GlobalHack Participants,

Please read this note thoroughly to fully understand how the judging process works. GlobalHack is committed to a fair, transparent judging process. If you have any questions or concerns, please send us a message on Slack AFTER reading the following documentation as your question likely is answered by reviewing the information below.

Submissions
All projects must be finalized by 9am CST on Sunday, October 23. If you have not had a chance to do so, please check out the GlobalHack VI DevPost Guide for complete instructions on creating a project and submitting it for judging consideration.

Preparing for Round 1 Judging
In order to facilitate Round 1 of judging, we ask that you start gathering personal items and cleaning up your tables starting at 7am on Sunday. We realize that many of you are working on last minute updates for your projects, so your cooperation is appreciated. Immediately at 9am, we will ask all participants to get out of their seats and move into stadium seating. Chaifetz staff will be removing half of all of the team tables to prepare for Round 1 of judging. Even if your table is not removed, you will still need to vacate your workspace **IMMEDIATELY** at 9am. Any teams purposefully stalling will be disqualified. In order to end the hackathon on time, we need to make sure everyone is working with us to ensure we are on time. If you are a coach or chaperone for either a youth or college team, remember that you are NOT allowed to present on behalf of your team. We want to see our youth participants shine!

Round 1
The first round of judging is styled like a 'Science Fair' and will coincide with a Project Expo that is occurring simultaneously from **10am to 1:30pm. Round 1 Judging will last approximately 90 minutes.** After Round 1 ends the Expo will still continue until 1:30pm. Each team will be assigned a number and a table that corresponds with that team number. Once the tables are set up and numbered, we will make an announcement and teams will be invited back down to the arena floor to set up their table. In addition to judges, sponsors and invited guests will be traveling around to your respective tables to ask you about your projects. If you have a monitor, it's recommended that you use it for the Project Expo. Each judge group (typically 3-4 judges) will spend approximately 3-4 minutes with each team, so please be efficient with your demo. We would strongly recommend (if you have time) to 'rehearse' your demo so that you can cover all of the necessary functionality with each judging group. That said, you will not be able to share everything you have built, so please prioritize key features. Two different judging groups will be by to visit your table, so do not leave after the first group of judges sees you. After scores are submitted by our Round 1 judges, we will send volunteers to grab teams who are moving onto Round 2 and will send them to the upper level of Chaifetz Arena. You are more than welcome to continue to check out other teams' projects at the Expo, but PLEASE make sure that at least one representative from your team remains by your table in case a volunteer needs to grab you. We will not be posting the teams that move on to the next round publically.

Round 2
Approximately one third of all final teams will move on to the semifinal round (Round 2) of judging. If you are not selected to move on, we encourage you to check out other teams' demos at the Project Expo, or grab a team photo at the Oh So Vivant photobooth which will be located on the arena floor. Please know that the judging suites are relatively small, so you will only be able to send two (2) representatives from your team to present to a small group of judges. We advise that you send your team's best communicator and strongest

technical member. Please know that the judges that you will see in Round 2 may differ from the ones you see in Round 1. This is very much intentional.

If your team is selected, a runner will escort you to one of the elevators located on the Event Level and will take you up to the Suite Level.

From there, you will either go to a judging suite to present OR visit Code Review Rooms A or B. We will need to run both processes simultaneously to make sure we can get through all of the selected teams.

Round 2 Presentations
When you present, you will be lead into one of the Judging Suites on that floor. Once in the Suite, a volunteer will assist you in getting your laptop hooked up to a monitor. The monitor takes HDMI inputs, so bring a computer with an HDMI port. We do have Mac adapters for Mini DisplayPort to HDMI.

You will have 5 minutes to present your demo during Round 2, followed by 5 minutes of Q/A from the judges. A volunteer will be timing each session to ensure your team's representatives and the judges do not go over their time allotment.

Code Review
During our code review, our code review judges will be taking a look at your code and will ask you a series of questions that you will need to answer.

After you are done with both your Round 2 presentation **AND** code review, a volunteer will escort you back down the elevator to the Arena Floor.

Round 3
In the same fashion as before, volunteer runners will go a grab selected teams who will be moving on to Round 3, our final round. Runners will take your team to a specific location where we will give you more information about Round 3. As a reminder, Round 3 (final presentations) will be given on the main stage in front of the entire audience. If selected, your two selected team representatives (the same ones as in Round 2) will have specific roles - the presenter will be talking over your demo while the technical rep goes into the Chaifetz video room to 'drive' the demo. The technical rep will be able to see and hear their presenter while in that room, so can respond to certain visual and audio cues. The order of presentations (in terms of divisions) will go as follows:

- Youth
- Collegiate
- Pro

After final presentations, our final judges will deliberate deliver a decision around prizes. With dozens of teams and judges to manage, we appreciate your patience with us. If you have any questions or concerns please reach out to us on Slack.