



CUhackit

Jan 26-27, 2019
Impact Report



2019 Over and Out



Dear Friend of CUhackit,

CUhackit 2019 was a great success! This year we opened our doors to other universities, became Major League Hacking official, and expanded our impact to 236 participants.

CUhackit is run on the model of a hackathon established by MLH, a 24-hour “invention marathon”. Many schools and professional organizations across the country host them. The aim is to promote innovative thinking, collaboration, and hands-on learning. As a completely free event, we maximize opportunity by reducing obstacles through providing students with ample food, resources, mentorship, and incentive to create a novel solution to a problem using hardware or software. The event culminates with demos where students demonstrate and pitch their projects to judges for the chance to win awesome prizes.

MLH is a internationally recognized organization for student hackathons across North America and Europe. **CUhackit is the first hackathon to be recognized by the league in South Carolina** and will forever hold that honor. MLH's presence at the event allowed participants to have access to a plentiful hardware lab, internship opportunities, and 4 more prize categories.

The CUhackit company partnerships were spearheaded by Amazon Web Services. In addition to giving us a grant of \$12,000, in an effort led by Richard Weatherly and Dia Harris, AWS flew in seven recruiting and technical representatives from all over the country, extended special recruiting opportunities to Clemson-student participants, and engaged with the CUhackit organizing team on a more personal level with lunch and a campus tour. They also had their own hackathon project category to challenge students to use AWS to improve campus life. 16 teams competed for the AWS Challenge, which was awarded to a team that used four separate tools to create an app that automatically detects hate speech.

From its inception, CUhackit was fueled by one main idea: bring opportunity to students. An opportunity to learn, build, create, collaborate, and be immersed in a culture of innovation - even if only for 24 hours. CUhackit demonstrates how to self teach, provides mentorship events, both technical and communicative, all in a supportive environment. Clemson has a career fair, but CUhackit lets employers see students demonstrate their skills - live. CUhackit aims to break down the barriers students face in their professional group - both on campus and beyond.

Until Next Time,

Happy Hacking!

Courtney Shearer & Ethan Bensman
Director & Assistant Director

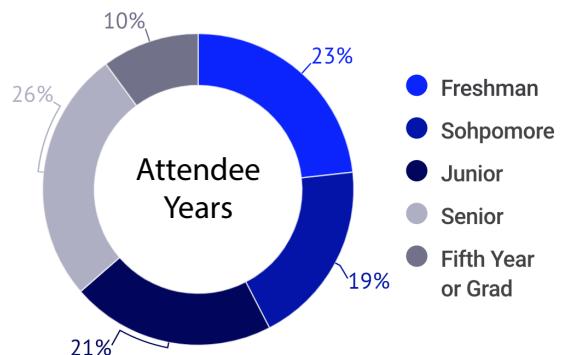
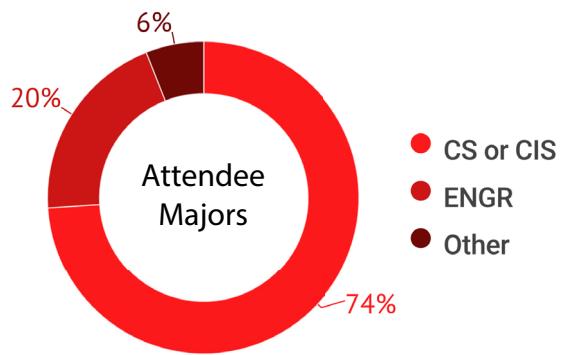
By The Numbers



236 participants **24** different universities and colleges

495 applicants **56** demos **18** learning sessions

55% Clemson students **49%** minority students **100** pizzas



95% Learned something

88% Want to attend again

Testimonials



"CUhackit was the perfect experience for my first hackathon. All the mentors were incredibly helpful, and the staff provided all the resources we needed. My team and I bonded during the weekend and we're already planning on attending more hackathons in the near future!"

Bridgitt Ku
UNC Charlotte

"CUHackIt is a first of its kind for both Clemson University and South Carolina, as not all in-state students have the resources or the time to travel very far for a hackathon. As someone who has been in this position before, I'm very glad that my first hackathon was at the place I consider home."

Shane Ragusa
Clemson University



"Programs like CUhackit are becomingly increasingly vital to the modern student's education. It's no longer enough to know things, it's now important to create things, to be able to act rather than just know, and this is the part that academics often miss - and where co-curriculars like CUhackit fill the void."

Owen Phillips
Clemson University

The Experience



Thank You



We'd like to extend a massive thank you to everyone who made this possible.

To our **partners** -- Amazon Web Services, SCI Fusion360, Accenture, American Specialty Health, Blackbaud, SPAWAR, AgFirst, Deloitte, SciDAS, Major League Hacking, Stickermule, The Watt Center, Mock Turtle Soup, 4imprint, Clemson Makerspace, Clemson SoC, GitHub, ITSAB, and Clemson Mobile who supported and funded this endeavor.

To all the amazing **Clemson staff and faculty** who have given us support along the way, especially our advisor, Dr. Jacob Sorber.

To our **mentors** who assisted and shared expertise throughout this event helping hackers learn about the tools they can use to create. To our **judges** who helped us make the toughest choices.

To the **Watt Center staff** including Tullen Burns who worked tirelessly alongside our team to pull this event off.

To Dr. Matthew Boyer, Trisha Sorber, Justine Polomski, Ted Anastopoulos, Audrey Vincent, and the Major League Hacking ground team.

And to the **participants** who dedicated their weekend to learning and creating.

The Team



CUhackit was a collaborative effort organized by a team of **28 incredible students**.

Courtney Shearer
Director

Ethan Bensman
Assistant Director

Natalie DellaMaria
Head of Logistics

Alex Haight
Head of PR

Dan Freeman
Head of Partnerships

Nikki Wyman
Head of Partnerships

Madison Maddox
Head of HackerXP

Kevin Rabinovich
Head of Design

Zach Wyman
Head of Finance

Charlie Gallentine
Lead Web Developer

Nathan Binkley

Destiny Boone

Morgan Clark

Drew Emery

John Hollowell

Harold Hyte

Chris Lambert

Javarrus Mickle

Marianna Moawad

Ayush Petigara

Mira Pichai

Tyler Piel

André Robinson

Peter Sterckx

Tanner Street

Mikey Summers

Helena Upshaw

Quan Weldon

Meetings. Teamwork. Slack messages. Trello boards. Coffee.

