# Hackathon 3.0 Prompt

## The Problem:
Typically, art museum visitors arrive wondering where to start, and how to find objects they like. Once they find an object they like, visitors want to understand it and find their connection to it.

## Your solution:
Use the Museum's Hackathon resources and gather crowd-contributed data to create a game or guide that leads visitors to discover objects in an entertaining and engaging way.  Your solution should grow with repeated use by employing techniques such as machine learning, recommendation systems, and/or crowd-sourcing.


## Competition Requirements:

1.  Form a team with 2 to 6 members. One-person teams are not allowed.
2.  Bring your own laptop. We'll provide work tables at the Hacklabs.
3.  Use the Museum dataset.
4.  Submit a video (maximum 2 minutes) that demonstrates the app in use.  Do not make a promotional-style sales pitch. Do include still and/or video screen captures.  Write a brief description of the app for DevPost and choose a main image. (Due May 9th).
5.  Submit source code in GitHub. (Due May 9th).
6.  Choose two team members to represent you at Preliminary Judging (at least two must be present).   You will have 5 minutes to answer the judges' questions about your submission. (May 16th).
7.  Finalist teams must demonstrate their app in two different galleries for Final Judging. (May 25th).
8.  Runner Up teams can compete for the People's Choice Award by demonstrating their apps in the Great Stair Hall (May 25th).

## Judging & Prizes

A grand prize of $2,000 goes to the team with the best project. Winners of the People's Choice Award take home $500.

For the grand prize, judges will evaluate your hacks using the following criteria, giving each a score of 1-5 with 1 being the lowest and 5 the highest.  The judges' final score for each project, 5-25, with be totaled with the cumulative score across the five judges resulting in the project's final score. The highest cumulative score wins.


## Judging Criteria

**Technical Difficulty**
Is it technically interesting or difficult? Is it just using the provided tools, or have you created or integrated other solutions?  Are visitors prompted to contribute data to define their interests? Does it surmount real technical challenges?

**Originality**
Is it more than just another generic app or museum guide? Does it do something novel or take a fresh approach to the problem?  Is the technology fueling the application's growth used imaginatively and intelligently?

**Polish**
Is it usable in its current state? Is the user experience smooth? Does everything work? Is it well designed? How complete is it?

**Usefulness**
Is it practical? Is it something people would actually use? Does it address the problem of where to start a visit and how to find objects the visitor likes? Does it help visitors understand artworks and find a connection to them?  Does the application work for all objects in the database and all galleries?  Is the application location-aware?

**Engagement**
How does it engage and motivate users? Does it present a thoughtful approach to using crowd contributions?  Does it foster relationships between visitors and the collection while enhancing the connections between objects?