get recognized
- Have fun!!

## Questions?

- Register, if not already
- Stay tuned with the Hackathon website...
- See you in Hackathon:)

Thanks for your time!