

2019 OA

Hackathon

Individual Registration Information



This guide contains information on registration to attend the Order of the Arrow's 2019 national event, the 2019 OA Hackthon. Participant registration fee of \$295 includes 4 nights dorm lodging (in UIUC's newest residence hall!) and all meals beginning with dinner on Wednesday, June 26 through breakfast on Sunday, June 30. A \$100 deposit is due at the time of your registration, and all fees are due by May 1. After May 1 the registration fee increases to \$325 and the \$100 deposit becomes nonrefundable. No group registrations will be accepted.

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All delegate registration will be accomplished using the National Order of the Arrow Event Registration System through the URL:

https://registration.oa-bsa.org/

Any required hard-copy forms will be produced during the online process.

Key Dates:

January 26 Registration Open

March 31 Staff Assignments Complete

May 1 Delegate Late Fees Apply

June 1 Registration Closes

Important Information

2019 OA Hackathon

What's a Hackathon?

The 2019 national event, the 2019 OA Hackathon, will be truly unlike anything the Order of the Arrow has ever seen. Youth and adults from across the nation will gather to learn, grow and be inspired about technology in the Order of the Arrow!

This hands-on, high-energy event will focus on solving problems, sparking innovation and sharing knowledge at all levels of the organization.

Delegates will experience engaging trainings, a technology exposition, and a typical 'hackathon' competition. Similarly, delegates will be be provided with feedback about current programs in the OA and prompted to 'hack' a solution together.

Youth and adults who attend will be able to work with Arrowmen from all across the country, providing a unique opportunity to #HackOA, learn more about technology, and network.

Dates and Location

2019 OA Hackathon will begin with dinner on Wednesday, June 26, and end after breakfast on Sunday, June 30, at the University of Illinois, Urbana-Champaign.

All delegate check-in will occur on Wednesday, June 26. Delegates should plan to arrive between 1:00pm and 6:00pm. (Please note: No early arrival option is available.)

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Attendance

All Arrowmen who are registered members of the Boy Scouts of America and have their council's approval are eligible to participate in the 2019 OA Hackathon.

If traveling with a group, the contingent must have two-deep adult leadership and abide by the policies established in the Guide to Safe Scouting.

Registration Fee

The 2019 OA Hackathon fee is \$295.00 for youth and adult delegates who pay their total conference fee by May 1, 2019. Fees paid after May 1 will be \$325.00 for youth and adult members. All late fees must be received by the OA director no later than June 1. The fee includes four nights housing, three full days of program and training, 11 meals, program and support materials, registration materials, insurance and recognition items during the five-day conference. The fee is payable in the following manner:

To secure the youth and adult spaces desired, each delegate must complete the online registration. You will be billed for the nonrefundable deposit of \$100.00 per delegate. No group registrations will be accepted. All delegate registration must be processed through the national online payment system website:

https://registration.oa-bsa.org/

Cancellation and Refund Policy

The \$100.00 per person deposit is refundable until May 1. All requests for cancellation made in writing to the OA director by April 30 will receive a full refund of all fees. Delegates canceling their registration after May 1 will forfeit the \$100.00 deposit fee. (The director will consider refunds for medical reasons after May 1.)

Planning Committee

The National Order of the Arrow Committee will host and provide overall guidance and leadership to the 2019 OA Hackathon.

Six youth from around the nation make up the planning committee and are paired with veteran advisers who bring extensive Order of the Arrow and Scouting experience, technological knowledge, and years of experience in administering national events.

Josh Squirrell of Ohio has been selected as the youth lead and Rob Rosamond of Seattle, WA has been appointed as the lead adviser.

National OA Director Matt Dukeman is the 2019 OA Hackathon staff adviser.

Any additional questions that you may have regarding the 2019 OA Hackathon may be directed to:

hackathon@oa-bsa.org/

2019 OA Hackathon Program Information

Training

Training at the 2019 OA Hackathon is being designed so all delegates will be able to attend and learn more about technology, leadership, and problem solving. Training sessions available at the Hackathon will feature hand-picked staff covering a variety of topics and experience levels to best fit the skill and experience of the different delegates. In addition to formal presentations, Arrowmen will have the opportunity to learn in hands-on workshops and informal discussions. Training offered at the Hackathon is planned to include such topics as leadership, programming, careers in technology, problem solving, history of technology, internet safety, networking, and more. The various depths and styles of courses will provide delegates the opportunity to customize their training schedule to best fit their experience and interests. Also, Scouts BSA youth members will have the option to earn merit badges such as Digital Technology, Robotics, and Programming.

Please note: To have the best experience, all delegates under the age of 18 need to complete their grade appropriate Cyber Chip before coming to the Hackathon.

https://www.scouting.org/training/ youth-protection/cyber-chip

Spectacles and Keynotes

Throughout the event, there will be three engaging Keynote Sessions and two Spectacles (shows). These keynotes will feature industry leaders as well as Order of the Arrow leaders. The keynotes will focus on teamwork, emerging technology, and how technology will be used in the OA and the BSA.

Technology Exposition

The Technology Expo is a college fair style event where different technology (software and hardware) will be put on display. All delegates are urged to come and experience the various booths ranging from OA-related displays to booths for technology related companies.

Novice Track

Have no experience, but still interested? No worries, everyone is welcome attend the 2019 OA Hackathon. **Novice** delegates will focus on experiences and learning new skills, both in technical and in leadership aspects. They will compete in an innovative display and have the opportunity to earn merit badges and possible requirements for Nova awards.

Intermediate Track

Intermediate delegates will spend half of the program gaining technical and leadership skills and then will compete against each other in a typical "hackathon." Delegates will be challenged in a 24 hour competition to solve problems through technological efforts to mitigate a real-world issue within our organization. These Arrowmen should have some exposure to computer programming before arrival.

Advanced Track

Advanced delegates will work together in teams with varying technical knowledge to brainstorm and develop innovative technical solutions. This will be the more typical hackathon program, as delegates challenge each other to help develop solutions to assist lodges around the country. Arrowmen participating in this track should have experience in coding in multiple programming languages.