LET'S HACK HOMELESSNESS

OCTOBER 21-23, 2016

GLOBALHACK VI

CHAIFETZ ARENA

SAINT LOUIS UNIVERSITY, ST. LOUIS, MO

IN PARTNERSHIP WITH

SAINT LOUIS UNIVERSITY

JOHN COOK SCHOOL OF BUSINESS

PARTICIPANT GUIDE

WELCOME

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LETTER FROM THE EXEC. DIRECTOR

GlobalHack Participants,

On behalf of all of us at GlobalHack, welcome to Saint Louis University! We'd like to thank you for spending your weekend with us.

For those coming from outside the region, we hope you enjoy your time here. You'll find that beyond GlobalHack, our startup community boasts world-class technology companies, co-working spaces, and enterpreneurs.

GlobalHack VI stands to be the world's largest civic hackathon, with more than 1,000 participants hailing from as far as India, Nigeria, Portugal, and Bulgaria. By competing in this hackathon, you're making history, and making a difference.

Some experts estimate that more than 100 million people worldwise are homeless, and about 1 in 4 people live in inadequate conditions that negatively affect their health, safety, and their ability to contribute to society. The technology-based solutions developed **BY YOU** this weekend have an opportunity to change the lives of millions of people, both in St. Louis and beyond.

Whether this is your first hackathon or your tenth, we hope you have an unforgettable time at GlobalHack VI. Our staff and incredible team of volunteers stand ready to ensure you have the best hackaton experience possible.

Be safe, have fun, and happy hacking!

Matt Menietti
Executive Director, GlobalHack

GlobalHack VI Schedule

FRIDAY, OCTOBER 21, 2016

START	END	EVENT	LOCATION
12pm	10pm	Participant Check-In	Concourse
4pm	5:45pm	Team Formation	MPR 1 & 2
6pm	7:30pm	Opening Ceremony	Arena Floor
7:30pm	9:30pm	Friday Dinner	Concessions, Concourse
7:30pm	10pm	Team Formation	MPR 1 & 2
8pm	9pm	Homelessness Panel	Lorenzini's

SATURDAY, OCTOBER 22, 2016

START	END	EVENT	LOCATION
1am	N/A	Team Check-In*	DevPost
7am	7:30am	Morning Run	Meet at Gate B
7:30am	9:30pm	Saturday Breakfast	Concessions, Concourse
9am	10am	'Grok' Your Customer and Hack Your Team *presented by Amitech*	Training Room
10am	11am	End-to-End IoT in Action *presented by OCI*	Training Room

**Each team will need to create a profile on DevPost and add their team members by this time.*

GlobalHack VI Schedule

SATURDAY, OCTOBER 22, 2016 (CONT'D)

START	END	EVENT	LOCATION
11:30am	1:30pm	Saturday Lunch	Concessions, Concourse
3pm	4pm	Afternoon Yoga	Lorenzini's
4pm	5pm	Snack Provided by Bullhorn	Gate C, Section 207
6:30pm	8:30pm	Saturday Dinner	Concessions, Concourse
9:30pm	10:30pm	Debugging Demos	Training Room
11:30pm	midnight	Dance Party	Lorenzini's

SUNDAY, OCTOBER 23, 2016

START	END	EVENT	LOCATION
7:30am	9:30am	Sunday Breakfast	Concessions, Concourse
9am	N/A	Submission Deadline	DevPost**
10am	1:30pm	Judging / Project Expo	Arena Floor / Suites
10am	2pm	Oh So Vivant Photobooth	Arena Floor
11:30am	2pm	Sunday Brunch	Concessions, Concourse
2pm	4pm	Closing Ceremony	Arena Floor
4:30pm	N/A	Buses Arrive	Compton & Laclede Ave.

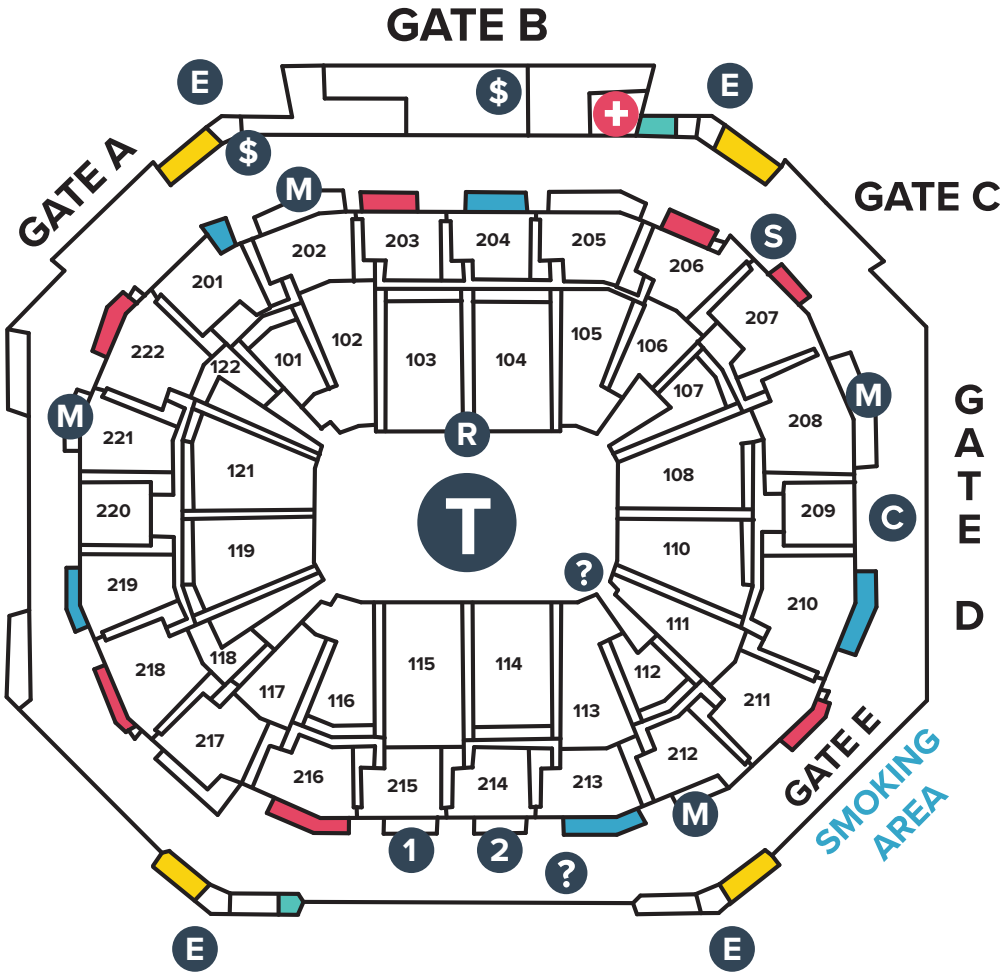
*** 'Pencils down', final projects must be submitted to DevPost*

EVENT MAPS

CONCOURSE LEVEL

- FIRST AID
- CHECK-IN
- ELEVATORS TO SUITES
- INFO BOOTHS
- MEALS & CONCESSIONS
- RECRUITERS
- SPONSORS
- TEAM TABLES
- MULTI-PURPOSE ROOM 1
- MULTI-PURPOSE ROOM 2
- ATM
- WOMEN'S RESTROOM
- MEN'S RESTROOM
- FAMILY RESTROOM
- STAIRS

MAIN ENTRANCE / EXIT



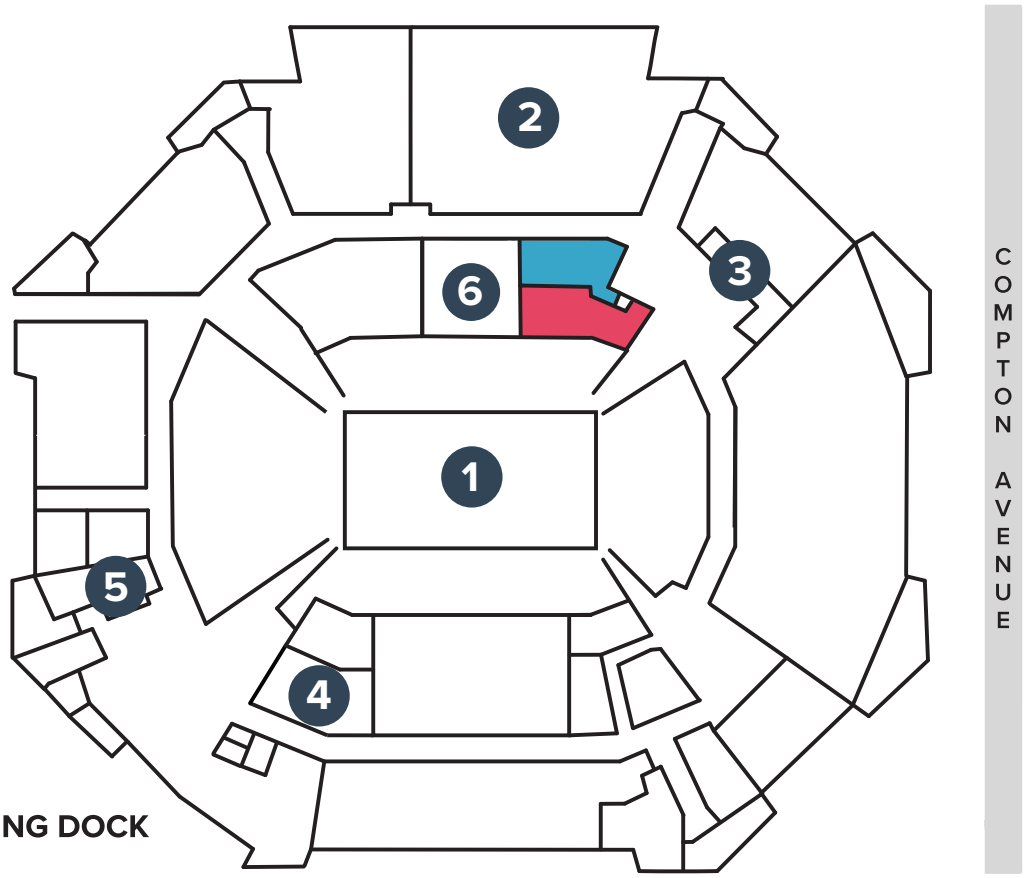
EVENT MAPS

EVENT LEVEL

1. TEAM TABLES
2. LORENZINI'S
3. CONCESSIONS
4. VOLUNTEER LOUNGE
5. PRESS LOUNGE
6. TRAINING ROOM

WOMEN'S RESTROOM

MEN'S RESTROOM

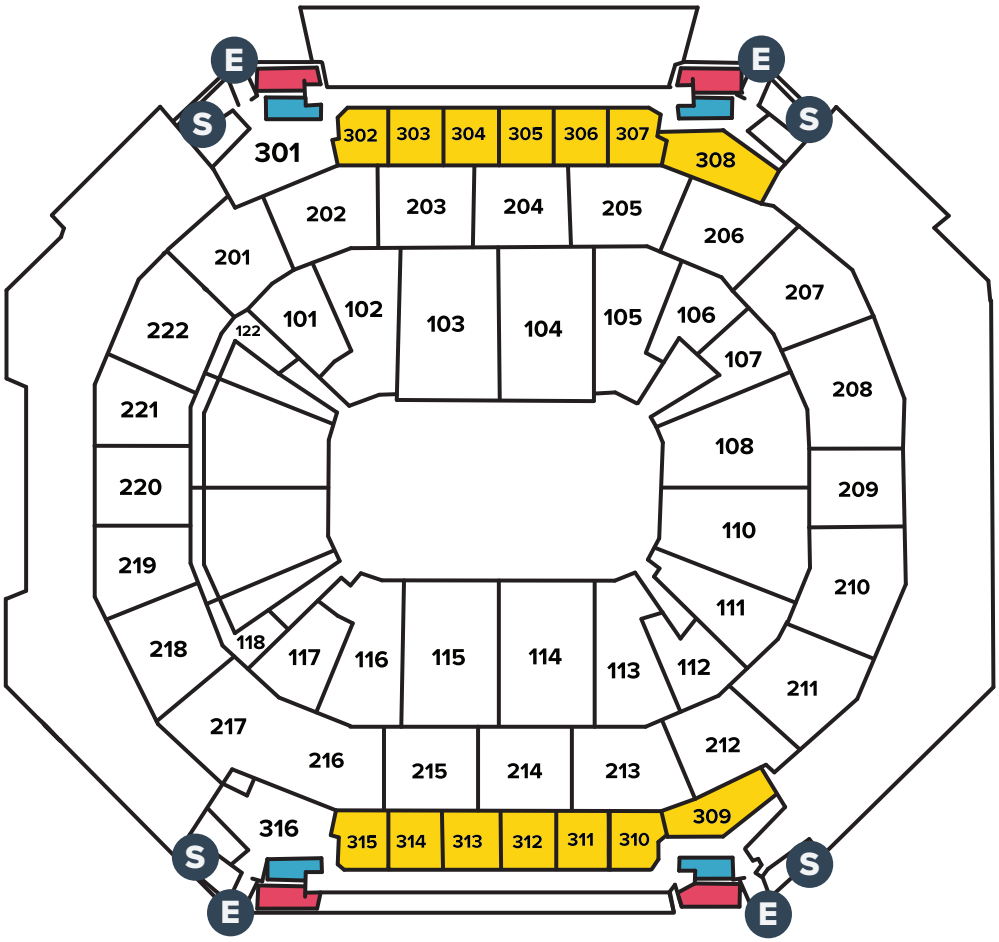


EVENT MAPS

SUITE LEVEL

- E ELEVATORS
- S STAIRS
- WOMEN'S RESTROOM
- MEN'S RESTROOM
- SEMIFINAL JUDGING

302 JUDGING ROOM 1
303 JUDGING ROOM 2
304 JUDGING ROOM 3
305 JUDGING ROOM 4
306 JUDGING ROOM 5
307 JUDGING ROOM 6
308 CODE REVIEW A
309 CODE REVIEW B
310 JUDGING ROOM 7
311 JUDGING ROOM 8
312 JUDGING ROOM 9
313 JUDGING ROOM 10
314 JUDGING ROOM 11
315 JUDGING ROOM 12



A leader in educating and inspiring entrepreneurs.

In 1973, Saint Louis University became a leader in educating entrepreneurs as one of the first 20 universities in the U.S. to teach entrepreneurship courses.

Today, that entrepreneurial spirit is evident at the John Cook School of Business, the home of top-ranked undergraduate and graduate entrepreneurship programs. Students learn from professors who are experts in the field and who have first-hand knowledge of what it means to start a business. They can learn from peers who are business owners and tap into programs that are offered by the Center for Entrepreneurship like Blue Diamonds, Institute for Private Business or the Billiken Angels Network.

SAINT LOUIS UNIVERSITY™

EST. 1818

SAINT LOUIS UNIVERSITY'S **ENTREPRENEURSHIP PROGRAMS** HAVE EARNED TOP RANKINGS:

U.S. News & World Report:		*Princeton Review:*		*Bloomberg Businessweek:*	*HALO Report:*
10	14	23	19	27	3
UNDERGRADUATE	GRADUATE	UNDERGRADUATE	GRADUATE	UNDERGRADUATE	BILLIKEN ANGELS NETWORK

TO LEARN MORE ABOUT SAINT LOUIS UNIVERSITY'S GRADUATE BUSINESS PROGRAMS, VISIT: **GRADBIZ.SLU.EDU**

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EVENT INFO

GENERAL INFORMATION

Participant Check-In

Participant Check-In hours are from 12pm to 10pm on Friday, October 21, 2016. If you do not check-in during the designated Participant Check-In hours you will not be able to participate. Should you have a legitimate emergency, we will try to accommodate to the best of our ability as long as you let us know in advance. To inform us of any emergency, please email **tickets@globalhack.org**. Participants who show up after the posted check-in date and time will not be allowed to participate unless prior arrangements were made.

Please bring a photo ID, such as a driver's license, school ID, or passport. You do not need to bring a printout of your ticket in order to check-in. You are more than welcome to check-in early, grab your lanyard / swag bag, and head back to your hotel before the Opening Ceremony. Please be sure to be on site by 5:45pm so we can start the Opening Ceremony promptly at 6pm.

Lanyards & Name Badges

Participants must wear their lanyards/name badge at all times. If you misplace your lanyard, please notify a GlobalHack staff member or volunteer so we can get you a replacement.

Personal Safety

GlobalHack strives to ensure all of our events are safe environments for our participants. If you see misbehavior or anything that may result in the harm of another participant, please notify a GlobalHack staff member or volunteer immediately. Chaifetz security will be on site throughout the event to help manage any issues that may arise.

First Aid

Should you require first aid, please visit the First Aid Station near Gate B on the Concourse Level. For all other health-related emergencies, please call 911 and notify a GlobalHack staff member or volunteer immediately.

Code of Conduct

GlobalHack stands for inclusivity. We believe that every single person has the right to build products in a safe and welcoming environment. This Code of Conduct outlines our expectations for participant behavior, as well as the consequences for unacceptable behavior. We invite all sponsors, speakers, attendees, media, exhibitors and other participants to help us realize a safe and positive experience for all. To read the complete GlobalHack Code of Conduct, please visit bit.ly/GHCodeofConduct.

Workspaces

We'll be setting up long rows of rectangular tables for participants. Each row of tables will include plenty of power strips to plug in your various devices. We will be providing butcher paper, tape, and markers for teams, but will not be providing whiteboards. You will not have access to private workspaces or conference rooms. There will be some groups of tables and chairs provided on the concourse at Chaifetz Arena to talk and strategize with your team outside of the arena floor.

Teams are expected to work onsite at Chaifetz Arena. We realize participants may want to go off site from time to time to sleep, shower, or grab coffee, but all teams are expected to be on site for the majority of the competition. You are responsible for making all deadlines during the competition. Further, you will need to have at least one member available at the relevant times on Sunday to present to judges. If at least one team member is not available to present to judges, your team will not make it to the next stage of the competition.

Prohibited Items

You may not bring firearms or other weapons, alcohol, illegal drugs, or animals (except service animals). All of these prohibited items are included in the GlobalHack Code of Conduct, with the associated consequences.

EVENT INFO

GENERAL INFORMATION

Meals & Snacks

A total of six (6) meals are included with participant admission to GlobalHack VI: Friday dinner, Saturday breakfast/lunch/dinner, Sunday breakfast and brunch. Upon check-in, you'll receive six meal tickets that correspond to each meal. You'll trade in your ticket to the Chaifetz staff in order to get your meal. All meals are served over a strict two-hour window. A variety of snacks and additional drinks will be available for purchase at Chaifetz Arena. Red Bull will be sponsoring the event and providing energy drinks throughout the weekend. Please consider bringing some additional spending money to spend on drinks and snacks at the venue. Not all meals are gluten-free, so if you have gluten or other food-related allergies, please plan on bringing your own food or arranging for meals throughout the weekend.

Parking

Weekend-long parking near Chaifetz Arena will be available at the Compton/Olive garage for a flat fee of $20. There will be some street parking available along Olive and Compton if you don't mind occasionally feeding your meter.

Bus Transportation

We are organizing buses from a handful of cities and schools. For bus transportation outside of St. Louis, check out our event page for more information, schedules, and routes. We are also providing transportation for several schools in the St. Louis metro region who are sending multiple teams. To see if your school is included, please reach out to youth@globalhack.org. All buses will pickup an dropoff right outside of Chaifetz Arena at Compton and Laclede Avenue.

Shuttle Services

Participants will be responsible for arranging for transportation between their hotel and Chaifetz Arena.

Luggage Check

You will be able to check your bag with our volunteers as early as 6am on Sunday, October 23. You'll be able to grab your bag (please keep your ticket stub) immediately after our Closing Ceremony.

Guests

Unfortunately, GlobalHack VI is not open to the general public if you have not registered as an attendee, event sponsor, or volunteer. A limited amount of guest invites are available by invitation only. If you would like to be considered for a guest pass, please email info@globalhack.org. Include your name, title, organization, and your interest in attending the event. Guests or friends may not visit you or your team unless they have arranged for a guest pass.

Venue Access

All participants, guests, and sponsors must enter and exit through Gate B ONLY. Restricted areas within Chaifetz will be clearly marked. If we find you wandering around restricted areas, you will be given a warning. Repeat offenders will be disqualified and removed from the competition.

Staying Overnight

Chaifetz Arena will be open 24 hours over the course of the weekend, and you are welcome to bring your pillows and sleeping bags for overnight hacking. You are welcome to sleep anywhere in the arena provided that it is not disruptive to other participants and/or it is not considered a fire or safety hazard. You are welcome to bring air mattresses, hammocks, or sleeping bags. Tents or any similar products where participants are not in full view are not allowed.

EVENT INFO

TEAM INFORMATION

Divisions

At GlobalHack VI, teams are split into three different divisions. Your team's division must be selected when you register your team via DevPost by 1am on Saturday, October 22. A description of the divisions and their eligibility are referenced below:

Professional: Any mix of team members can enter the Professional Division.

College: In order to be eligible for prizes in the College Division, ALL TEAM MEMBERS must be currently enrolled in a university, including graduate programs. They must be able to verify their student status by providing GlobalHack staff with a .edu email address and a current Student ID. EXCEPTION: Teams who have a blend of college students and youth participants are eligible to compete in the college division.

Youth: In order to be eligible for prizes in the Youth Division, ALL TEAM MEMBERS must be (a) 18 years of age or younger (< = 18); and (b) not currently enrolled in postsecondary education. One-off in-person or online courses do not affect eligibility for this division (e.g. a high school student who is taking a CS course through a community college).

Team Size

We encourage all particpants to work in teams. You are allowed to have a maximum of 8 members on your team, including any chaperones or coaches.

Remote Workers

We do not allow remote workers on teams. If we find that you are utilizing remote team members, you and your team will be immediately disqualified.

	Example 1	Example 2	Example 3	Example 4
# Youth	5	3	0	1
# College	0	3	3	1
# Pro	0	0	1	1
Team Size	5	6	4	3
Division	**Youth**	**College**	**Pro**	**Pro**

Example division assignments for teams with mixed participant types.

EVENT INFO

TEAM INFORMATION

Team Formation

Teams can be pre-formed or individuals can find teammates on Friday, October 21 before and after our Opening Ceremony. If you don't have a team now, don't stress! There are few ways that you find potential teammates:

Before The Event

1. Join the GlobalHack Participants Facebook Group. Post to the group with what you're looking for and be sure to scroll through the feed to see if there's anyone else looking to link up as well.

2. Check out our Looking for a Team? shared Google Spreadsheet. You can post here if you're looking to join a team or are looking for additional teammates. Be proactive and reach out to folks who are looking!

During The Event

1. Head to one of the Team Formation Rooms (MPR 1 & 2) before or after the Opening Ceremony. Be proactive and introduce yourself to other folks who are looking for team members.

2. Once you join the GlobalHack VI Slack Team, head on over to the 'Build Your Team' channel. You should know the drill by now. Reach out and connect!

Switching Teams

In most cases, we tend to disallow people switching teams mid-competition (after the 1am team registration deadline on Saturday). If you would like to switch teams, please visit one of the Information Booths or send us a message on Slack.

Chaperones & Coaches

Many of our younger participants at GlobalHack VI may be accompanied by adults (e.g. parents, teachers, etc). We understand that many of these adults have been positive influences on these students as they explore opportunities around coding. We are committed to running a fun, fair, and equitable competition for all of our participants, regardless of age. We allow chaperones and coaches to participate in GlobalHack VI provided they abide by the following roles/guidelines:

Chaperone

A chaperone is a non-active observer of a team. They will receive a Guest Pass for GlobalHack VI and are allowed to view the competition from our Guest area. Chaperones MAY NOT interact with the teams in the designated participant area at Chaifetz Arena. To secure a chaperone pass, please email info@globalhack.org.

Coach

A coach takes a more active role on a team, and may guide and assist a team WITHOUT producing any part of a work product(s) for that team (project plan, presentation, as well as ANY written code). Youth teams with an active coach may still participate in our Youth Division, but judges will be taking this into consideration when scoring/ranking teams. In the spirit of GlobalHack events, we want to see the skills of our youth participants shine, not the adults who mentor them. Coaches MAY NOT be present during any of their team's judging presentation(s).

Member

An adult who is actively assisting a youth team by writing code (unlike a coach) and creating other work products is considered a member of that team and that team will be bumped up to the appropriate division (College or Pro, depending on the age of the additional participant).

GlobalHack VI Activities

FRIDAY, OCTOBER 21, 2016

Team Formation (4pm to 5:45pm & 7:30pm to 10pm) | *MPR 1 & MPR 2*
Coming to GlobalHack VI without a team and prefer to connect with potential team members in person? Stop by either one of the Team Formation sessions on Friday evening.

Homelessness Agency Panel (8pm to 9pm) | *LORENZINI'S*
Moderated by GlobalHack staff, this panel will consist of representatives from the St. Patrick center and other related agencies who serve homeless citizens. **We ask that only 1-2 representatives from your team attend the panel** as we don't have enough space to accommodate everyone. We will be broadcasting the panel on Facebook Live so that those who miss out can watch it later.

SATURDAY, OCTOBER 22, 2016

Morning Run (7am to 7:30am) | *MEET AT GATE B AT 6:55 AM*
Tired of sitting down and want a bit of exercise? Join our Executive Director for a 3 mile run on Saturday morning through SLU's campus.

'Grok' Your Customer and Hack Your Team presented by Amitech (9am to 10am) | *TRAINING ROOM*
A hackathon is a high-energy event where you can make friends, products, money, and a difference in the world. Teams must focus on the bigger purpose of the event, for example: GlobalHack's objective to create a solution for the global homelessness problem. Be sure to think deeply about the target customer, understand who they are, and assess what the customer needs. Then, strategize and determine how your work can help the customer and organize your team's strengths to create the best solutions. This talk and Q&A will help provide strategies and insights on how to make best use of your team, ensuring a great weekend with great people.

End-to-End IoT in Action presented by OCI (10am to 11am) | *TRAINING ROOM*
Two Senior Principals from OCI will share the story of a fictitious gas station (Open24) and how they are using end-to-end IoT devices and technologies to enhance and improve their business operations. A live demo will take the audience through the complexities of connecting field devices, embedded software, connectivity gateways, the cloud, and analytics (complete with live dashboards), and make it all relatively simple using readily available Open Source technologies.

Afternoon Yoga (3pm to 4pm) | *LORENZINI'S*
Does all this hacking have you a little tense and stressed? Come relax and unwind with GlobalHack's Recruitment & Outreach Coordinator, Delia, in this all-levels yoga session. Bring your yoga mat!

Debugging Demos (9:30pm to 10:30pm) | *TRAINING ROOM*
Not sure how or what to present to the judges on Sunday? Stop by our session to get tips and ask questions about making your demo stand out from the crowd.

Dance Party (11:30am to midnight) | *LORENZINI'S*
Burn off some of those pesky dinner calories and join us for a quick 30-minute dance party. These beats will keep you energized and alert for the long night ahead.

SUNDAY, OCTOBER 23, 2016

Photobooth by Oh So Vivant (10am to 2pm) | *ARENA FLOOR*
Get a team picture at the GlobalHack photobooth and be sure to upload your photos to Facebook and Twitter using the hashtag, #globalhack6 and #squadgoals.

EVENT INFO

DEVPOST

DevPost Overview

This year at GlobalHack VI, we will be running all project submissions for the hackathon through an online platform called DevPost. Over 80% of all hackathon are run through this incredibly helpful tool. Participants will need to sign up for DevPost account (free to use) in order to register their team and submit their final projects. DevPost also allows other teams, sponsors, and community members to view all of the final projects in the GlobalHack VI Project Gallery, which underscores our values around open-source software, transparency and peer-to-peer learning. Again, all participants who plan on being eligible for any of the GlobalHack VI prizes must create a DevPost account, which can be done with an email and password, or through several social accounts, including GitHub and LinkedIn. Here's how to sign up. If you already have a DevPost account, feel free to skip this next section.

Signing Up for an Account

1. Head to http://devpost.com/
2. Click on the blue "Sign up" button
3. On the next screen, sign up with your preferred social network, or sign up with your email address.
4. This will take you to the "Create your profile" screen. Create a username (the other fields are optional) and click on "All set".
5. You're all signed up!

"Registering" for the Hackathon

Now that you have signed up for a DevPost account, you'll need to "Register" for GlobalHack VI on DevPost. We're putting the term register in quotes because you've technically already registered for GlobalHack through our website, but we wanted to be consistent with the language used on DevPost. Once you register for a specific hackathon on DevPost, you'll be able to find more information about the event, and most importantly, organize your team and submit your project for judging.

Here's how to "register" for GlobalHack VI through the DevPost platform:

1. Head to http://globalhack6.devpost.com/
2. Click on the "Register for this hackathon" button on the right side of the screen.
3. Fill out the short form that pops up. Hit "Submit"

Great, now let's go ahead and create a project! Please keep in mind that **only one team member (captain) will need to create a project on behalf of the team**, so be sure to figure that out before you add a new project.

Adding a Project (TEAM CAPTAIN ONLY)

STEP 1 - Select a Project

1. Click on the "Enter a submission" button.
2. Click on the "Add a new project" button.
3. Enter in your project name. You can go back and change this later if you want.
4. For the elevator pitch field, feel free to be as general as you want, or simply put N/A until you have a better idea of what form your project will take.
5. Under "The team" be sure to add all of your team members by entering in their email addresses and clicking on the "Send invite" button.
6. You need to complete steps 1-5 above **before 1am on Saturday, 10/22. No exceptions.**

STEP 2 - Complete Your Submission

1. Fill out all the required information on the next page, especially what division you are competing in (Youth, College, or Pro). If you are unsure what division your team falls in, visit one of the info booths or send us a message on Slack (#_help channel).
2. You can continue to edit and update your project details leading up to the project submission deadline for GlobalHack VI, **which is 9am on Sunday, 10/23**.

For a more complete DevPost tutorial, please visit the GlobalHack VI Participant Resources Google Doc.

EVENT INFO
COMMUNICATION

Communication Overview

Throughout the weekend, we will have a variety of updates and announcements that we'll want to relay to participants, sponsors, and volunteers. In order to give you updates in real time, we will be using an online tool called **Slack**, which is free to use. Slack is available as a stand-alone app that you can access via your desktop, browser, or smartphone.

While there are a variety of other ways to reach out and ask questions during the hackathon, Slack is the preferred method of communication for GlobalHack VI. We will NOT be utilizing email to communicate with participants during the event.

Slack

Slack is a popular, web-based chat tool that allows users to send messages in real-time. Users can sign up for a variety of different Slack "teams" with their own purpose and users. For example, you might have a Slack team for your work, and one for a tech meetup group to share updates and information. All of our participants, sponsors, and volunteers, etc. will all be invited to use the official GlobalHack VI Event Slack. Within each team are **users** and **channels**.

Users

When you register for Slack (and any subsequent Slack Team), you will create a unique username for that particular team. Often times, people use their first and/or last name, or perhaps an alias that they use to refer to themselves online (e.g. CoderGirl89).

Channels

Within each Slack team, there are different communication channels. Channels funnel conversations unique to that group. While everyone is automatically added to the General and Random channels, once you join a team, you can elect to join or participate in other channels. By utilizing channels, you can create specific public or private conversation threads around a particular topic.

Once you request an invite and log on to the GlobalHack VI Event Slack, you'll see several channels directly to your left on your dashboard. Each channel has a different role or purpose.

#_help: Use this channel to ask official GlobalHack staff or volunteers for help during the event.

#ask-a-homeless-expert: Use this channel to communicate with St. Patrick Center staff and other subject-matter experts, specifically around the GlobalHack VI Challenge. For all other event questions, use the #_help channel or visit an information booth.

#build-your-team: Use this channel to find teammates in advance of the 1am team registration deadline on Saturday, October 22. Be proactive and reach out!

#general: This channel (which is automatically joined by all members once they login to the GlobalHack VI Event Slack) will be used for all official GlobalHack VI announcements and updates.

#random: Use this channel to let your wild side roam free. Post funny images, articles, or links that may be of interest to other participants. That said, GlobalHack VI staff will be monitoring this and all other channels for innappropriate content per our Code of Conduct. Those caught violating these rules will be removed from Slack and, depending on the nature of the violation, disqualified from the competition. TL;DR: Play nice. Be respectful. Don't harass other Slack users online.

Direct Messages

In addition to channels, users may also send Direct Messages to each other. These conversations are private and are only visible to the users participating in them. It is possible to Direct Message more than one person if you need to have a private conversation, say, with three people but do not wish to broadcast your discussion on one of the available channels.

EVENT INFO COMMUNICATION

Slack (cont'd)

To request an invitation to the Official GlobalHack VI Event Slack, please follow these directions:

1. Go to http://bit.ly/gh6slack
2. Enter in your email address and request an invite.
3. Check your inbox for a notification email from Slack and follow the directions in order to create your own unique username and password.
4. Log in to the GlobalHack VI Event Slack and chat away! Feel free to join the other, optional channels.

You will be able to access the GlobalHack VI Event Slack via your web browser, but it may be a good idea to download the Slack client to your desktop and/or smartphone for additional connectivity.

Social Media

Be sure to like and follow our social accounts for updates, announcements, photos and other helpful information about the event.

Facebook: facebook.com/globalhackHQ
Twitter: twitter.com/globalhackHQ
Instagram: globalhack

Event Hashtag: #globalhack6

We will be live streaming our Opening and Closing Ceremonies on Facebook and posting both on YouTube afterwards so you can relive GlobalHack VI well after the hackathon is over!

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is proud to partner with GlobalHack to help build a stronger and more innovative tech ecosystem.

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- 400+ IT and professional development classes
- Programs are designed with the schedules of working adults in mind
- Customized private training available
- Earn CEUs and college credit
- Classes are enrolling now for fall - contact us today!

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DEGREE PROGRAMS
busyadults.slu.edu
314.977.2330

TRAINING AND CERTIFICATIONS
workforcecenter.slu.edu
314.977.3226

EVENT INFO

THE CHALLENGE

Challenge Overview

The general theme of the challenge centers around ending homelessness. Full challenge details are released during our Opening Ceremony which begins at 6pm on Friday, October 21. Advanced research (just as contacting the St. Patrick Center or similar agencies) will likely harm your team more than help it. Between specificity around the judging criteria and our challenge brief, trying to “guess” what the challenge will be will probably get you sidetracked. We will provide all the necessary resources and background information your team will need for your projects. As a general guideline, do not do any advance work prior to the announcement of the challenge.

Technologies Allowed

Besides code you create yourself or as a team during the weekend, you are also able to use source code, sample code, libraries, SDKs, and APIs as long as these technologies are:

1. Made publicly discoverable and available for public use in developing applications as of October 1, 2016, and are still public as of the event.
2. Be indexed and reachable through Google or other search engines.
3. Be easily accessible (i.e., anyone can download or access if signup is required, access must be granted in less than 1 hour).

Examples of common technologies that meet our requirements as allowable are Angular.js, jQuery, Bootstrap, D3, Hadoop, MySQL, Lucene, Twilio, Facebook Messenger, Weather Underground. Our intention is to provide you with the full suite of tools available to software developers in a professional setting, but barring teams from utilizing commercial grade technology that other participants do not have access to, whether developed by the team or by others. As a rule of thumb, if a particular technology provides an unfair advantage to one team, it is likely disallowed.

Open Source Requirements

The term "open source" refers to something people can modify and share because its design is publicly accessible. The term originated in the context of software development to designate a specific approach to creating computer programs. Today, however, "open source" designates a broader set of values—what we call "the open source way." Open source projects, products, or initiatives embrace and celebrate principles of open exchange, collaborative participation, rapid prototyping, transparency, meritocracy, and community-oriented development.

Open source software is software with source code that anyone can inspect, modify, and enhance for free. "Source code" is the part of software that most computer users don't ever see; it's the code computer programmers can manipulate to change how a piece of software—a "program" or "application"—works. Programmers who have access to a computer program's source code can improve that program by adding features to it or fixing parts that don't always work correctly.

In order to be eligible for any of the cash prizes at GlobalHack VI, you must open source your final projects. GlobalHack, Inc., the St. Patrick Center, Saint Louis University AND any of our sponsors/partners CANNOT claim any ownership rights to your project/source code.

Intellectual Property (IP)

While GlobalHack does not claim or retain ownership of your app or entry, you will allow us to review your code and application for the purpose of judging, and to use your entry for promotional purposes – but that’s it. For further clarification be sure to read the GlobalHack VI Official Rules!

Official Rules

To view the Official GlobalHack VI Rules, please visit our website.

St. Patrick Center

thanks you for participating in GlobalHack VI!

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St. Patrick Center provides opportunities for self-sufficiency and dignity to people who are homeless or at risk of becoming homeless. Individuals and families build permanent, positive change in their lives through safe and affordable housing, sound mental and physical health, and employment and financial stability.

EVENT INFO

HACKATHON PRIZES

Prize Overview

A total of $1 million in cash prizes will be awarded for GlobalHack VI. $750,000 of the total will be allocated for award winners, and $250,000 will be reserved for project implementation. Prizes will be awarded to the top five teams in the following divisions: Youth, College, and Professional (Pro). From the three (3) first place teams in each category, an additional $150,000 Grand Prize will be awarded to the highest scoring team overall, and will be added to their overall prize amount.

Best Team Spirit Prize

A prize of $2,500 will be awarded to the team that displays the Best Team Spirit. Team costumes or uniforms, posts to GlobalHack Facebook and Twitter accounts, and offering to help beginner teams are all fantastic ways to win points in this category.

Follow-On Funding Pool

$250,000 in follow-on grants will be set aside for individuals or teams who would like to work on implementing the top prototypes built at GlobalHack VI. Selected teams and/or participants will be notified of post-GlobalHack VI implementation and funding opportunties. Even if you're team is from out of town, we are open to working with participants/teams who reside outside St. Louis, during and leading up to the implementation phase. GlobalHack staff will work alongside selected participants and our partner agencies to ensure the project is successful.

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Overall Grand Prize: $150,000

Division Prizes

	Youth	College	Pro
1st Place	$50,000	$100,000	$125,000
2nd Place	$25,000	$50,000	$100,000
3rd Place	$10,000	$25,000	$50,000
4th Place	$5,000	$15,000	$25,000
5th Place	$2,500	$5,000	$10,000

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