



## **Introduction**

A hackathon is a time-bound competitive event where participants collaborate to build proofs of concepts and minimum viable products for a specific pre-defined problem.

Hackathons drive innovation. They involve risk-taking and problem solving with the aim of fixing persistent problems, real-life business, and social issues. Participants get to engage their creative and innovative selves to come up with actionable solutions, bringing ideas to life.

## **Why a Hackathon?**

1. A platform to generate new ideas and solutions to challenges in our environment through accelerated innovative methods.
2. A platform to improve engagement, retention, and relationship building with our alumni community and industry partners.
3. An opportunity to build brand credibility and position Moringa as the go-to place for finding the right tech talent.
4. A hackathon will provide us an opportunity to offer our alumni community a new thing to learn e.g problem-solving, speed in innovation, enhanced collaboration, and teamwork.

**Prizes to be won:** Cash prizes and Mentorship Opportunities

**Categories of winners**

**Winners:**



Winners	Prize
- Winner	<ul style="list-style-type: none"><li>- <b>A cash prize</b></li><li>- <b>3 Months Mentorship Opportunity</b></li></ul>
- 1st Runners Up	<ul style="list-style-type: none"><li>- <b>A cash prize</b></li><li>- <b>3 months Mentorship Opportunity</b></li></ul>
- 2nd Runners Up	<ul style="list-style-type: none"><li>- <b>A cash prize</b></li><li>- <b>Mentorship Opportunity</b></li></ul>

### **Problem Statement**

**Project description:** EdTech solution that will impact learning and Development in organizations or educational institutions.

**Current challenge:**

***“Technology in education has been evolving and the market has seen the creation of different tech solutions. To make learning as impactful and as interactive as possible, the use of technology is imperative. Using emerging technologies provide a solution that will help organizations and institutions better deliver their learning and development programs.***

**Important date**

	DATE	TIME	LOCATION	DETAILS
<b>Group creation</b>	May 25, 2022	TBC	zoom	<p>The outcomes team will set groups for the hackathon depending on your response to the form. Each group will be made of 3-5 participants</p> <p>Get the slack channel invitation</p>
<b>Pre Hackathon Session</b>	May 27, 2022	TBC	Zoom	In this session, you will get to share ideas regarding your challenge and the solution that you have identified.
<b>Hackathon Day 1</b>	May 30, 2022	TBC	Zoom	Start the process - develop their problem statement, user case and user journey, etc
<b>Hackathon Day 2</b>	Jun 3, 2022	TBD	Zoom	<p>.</p> <p>Actually start working on the problem statement</p>
<b>1st Presentation and selection for the top 5</b>	Jun 17, 2022	TBD	zoom	<p>During this session, you will present your initial solution, and get a chance to get feedback on it.</p> <p>Top 5 groups will be selected from the presentations made</p>
<b>2nd Presentation and feedback</b>	Jun 24, 2022	TBD	zoom	After receiving feedback from the previous session, you will get to present your final products. During this session, you will also get feedback.



<b>Pre-hackathon debrief</b>	Jun 29, 2022	TBD	In-person	Prep for the actual day, set expectations and venue walk through
<b>In Person Presentation</b>	Jun 30, 2022	TBD	(Venue )	

## Rules

### 1. INTELLECTUAL PROPERTY RIGHTS

In order to make sure that your participation in this hackathon is ethical and your work will be protected. Please remember that all submissions to the Hackathon remain the intellectual property of the individuals that developed them. By submitting a EdTech Hackathon Entry or accepting any prize, you represent and warrant the following:

(a) Your work has to be your own. you will not submit content that is copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights, unless you are the owner of such rights or have permission from their rightful owner to post the content and to grant Moringa School all of the rights granted herein; (b) you will not publish falsehoods or misrepresentations that could damage Moringa School, Sponsors, or any third party;



(c) you will not submit content that is unlawful, obscene, defamatory, libelous, threatening, pornographic, harassing, hateful, racially or ethnically offensive, or encourages conduct that would be considered a criminal offense, give rise to civil liability, violate any law, or is otherwise inappropriate or destructive (d) you will not post advertisements or solicitations of business; (e) Moringa School will not be obligated to pay any compensation to, or permit any participation by, any third party in connection with the use, reproduction, modification, publication, display or other exploitation of any of the content that you submit; and (f) the content submitted by you does not contain any viruses, Trojan horses, worms or other disabling devices or harmful code.

By participating in the hackathon , you hereby grant Moringa School, Sponsors, their respective affiliates, and their affiliates' agents and third party contractors, without additional consideration, a worldwide, perpetual, irrevocable, non- exclusive right and license, with the right to sublicense, to discuss, publicize, market and otherwise display content derived from or relating to the Hackathon ("Marketing Content"), and to distribute and use such Marketing Content for promotional and marketing purposes (either in the form submitted or in the form of a derivative or adapted work). You understand that you will not receive any compensation or credit for this.



## **1. WINNER SELECTION/JUDGING CRITERIA**

The Contest winners will be selected by a panel of judges ("Judges").

By submitting your projects, participants release Moringa School, Sponsors, their respective subsidiaries, affiliates, directors, officers, employees, representatives, agents, and advisors from any and all liability for any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the decisions of the Judges.

## **2. CODE OF CONDUCT**

By registering to participate in the alumni hackathon, you agree to the rules outlined. You further agree to be bound by the decisions of the Hackathon organizers and the judges which shall be final and binding in all respects. The hackathon organizers reserve the right, at its sole discretion, to disqualify any individual that tampers or attempts to tamper with the

### **Point of Contact in case of anything:-**

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