

# **I-Stem hackathon 19th-21st January, 2018**

**Organised by Inclusive Stem in collaboration with IIIT Bangalore, Vision Aid, Vision Empower and XRCVC**

## About the hackathon

I-Stem Hackathon is a 24-hour hackathon where blind and visually impaired developers, industry professionals and CS students come together to work on exciting and challenging problems.

## Hackathon Rules

### The spirit of the competition

Remember that hackathons are like marathons. Some people go to compete but most people take part to better themselves and have fun. Whatever the reason is you're at a hackathon, make sure you're upholding the hacker spirit by collaborating with other teams, helping beginners, and having fun.

### The rules of the competition

1. All teams will be composed of five people-two blind developers, two industry professionals and one sighted student from IIIT Bangalore. Any deviation to this should be approved by the organising team before the competition.
2. All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine.
3. Teams can gain advice and support from organizers, volunteers, sponsors, and others.
4. All work on a project should be done at the hackathon.
5. Teams can use an idea they had before the event.
6. Teams can work on ideas that have already been done. Hacks do not have to be "innovative". If somebody wants to work on a common idea, they should be allowed to do so and should be judged on the quality of their hack. These days it's hard to find something that's fully original and teams might not know an idea has been done before anyway.
7. Teams can work on an idea that they have worked on before (as long as they do not re-use code).

8. Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
9. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the hackathon in determining the winners.
10. Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
11. Projects that violate the Code of Conduct are not allowed.
12. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behaviour.

## Presentations

After hacking finishes, each team must present their work to the audience and judges. Each team has been allotted 10 Mins. which includes 7 Mins. for presentation and 3 Mins. for Q&A. Teams are allowed to use anything that they may need to support their presentations (e.g. slides, videos etc.). We encourage all teams to demo their hack during the presentation. Further, in the spirit of accessibility, try to be as accessible as possible while presenting. All participants should present. We also encourage teams to ensure equal participation as far as possible.

You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. It's okay if you didn't finish your hack—that happens all the time! Completion is only one part of the judging criteria, so you might still do well. Also, presenting is not just about the competition. It's a chance to share with others what you learned and what you tried to build—that's what hacking is all about!

## Judging Criteria

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

- Technology: How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you go "Wow"?
- Design: Did the team put thought into the user experience? How well designed is the interface? Is it accessible?
- Completion: Does the hack work? Did the team achieve everything they wanted?
- Learning: Did the team stretch themselves? Did they try to learn something new? What kind of projects have they worked on before? If a team which always does virtual reality projects decides to switch up and try doing a mobile app instead, that exploration should be rewarded.

These criteria will guide judges but ultimately judges are free to make decisions based on their gut feeling of which projects are the most impressive and most deserving.

It's important to note that these judging criteria do not include:

- How good your code is. It doesn't matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. If your code isn't production ready, we're not going to mark you down.
- How well you pitch. Hacking is about building and learning, not about selling.
- How good the idea is. Again, hackathons aren't about coming up with innovative ideas. It's about building and learning.

So don't worry about coming up with the next big idea or building the next Facebook. You'll have plenty of time for that outside the hackathon. Just focus on learning, having fun, and making new friends. At the end of the day the skills you learn and the friends you make might lead to the next big thing—but you don't have to do that to win a hackathon.

Remember!

The competition is just a part of the hackathon. To make the most out of the event, try something new, teach other people, and make new friends!

## Schedule

All hackathon events will be organised at International Institute of Information Technology (IIIT) Bangalore. Stay arrangements for the participants have been made at Uniworld Bangalore (<http://www.uniworldindia.com/>)

### Friday, 19th January 2018

3:00 PM: all outstation participants arrive at Bangalore

5:00 PM: bus leaves from Uniworld to IIITB

5:30 PM: registration and networking, tea/coffee

6:00 PM: welcome and presentations by organisers, objectives for the hackathon, logistics, rules, Q&A

6:30 PM: icebreakers and other activities in respective hackathon teams

7:30 PM: dinner served

9:00 PM: bus leaves from IIITB to Uniworld

### Saturday, 20th January 2018

7:30 AM: buses leave from Uniworld to IIITB

8:00 AM: registration, breakfast

9:00 AM: opening ceremony and keynote

10:00 AM: hackathon begins

12:00-1:00 PM: lunch

(Either external speaker or participant spotlight)

1:00 PM: hackathon continues

3:00-4:30 PM: panel discussion on disability and tech

5:00 PM: tea/snacks

5:30 PM: HR meet and greet

8:00 PM: dinner

9:00 PM: bus1 leaves from IIITB to Uniworld

12:00 AM: bus2 leaves from IIITB to Uniworld

(Campus will be available to hack over the midnight, and snacks/pizza will be available.)

Sunday, 21st January 2018

8:30 AM: buses leave from Uniworld to IIITB

9:00 AM: breakfast

10:00 AM: hackathon ends, upload the final binary and all code to the submission website

10:00 AM-12:00 PM: presentation/pitch prep

12:00-1:00 PM: lunch

(Accessibility innovation at partners)

1:00 PM-3:30 PM: presentations and Q&A

4:00 PM: closing ceremony and prizes

6:00 PM: dinner and celebration

8:30 PM: bus leaves from IIITB to Uniworld

## Deliverables

Participants must submit all code, binaries and anything else that is a part of the final end product by 10:00 A.M. on 21st January. We require that the end product be accessible for people with disabilities (you might want to check section 508 and WCAG 2.0 guidelines to ensure compliance). Further, all teams must submit a presentation on their work (slide decks and/or demo videos) by 12:00 PM on 21st January. Additionally, every participant should participate in the final presentation, and teams should strive for equal participation throughout the presentation.

## FAQ

Q. Does the project need to be related to accessibility?

A. No, but the end product must be accessible for people with disabilities.

Q. Are there any constraints on what the project could be?

A. No

Q. Can we build on past projects?

A. You cannot work, copy, or improve on past projects. Using your own APIs or third-party APIs is alright, as long as the project is completely new. Please refer to the rules above for more information.

Q. What computing resources would be available to me?

a. Currently, we do not have any resources, but we will update all participants should there be any updates.

q. What if I or my team need technical help?

A. A few mentors will be available to help out with specific technologies. If you need help in a domain that we do not have mentors for, reach out to an organiser and we will try to connect you with a suitable person.

Q. What if the project is too technical for me?

A. We realise that some participants are relative new to programming, and might find it challenging to understand parts of the project. If this happens, know that it's okay. You're here to learn and grow; make the most of the opportunity.

Q. I am a blind participant. Will I get help navigating the venue?

A. Yes, we will have volunteers that will help out navigating the venue.

Q. I am an industry professional/sighted student, and I'm a little nervous about working with a blind person. How can I be more prepared?

A. you do not need preparation-just be yourself and come with an open and inquisitive mind without any preconceived notions or biases.

Q. What if I have other questions?

A. Reach out to us at [inclusivestemindia@gmail.com](mailto:inclusivestemindia@gmail.com).

## Code of Conduct

ISem Hackathon is an all-inclusive space. Together we stand against all bases of discrimination, harassment, bullying, abuse, violence, victimization, and any other inappropriate behavior, including, but not limited to gender, age, disabilities, physical Features, medical Condition, race, ethnicity, heritage, national Origin, religion, language, socioeconomic Status, immigration Status, veteran Status, parental Status, education, gender Identity/Expression, sexual Orientation, invisible Disabilities, body Size/Shape, genetic Information, color, culture, nationality, national Identity, creed, criminal Record, citizenship, political Beliefs, marital Status, pregnancy and computing Experience.

Inappropriate behavior includes, but is not limited to, offensive verbal or written comments, deliberate intimidation, stalking, sustained disruption of event proceedings, unwarranted physical contact or sexual attention, conduct that is unwelcome, targeted, sufficiently severe, persistent, or pervasive such that it could be expected to create an intimidating, hostile, or offensive environment, or has the purpose or effect of unreasonably interfering with a person's performance or ability to participate in or benefit from any ISem Hackathon event, service, opportunity, or activity.

It is also not appropriate to participate in, bring, or use discriminatory, specifically sexual, language, imagery, activities, clothing, uniforms, costumes, other materials, or contribute otherwise to such an environment both in their projects and during the event.

Photography and video recording are encouraged, but individuals must be given a chance to opt out. If anyone objects, you must comply with their request. It is inappropriate to take photographs or videos in contexts where people have a reasonable expectation of privacy, such as restrooms.

If anyone engages in discriminatory behavior or violates this code of conduct, the event organisers may take any action they deem appropriate, such as warning the offender, expulsion or sanctioning from the event, withholding reimbursements, or reporting their behaviour to law enforcement.

We have zero tolerance for those that break our code of conduct. These rules apply to all attendees, participants, organizers, volunteers, judges, mentors, sponsors, partners, vendors, staff, forms of social media, ideas conceived, and projects created at any ISem Hackathon activity, venue, or event. Our community welcomes everyone.



If you feel uncomfortable or unsafe at IStem Hackathon or experience or witness any violations of this code of conduct, immediately contact an organiser. All reporters have the right to remain anonymous.

-Adapted from the DubHacks Code of Conduct, Hack Code of Conduct and MLH Code of Conduct