

UNIHACK Melbourne 2014 Judges Information

Dear Judge,

On behalf of the committees of CISSA from the University of Melbourne and WIRED from Monash University, we would like to say thank you for your support of UNIHACK Melbourne.

This letter contains information that will be relevant as part of your role as a judge of UNIHACK.

The Awards

UNIHACK Melbourne 2014 will be giving out three awards. There will be a Major Prize award given to the overall winner of the hackathon. Ideally, this award should be rewarded to the team who has created something that judges believe to have met all or most of the judging criteria.

There will also be two minor prizes – Best Design and Most Creative Idea. As their name suggests, the Best Design prize should be awarded to the team with the best-designed app/prototype. The Most Creative Idea award is to reward the team who “thought outside the box” for their app/prototype idea.

Judging Panel

The Judging Panel will comprise of a representative from the GIGA and TERA-level sponsors.

All members of the judging panel will decide on the winner of the Major Prize. The panel will then split into two to decide the winners of the Best Design and Most Creative Idea awards.

The following companies will be determine the Best Design winner:

- Readify (Justin Taylor)
- Deloitte (Hadi Michael)
- Freelancer (Nikki Parker)

The following companies will determine the Most Creative Idea winner:

- Omny (Long Zheng)
- KPMG (Andrew van der Stock)
- Mashery (Jason Cormier)
- PwC (Joe Brasacchio)

All decisions by each judging panel will be determined by consensus. Each award must have only one winner.

In order to be impartial and to avoid conflicts of interest, there will be no CISSA or WIRED members sitting on the judging panel. There will be no interference with the decision made by the judges by the event organisers, volunteers, or CISSA and WIRED committee members.

Judging Criteria

All entries to UNI HACK will be judged against the following criteria:

- **RELEVANCE**
How has the theme incorporated the theme in their application?
- **USEFULNESS**
Is the hack practical? Is it something that people would actually use? Does it fulfill a need people have?
- **ORIGINALITY**
Is the hack more than just another generic social/mobile/local app? Does it do something entirely novel, or at least take a fresh approach to an old problem?
- **TECHNICAL DIFFICULTY**
Is the hack technically interesting or difficult? Is it just some lipstick on an API, or were there real technical challenges to surmount?
- **POLISH, QUALITY AND DESIGN**
Is the hack useable in its current state? Is the user experience smooth? Does everything appear to work? Is it well designed?

*This has been adapted from MHacks's Judging Criteria
(<http://mhacks.challengepost.com/>)*

Questions and Feedback

Teams have three minutes to present and demonstrate their project to the Judging Panel. Afterwards, there will be a two-minute period for judges to ask questions about the presenting team's idea.

Judges will be allowed to stay behind after the Presentation Night to provide teams with feedback on their ideas.

Code of Conduct

We want all attendees of UNIHACK – participants, mentors, recruiters, volunteers and judges – to feel welcome and have an enjoyable time during the event. As such, we expect that all attendees follow and uphold the Code of Conduct. We have attached a copy of this at the end of this letter.

If you feel that a team has violated the Code of Conduct, please refer the matter to either Terence or Matthew during or after the event.

Contact Us

If you need to get in contact with any of the UNIHACK organisers, feel free to email or call:

- **Matthew Rossi**
0488 122 990
mrossi@student.unimelb.edu.au
- **Terence Huynh**
0401 277 108
tlhuy4@student.monash.edu

Again, we like to thank you for sponsoring the first UNIHACK Melbourne. We hope that you continue to sponsor UNIHACK, in addition to other WIRED and CISSA events in the future.

Yours sincerely,

Matthew Rossi
President, CISSA
Co-Organiser of UNIHACK

Terence Huynh
Secretary, WIRED
Co-Organiser of UNIHACK

Code of Conduct

UNIHACK is a hackathon run by students for students. As such, we want everyone to feel welcome and have an enjoyable time during the event. We are dedicated in creating a harassment-free hackathon experience for everyone - regardless of gender, sexual orientation, disability, physical appearance, body size, age, socioeconomic status, race, ethnicity, or religion.

Because of this, we have created a simple code of conduct that we expect everyone - including volunteers, participants, mentors and recruiters - to abide by:

- Be respectful to others and be mindful that some words and actions can make people feel uncomfortable. We ask that all participants be professional in their conduct. Any form of harassment, vilification, racism or sexism is not appropriate conduct. If you are asked to stop by anyone, then you must stop.
- Do not create or present an app or prototype that is offensive, sexist and/or racist. Presentation material should be suitable for people aged 12 or above. If you believe the app or prototype might cause offense, then tell one of the organisers before presenting it to the judges. They will make a judgement whether it is presentable or not.
- If a person does make you feel uncomfortable or if you feel the person is creating an uncomfortable environment, report it to the organisers in a responsible manner. The organisers will determine the appropriate response (if any).
- Alcohol will not be served or allowed at the event. Do not attend UNIHACK while heavily intoxicated.

Failure to comply with the code of conduct may result in you and/or your team removed from the venue and/or from the competition. The incident may also be reported to Victoria Police or the Australian Federal Police.

UNIHACK and the organisers also reserve the right to revise or amend the Code of Conduct - in whole or in part - at any time.