

# Hackathon\_

## Regulation

code\_a  
BIT

POWERED by **switch.**



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Digital technologies are always evolving, often at a scale much larger than humans can keep up with. Software has a tremendous influence on society and people's lives and technological breakthroughs are an everyday occurrence in all fields of expertise.

From payments and mobile banking to cryptocurrency and investment apps, fintech has a seemingly endless array of applications. For the 10th edition of Talk a Bit, join forces with 3 of your friends and leverage your software skills to build your very own e-commerce store for good.

## Registration\_and\_Submission

- Please fill out this registration form:  [Code a Bit 2022 Hackathon powered by Switch](#)
  - For each team member:
    - Name
    - GitHub profile
    - Contact
    - Institutional Email (all team members should be students)
  - Fill out your team's repository even if it is private, when made public the link should be accessible for everyone
  - Example repo:  [GitHub - talkabit/hackathon-example: Sample repository structure for submission to TaB21's Hackathon.](#)
- The hackathon starts on the 18th of January, at 2:00pm and closes on the 20th of January, at 2:00pm.

# Prizes

This year we want to reward our best participants for their effort and their creative ideas. We are offering more than 700€ in prizes to the top 3 teams:



**1st Place:** HyperX Cloud Alpha Headset + Switch Academic Kits



**2nd Place:** Logitech G305 Lightspeed + Switch Academic Kits



**3rd Place:** 25€ Worten gift cards + Switch Academic Kits

# Requirements

- The solution must be an open-source project hosted on [GitHub](#).
  - The repository may be private during development, but **after the 20th of january at 2:00pm it must become public.**
  - Feel free to use any technology stack you want, as long as it is free to use and anyone can run it.
- The team must consist of only students, university, high school, or equivalent.
- The repository must have a [README.md](#) file on its root folder that contains the following information:
  - Project name.
  - Project description (around 300 words).
    - What is this project?
    - Who is the project made for?
    - How does it improve quality of life?
  - Link to a video demonstrating its usage (maximum of 5 minutes).
  - (Optional) Some screenshots are appreciated.
  - (Optional) A deployment link of the project, you can use something like [heroku](#) or [netlify](#).
  - Project architecture.
    - Which technologies did you use?
    - Highlight cool features.
    - (Optional) You can also add diagrams for the jury to better understand your decisions.
    - (Important) Do not focus too much on documentation, this section is just for us to better understand your project under the hood.
  - How to set up your project locally.
    - Which dependencies are needed?
    - What steps do I need to do to run the project?

# Evaluation Guidelines

Projects will undergo evaluation through a jury. Each jury member will be asked to grade each project with respect to 4 components:

- Social Impact (40%) - The impact your project has on users and the validity of your use cases.
- Technical prowess (25%) - How technically sound your solution is and the intricacies of implementing it.
- Creativity and Design (25%) - How creative and innovative your project proves to be and good the UX/UI is.
- Project presentation (10%) - How you pitch the idea to us.