

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: 12th and 13th 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!