# **Spring Hackathon 2024 Proposal**

Clark Competitive Computing Club (C4)

Clark University

950 Main St.

Worcester, MA 01610

January 11, 2024

**Executive Board:**  
President: Nina Carlson ‘24

[ncarlson@clarku.edu](mailto:ncarlson@clarku.edu)

Vice President: Ella Grady ‘24

[elgrady@clarku.edu](mailto:elgrady@clarku.edu)

Treasurer: Abigail Wilson ‘24

[abwilson@clarku.edu](mailto:abwilson@clarku.edu)

Secretary: Isaac Tomeho ‘26

[itomeho@clarku.edu](mailto:itomeho@clarku.edu)

Learn more about C4 and our initiatives here:

[C4 in ClarkNow](https://clarknow.clarku.edu/2023/12/07/you-can-do-it-too/?utm_source=newsletter&utm_medium=email&utm_content=Full%20Story%20%E2%86%92&utm_campaign=CN-12-07-23)

[C4 Featured in "Challenge. Change." Podcast](https://player.captivate.fm/episode/4385282e-f05a-437f-88f9-d61be81d6205)

[C4 on Instagram](https://www.instagram.com/clarku.c4/)

Table of Contents

[Clark Competitive Computing Club (C4) Hackathon Spring 2024 Proposal 1](#_Toc155887262)

[Overview 3](#_Toc155887263)

[Purpose/Objectives of the C4 Spring 2024 Hackathon 3](#_Toc155887264)

[Proposed Dates, Location(s), Time(s) 3](#_Toc155887265)

[Collaboration with the Clark University Departments of Computer Science/Data Science, Game Design, and Mathematics 4](#_Toc155887266)

[Registration and Communications 4](#_Toc155887267)

[Event Schedule 5](#_Toc155887268)

[Hackathon Theme Proposals 5](#_Toc155887269)

[Budget Allocation 5](#_Toc155887270)

[How Clark can Benefit from this Hackathon 6](#_Toc155887271)

## **Overview**

*The Clark Competitive Computing Club (C4) Spring 2024 Hackathon is a unique opportunity to promote innovation and collaboration among technology-focused undergraduate students at Clark University. This Hackathon is open to all undergraduate students enrolled within the university, and we encourage students of all backgrounds and interests to participate in this exciting event.*

### **Purpose/Objectives of the C4 Spring 2024 Hackathon**

1. *Skill Development*: foster the development of both technical and soft skills among undergraduate students, providing them with a platform to enhance their problem-solving abilities, programming proficiency, teamwork, and creativity.
2. *Innovation and Creativity*: encourage participants to think outside the box, fostering innovation and creative thinking. The hackathon will serve as a space where students can explore novel ideas and solutions to real world problems.
3. *Networking opportunities*: facilitate interaction and collaboration between students, industry professionals, and mentors, promoting networking opportunities that can lead to valuable connections, mentorship, and potential career paths.
4. *Practical application of knowledge*: provide a hands-on experience that allows students to apply theoretical knowledge gained in the classroom to practical, real-world scenarios. This bridges the gap between academic learning and practical implementation.
5. *Build a portfolio and connect with industry*: develop tangible projects that participants can include in portfolios, personal websites, and resumes, enhancing academic and professional profiles. This can help establish connections with mentors and potential employers, opening doors for internships, job opportunities, and mentorship.

Overall, C4 aims for a diverse group of participants, including students from different academic disciplines and backgrounds, to promote cross-disciplinary collaboration and a holistic approach to problem solving. Most of all, our top priority is fostering a positive and inclusive environment where students feel comfortable taking risks, learning from failures, and celebrating successes. We want to promote a culture of continuous learning and improvement.

### **Proposed Dates, Location(s), Time(s)**

***Dates:*** Friday, February 23rd – Sunday, February 25th

***Times:*** Opening ceremony will begin Friday evening. Hacking will commence from the conclusion of the opening ceremony until Sunday afternoon. Judging will commence Sunday afternoon and then the closing ceremony as well as winner’s announcement will take place Sunday evening.

***Location:*** CMACD building, open workspace throughout the building, with certain rooms reserved for specific lectures and events.

### **Collaboration with the Clark University Departments of Computer Science/Data Science, Game Design, and Mathematics**

To enrich the interdisciplinary nature of the C4 Spring 2024 Hackathon, we propose a collaborative effort with multiple academic departments, specifically targeting the Computer Science, Game Design, and Mathematics Departments. This collaboration aims to bring together a diverse range of expertise and perspectives to elevate the hackathon experience for participating students.

***Technical Expertise:***

We plan to collaborate with the computer science department to leverage their technical expertise. Faculty members and advanced students can provide guidance, mentorship, and technical support during the Hackathon. Their involvement will ensure that participants have access to valuable resources and assistance in overcoming technical challenges.

***Judges and Guest Speakers:***

We seek faculty members from each of these departments to serve as judges and guest speakers. Their insights and experience will not only contribute to the judging process but also provide valuable perspectives in guest lectures, enriching the overall educational experience for participants.

### **Registration and Communications**

***Registration Process:***

To streamline participation in the C4 Spring 2024 Hackathon, we plan to set up a user-friendly registration process using Microsoft Form. This form, accessible to all interested participants via a mass email from C4 Executive Board, will collect essential information such as participant details, academic backgrounds, and preferences for team formations. Note that there will be an option to be placed on a team if a student does not already have a team to work with.

***Team Management and Communications:***

Once registered, each team’s information will be organized and maintained in a linked Excel spreadsheet, serving as a centralized hub for all team-related updates. These include check-ins, project progress, and scores. This sheet will be accessible only to the C4 Executive Board and coordinators of the event at large. Additionally, to enhance connectivity and facilitate real-time communication, we plan to introduce a dedicated Discord channel.

***Discord Channel:***

We recognize the importance of fostering collaboration and quick communication among participants, mentors, and organizers, with the CS department’s recent adoption of Discord for communication, many participants will already be familiar with the interface. Our discord channel will serve as a dynamic platform for discussions, Q&A sessions, and the exchange of ideas. Participants can join specific channels related to their projects, ensuring targeted discussions and efficient issue resolution.

***Regular Check-Ins:***

To keep everyone informed and engaged, regular check-ins will be conducted on site. These check-ins will provide updates, address any issues, and ensure that teams are progressing smoothly. Check-ins will be conducted by hackathon coordinators, including C4 executive board. The C4 executive board will ensure teams are connected with mentors and other resources if issues arise.

***Scoring and Feedback:***

Scoring and feedback will take place in person on Sunday, February 25th. Scoring will be conducted by selected faculty and student coordinators of the event. Selected faculty will be representatives of the computer science, data science, game design, and mathematics departments. All scoring metrics will be updated in the excel spreadsheet and tallied to select the winners.

***Anticipated Participation:***

With an expected participation of around 50 students, our systems are designed to handle the scale of the event efficiently.

### **Event Schedule**

1. Opening ceremony
2. Guest speaker(s)
3. Morale boosting events.
4. Team check-ins
5. Presentations and judging
6. Closing ceremony and winners announced

### **Hackathon Theme Proposal**

The overarching theme of the Hackathon will be sustainability and the environment. Participants will be challenged to explore and address issues related to environmental conservation, climate change, waste reduction, renewable energy, and other critical sustainability topics. By focusing on these challenges, the hackathon seeks to inspire and encourage solutions that can make a tangible impact on the planet.

### **Budget Allocation**

The following is a sample budget allocation for the Hackathon, covering prizes and food expenses.

***Prizes (assuming each team has a maximum of 3 people):***

*First Place*: $500 in gift cards/technology gadgets

*Second Place*: $300 in gift cards/tech accessories/swag

*Third place*: $200 in gift cards/tech accessories/swag.

***Food:***

Friday Night Dinner (estimating 50 participants)

Total: $500

Saturday morning brunch (estimating 50 participants)

Total: $500

Saturday night dinner (estimating 50 participants)  
Total: $500

Sunday morning brunch (estimating 50 participants)

Total: $500

Snacks and drinks for the weekend: $500

Total Budget Estimates:

Prizes: $1000

Food: $2500

***Grand Total: $3500***

C4 Allocated Yearly Budget (including mid-year budget allocations):  
mid-year budget allocation: $1752

Original budget allocation: $3500

Remaining funds: (3500 – 2903.36) + 1752 = $2348.64

### **How Clark can Benefit from this Hackathon**

Hosting this hackathon holds the potential for significant and long-lasting benefits. Beyond the immediate positive impact on the student body, faculty, and the institution’s reputation, the hackathon offers a unique opportunity for the school to harness the innovative solutions generated by participants. Successful student projects have the potential to be integrated into the school’s existing technological infrastructure, enhancing operational efficiency, and creating sustainable improvements.