Google

- Resources: Breadboard Al Documentation
- People: Bakary Diarrassouba TPM
- Prize:
 - Challenge: Best Breadboard Application
 - Description:
 - I. Using Google Al's Breadboard, turn those ideas into reality! This track challenges you to build a prototype generative Al application that tackles a fun or everyday problem.
 - 2. No idea is too wild! Imagine:
 - An Al DJ that crafts personalized playlists based on your mood... and the weather.
 - A story generator that collaborates with you to build fantastical worlds
 - A tool that turns your doodles into stunning works of art.
 - Judging Criteria:
 - I. Creativity & Originality (30%):
 - How unique and imaginative is the project concept?
 - Does it explore novel applications of generative Al?
 - Does it push the boundaries of what Breadboard can do?
 - 2. Technical Implementation (25%):
 - How effectively are Breadboard's features used?
 - Is the project well-structured and modular (if applicable)?
 - Does it demonstrate a good understanding of the technology?
 - 3. User Experience & Design (20%):
 - Is the application or tool intuitive and enjoyable to use?
 - Does it have a clear purpose and flow?
 - 4. Fun Factor & "Wow" Moment (15%):
 - Does the project spark joy, surprise, or a sense of wonder?
 - Is it something that people would want to share and talk about?
 - 5. Potential Impact (10%):
 - Could this project have real-world applications, even if small-scale?

- Does it address a problem, even a lighthearted one, in an interesting way?
- Does it inspire new ways of thinking about Al and its possibilities?

o Prizes:

- I. Ist place 🏅 \$1000
- 2. 2nd place 🥈 \$700
- 3. 3rd place 🥉 \$300