2020

Participant Guide

https://umslwomenhack.org

Welcome to UMSL Women Hack 2020!!

We are thrilled to have you join us for what promises to be a fun day full of creating, collaborating, and coding.
Whether you are an UMSL student, a volunteer, or a mentor we are excited to have you here. Whether this is your first hack, or you have a lifetime of experience recognize that everyone brings unique skills and valuable ideas to the table. We appreciate that you choose to bring yours today and congratulate you on the wisdom to make a difference in your community.

…While successfully building a CRUD operation, most importantly we want everyone to learn something and challenge themselves to go beyond what they already know.
That includes meeting new people. Even if your team is already made, we encourage you to have a meal with someone new or play a game against a new friend. We want you to have a positive experience. If we can do anything to improve that, just let us know.

Event Guide

Schedules……3 - 4
Maps……5 – 6
General Info…… 7 – 8
- Venue Access……7
- Registration……7
- Code of Conduct……7
- Participation……7
- Snacks……8
- First Aid……8
- Safety & Emergency……8

Slack……9
Mentor Guidelines……10
Judge Criteria……11

CRUD = Create, Read, Update, Delete

UMSL Women Hack Schedule

Saturday, November 14, 2020

Start	End	Event	Location
8:00 AM	9:15 AM	Check-in/Team Formation	Virtual
9:15 AM	10:00 AM	Opening Ceremony	Virtual
10:00 AM	???????	Brainstorming	Virtual
11:00 AM	???????	Coding & Development	Virtual
1:00 PM	2:00 PM	How to use Zoom Presentation	Virtual
4:00 PM	5:00 PM	Network Room	Virtual
5:00 PM	???????	Coding & Development	Virtual

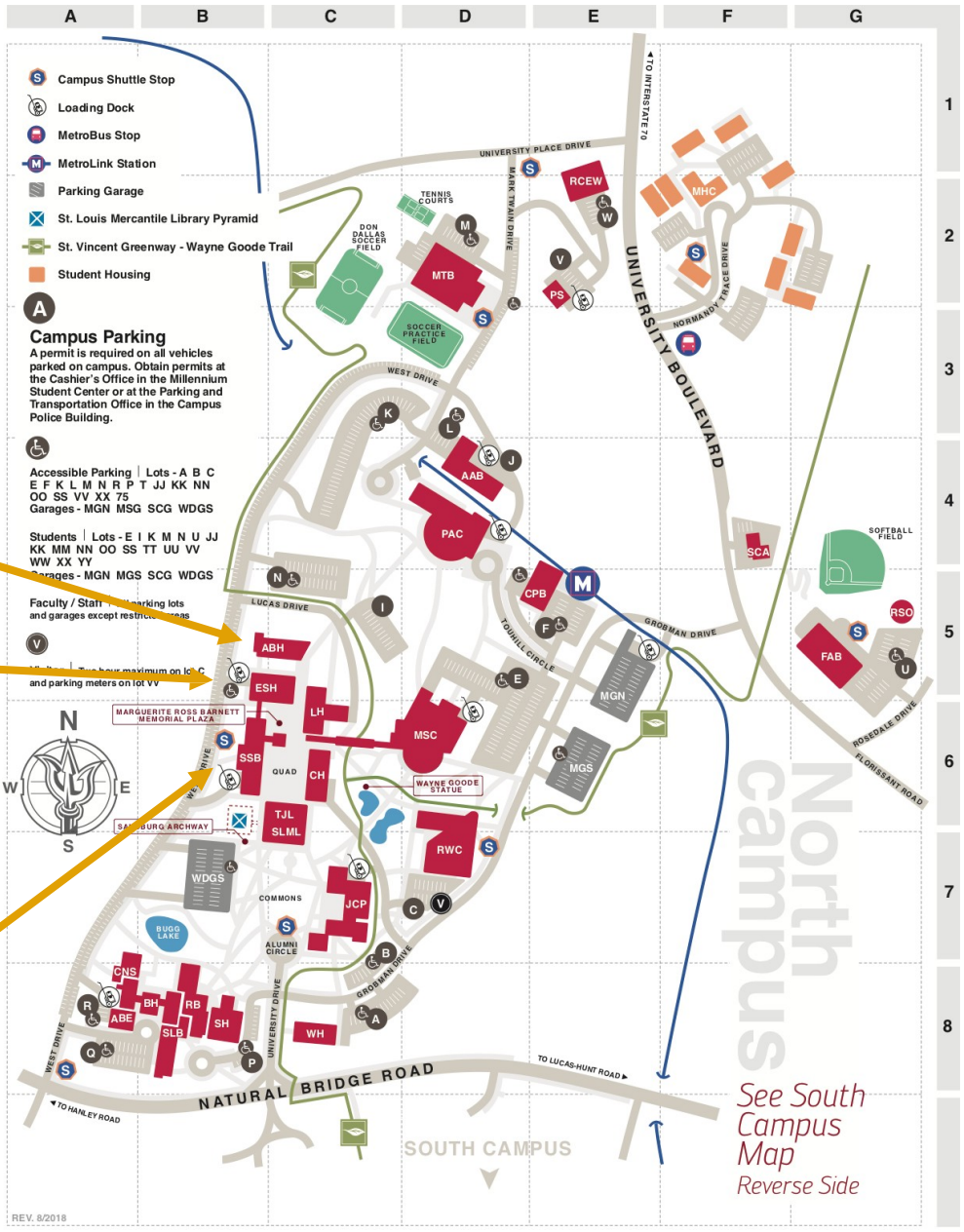
UMSL Women Hack Schedule

Sunday, November 15, 2020

Start	End	Event	Location
8:00 AM	12:00 PM	Coding & Development	Virtual
12:00 PM	12:30 PM	Submission	Virtual
1:00 PM	1:10 PM	Judge Introductions	Virtual
1:10 PM	3:10 PM	Presentations	Virtual
3:10 PM	4:00 PM	Judging	Virtual
4:00 PM	4:30 PM	Awards	Virtual
4:30 PM	5:00 PM	Closing Ceremony	Virtual

Event Map

Campus Map



MAP

Anheuser-Busch Ecology and Conservation Complex [ABE]	A-8
Anheuser-Busch Hall [ABH]	C-5
Arts Administration Building [AAB]	D-4
Benton Hall [BH]	B-8
Blanche M. Touhill Performing Arts Center [PAC]	D-4
Campus Police Building, Gallery 210, Parking and Transportation Office [CPB]	E-5
Clark Hall [CH]	C-6
Express Scripts Hall [ESH]	C-5
Fine Arts Building [FAB]	G-5
J.C. Penney Building / Conference Center [JCP]	C-7
Lucas Hall [LH]	C-6
Mansion Hill Condos [MHC]	F-2
Mark Twain Building [MTB]	D-2
Millennium Student Center [MSC] and Student Services	D-6
Millennium Student Center Garage North [MGN]	E-5
Millennium Student Center Garage South [MGS]	E-6
Recreation and Wellness Center [RWC]	D-7
Regional Center for Education and Work [RCEW]	E-2
Research Building [RB]	B-8
Richard D. Schwartz Observatory [RSO]	G-5
Science Learning Building [SLB]	B-8
Sculpture and Ceramics Annex [SCA]	F-4
Social Sciences and Business Building / Tower [SSB]	B-6
Stadler Hall [SH]	B-8
St. Louis Mercantile Library [SLML]	C-6
Thomas Jefferson Library [TJL]	C-6
UMSL Postal Services [PS]	E-2
West Drive Garage South [WDGS]	B-7
William L. Clay Center for Nanoscience [CNS]	A-8
Woods Hall [WH]	C-8

Event Map

Anheuser-Busch Hall (ABH – Ground Floor)

Open Room Ceremony/Lunch Check-in Dinner

General Information

Venue Access

All participants and sponsors must use designated entrances and exits. Restricted areas within SSB, ESH and ABH will be clearly marked. If we find you wandering around restricted areas, you will be given a warning. Repeat offenders will be disqualified and removed from the competition. Also, please note that all mentors and students will need to use ground access to go between ABH and ESH. Please be careful you do not get locked out. Propping open doors is in violation of the campus security policy. For Saturday November 14th please sign into our Zoom session by clicking here. A Zoom invite will also be sent out via email.

Registration

Participant Check-In hours are from 8 am to 9:00 am on Saturday November 7th. If you do not check in during the designated participant check-in hours you will not be able to participate. Should you have a legitimate emergency, we will try to accommodate to the best of our ability if you let us know in advance. To inform us of any emergency, please email at umslwomenhack@gmail.com. Participants who show up after the check-in date and time will not be allowed to participate unless prior arrangements were made. Please bring a school ID to participate.

Code of Conduct

UMSL Women Hack stands for inclusivity with the support of men. We believe that every single person has the right to build products in a safe and welcoming environment. This Code of Conduct outlines our expectations for participant behavior, as well as the consequences for unacceptable behavior. We invite all sponsors, speakers, attendees, media, exhibitors, and other participants to help us realize a safe positive experience for all. To read the complete UMSL Women Hack Code of Conduct please visit https://static.mlh.io/docs/mlh-code-of-conduct.pdf.

Participation

The UMSL Women Hack asks for you to follow the appropriate guidelines in regards to children in the learning environment. We are asking for those with children to please contact the Organizer ahead of time to see if it will be allowed. Participants must be 16 years or older.

General Information

Snacks

A total of three (3) meals are included with participant admission to UMSL Women Hack: Saturday breakfast/lunch/dinner. Meals will be buffet style. Meals will be served at designated times. Snacks will be provided throughout the day. Not all meals are gluten- free, so if you have gluten or other food-related allergies or specific considerations please reach out to us at umslwomenhack@gmail.com and we will work with you for alternate arrangements.

First Aid

In the event of a non-emergency contact a UMSL Women Hack organizer using Slack. In the event of an all health- related emergencies, please call 911 and notify an UMSL Women Hack staff member or volunteer immediately so we know how to direct emergency personnel.

Safety & Emergency

The University of Missouri-St. Louis Police Department is focused on your personal safety; please share any worries, cares or concerns you may have about your individual safety or the personal safety of another student, faculty, or staff member. If you need assistance, please call: 314-516-5155.

Communication - Slack

Communication

Throughout the day, we will have a variety of updates and announcements that we'll want to relay to participants, sponsors, and volunteers. To give your updates in real time, we will be using an online tool called Slack, which is free to use. Slack is available as a stand-alone app that you can access via your desktop, browser, or smartphone. For the purpose of the hackathon, we will be using Slack as our sole way of communicating.

Slack

All our participants, sponsors, and volunteers, etc. will all be invited to use the official womenhack19.slack.com.

Slack Channels

Within each Slack team, there are different communication channels that you can elect to join. Once you request an invite and log on to the UMSL Women Hack Event Slack, you'll see several channels directly to your left on the dashboard.

#help	Use this channel to ask official UMSL Women Hack staff or volunteers for technical help during the event.
#general	This channel will be used for all official UMSL Women Hack announcements and updates.
#random	Post funny images, articles, or links that may be of interest to other participants

Mentor Guidelines

A Heart Felt Thanks

Throughout the day mentors will be available to assist with the projects. To our mentors, we give our most gracious welcome. We could not be more excited you are with us and have chosen to support STEM education in your community. Participants please respect the mentor's role in this event and show your respect and appreciation for their efforts. Mentors not assigned to a team, please feel free to circulate amongst the teams or join us at the help desk.

DO enforce professionalism amongst the students with whom you are working. Make sure all student ideas could be heard and considered.

DO introduce students to new technology options they are not familiar with. Please keep the following in mind: the technical skills of the team, the time constraints of the challenge, and the goals of the event and team members as a group.

DO admit if you do not know the answer to a question and feel free to collaborate with other mentors. This event is for learning so feel free to join in.

DON'T join a team. Although it might be very tempting to join a team please limit the time that you are with one team to one 6 hr. shift. After that period please rotate to another team if you are offering an exemplary commitment to the event.

DO feel free to download and setup tools on people's hardware with their permission. Sometimes setting up is the hardest thing to do. The walk-throughs on this can be the most excruciating part of a tutorial. Fast tracking someone to learning is okay.

DO show and tell.

DON'T do for them. It is okay to walk someone through an example of coding something on your computer.; but please allow the students to learn through personal practice and then code the project on their computer.
This can be rinsed and repeated and debugged until it works. In short **DO** teach them why the code works.

DON'T code it for them.

DO share all the great on-line resources you know of.

DO have fun!

Judge's Criteria

Solves the Problem Statement

On a scale of 1 to 5 rate how well this solution solves the problem statement. 1 being the solution does not solve the problem and is the equivalent of no solution being provided. 5 being the equivalent of turning the problem into an opportunity.

Creativity

On a scale of 1 to 5 rate the Creativity of this solution. Creativity defined as the amount of innovation the team used in their solution. 1 being there was no innovation used in the design, technology, or presentation of the solution. 5 being everything about the solution seems fresh.

Technology Used

What technology was used/would be used to create the prototype?

Pitch

On a scale of 1 to 5 rate how persuasive the solution was pitched. Pitch as defined as in the allotted 3 minutes in which the team demos the solution and persuades judges that they solved the problem. 2 minutes will be given for questions and answers from the audience and judges.