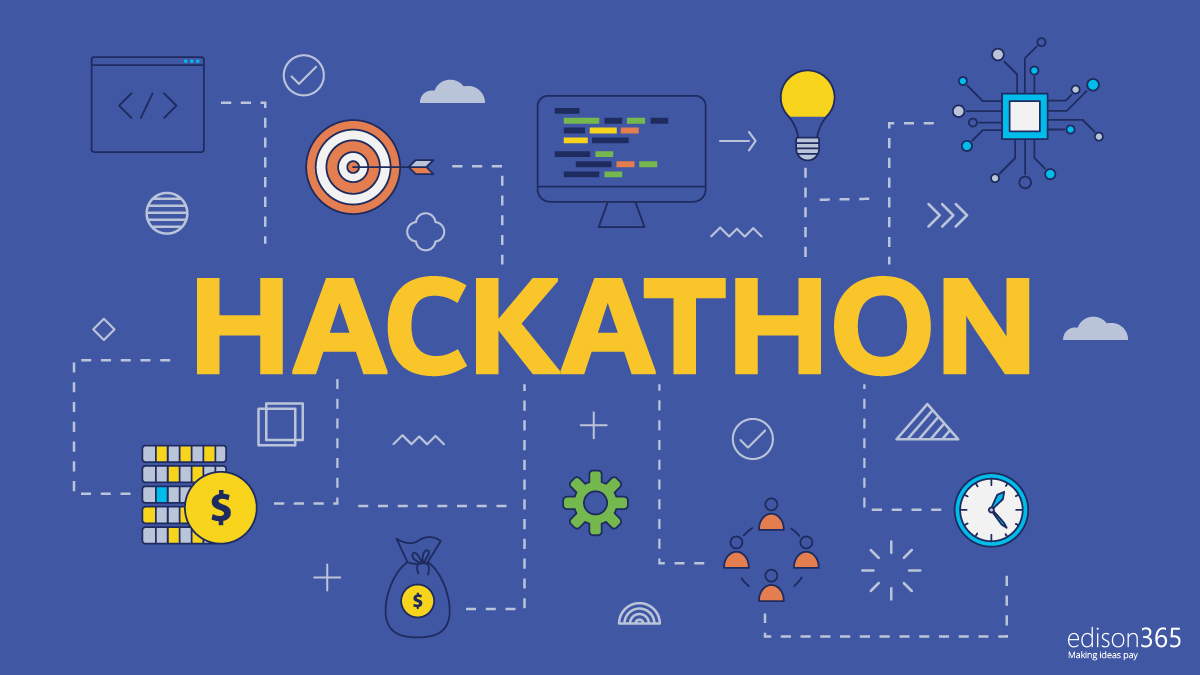


**Careers and Employability**

2024\_25  
Let’s Hack Leicester  
Student Pack



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# Introduction

Welcome and thank you so much for volunteering your time to be part of our 2024/25 Let’s Hack Leicester.

This event is organised by the central Careers and Employability Service in collaboration with our Computer Science Society, Women in STEM Society and Cyberwomen@leicester.

# Aim

1. To provide a significant experience that you can use to advertise your skills when applying for internships, placements or graduate jobs
2. To bring you, our students, closer to our key partner organisations

# Agenda

The event will take place over 2 days, 2 – 3 November 24

## Day 1 (2nd Nov 24):

09:00: Kick-off and challenge briefing.

10:00: Team formation and icebreaker

11:00: Begin work on the challenge.

13:00: Lunch break.

14:00: Continue working with mentorship support.

17:00: Check-in and feedback session.

17:00 onwards: Hack or go home…. The choice is yours

## Day 2 (3rd Nov 24):

09:00: Resume work.

11:00: Finalise prototypes and prepare presentations.

13:00: Lunch break.

14:00: Presentations.

16:00: Judging and awards ceremony.

# Teams

There are 100 students, and each team will consist of 5 students. These teams will be of mixed disciplines and year groups. Participants will be given the option of entering as a group, elsewise you will be assigned by the event organiser to ensure as much a level playing field as possible.

# Mentoring

On the day you will be assigned an employer mentor to assist you through the challenge. This will be to provide you with guidance on your product and is also an opportunity to engage with them about their company.

# Food

This is a self-catered event so please either bring a packed lunch or money to buy something from [Freemans Kitchen](https://www.yourlsp.com/outlets/freemens-kitchen-bar/#menu-60).

# Location

The location of this event is in the Sir Bob Burgess Building. The initial briefing and presentation will take place in SBBB LT2 and you will have exclusive use of the following areas throughout the day:

* 1 x seminar room (SBB 0.03)
* 1 x computer room (SBB 0.04)
* 1 x lecture theatre (SBB LT2)

A member of permanent staff will be in the foyer of this building to welcome you to the event.

# The Challenge

The brief is broad to allow for creativity.

*Develop creative, tech-driven solutions to address real-world problems affecting the University of Leicester or the wider Leicester community. Your projects should contribute positively to the community, focusing on areas such as (but not restricted to) supporting the circular economy, building communities through gamification, or urban environment sustainability technologies.*

Your mentors will be on hand throughout the day to assist you, and should you be struggling with ideation, they are there to help you.

## Ideation

As you prepare for the event, we've included a special exercise in this briefing pack to help you sharpen your problem-solving skills: The Comfy Shoe Exercise.

### The Comfy Shoe Exercise: A Guide to Problem Definition

In the fast-paced environment of a Hackathon, it's easy to jump straight into finding solutions without fully understanding the problem at hand. The Comfy Shoe Exercise is designed to prevent this common pitfall by emphasising the importance of defining the problem statement before diving into solutions.

#### How It Works

**Prompt:** We'll start by asking a simple question: "What is the most comfortable shoe?" Participants often suggest popular choices like slippers or flip-flops.

**Deeper Exploration:** Following the initial response, we'll encourage you to delve deeper by defining the situation surrounding the question. This involves asking contextualising questions such as:

* Do you need the shoe to walk up a mountain?
* Is it hot or snowing?
* Is the shoe required for health and safety purposes?

#### Key Takeaways

Through this exercise, you'll learn:

* **Avoid Jumping to Conclusions:** Resist the urge to immediately jump to solutions without understanding the problem's context.
* **Define the Situation:** Take time to explore and define the situation surrounding the problem statement.
* **Contextual Understanding:** Recognise that effective solutions are grounded in a comprehensive understanding of the problem's circumstances.

#### Conclusion

Engaging in the Comfy Shoe Exercise will equip you with a structured approach to problem-solving, ensuring that your solutions are well-aligned with the problem you're addressing. Remember, success in the Hackathon hinges on your ability to define the problem statement meticulously before delving into ideation.

We hope you find this exercise valuable in your preparations for the Hackathon. Get ready to innovate, collaborate, and tackle challenges head-on. Good luck, and may the best ideas prevail!

# Competition

## Format

* Teams will present a 3-minute brief on their product.
* Timings will be strict and teams will be cut off from presenting at the 3-minute alarm.
* Accounting for transition time between teams (2 mins), all 10 briefs should take 50 mins.
* Due to timings, no questions will be permitted from the audience. Judges may ask confirmation questions.

## Judges

* 1 x rep from each employer
* 1 x rep from Computer Science Society (optional)
* 1 x rep from CyberWomen@Leicester (optional)

## Marking Criteria

Marking will be done online via Microsoft Forms. This will allow for quick final scoring of which teams have come 1st and 2nd.

In the event of a tie in either 1st or 2nd, the judges will collaborate and determine the best pitch subjectively.

|  |  |
| --- | --- |
| **Marking Criteria** | **Weight** |
| Solution Viability | 25% |
| Technical Sophistication of Solution | 25% |
| Group Cohesion and Overall Teamwork | 25% |
| Presentation Quality | 25% |

## Prizes

1st place will receive a £25 Amazon voucher each

2nd place will receive a £10 Amazon voucher each

All prizes will be distributed by the event organiser on the Tuesday after the event.



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