



UGA®

# HACKS<sup>6</sup>

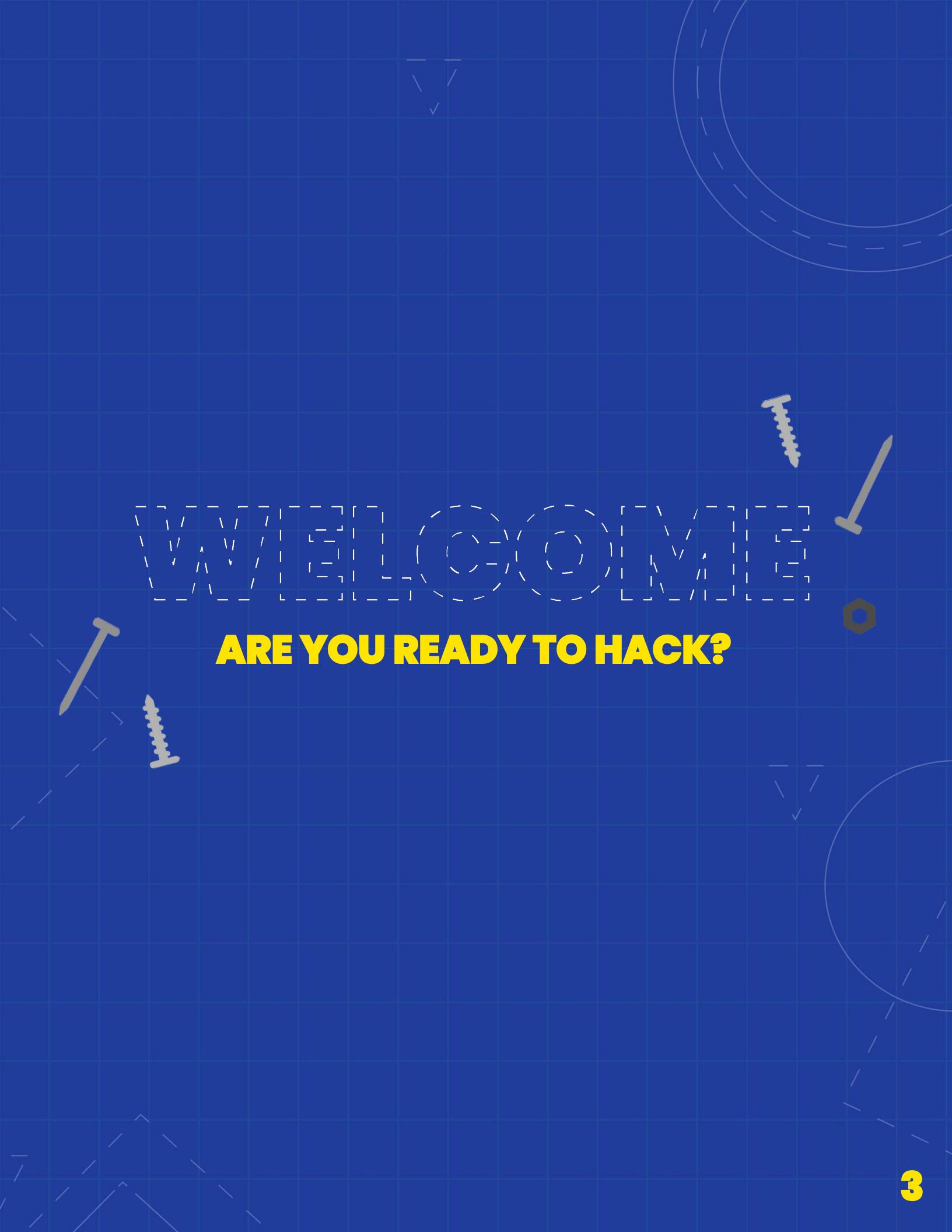
**February 5 - 7, 2021**

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**ARE YOU READY TO HACK?**

# **Hi, Hacker!**

Welcome to **UGAHacks 6**! We're all excited to have you here this weekend. UGAHacks 6 is a 48-hour hackathon organized by students at the University of Georgia in Athens, Georgia. We hope to see you show off your creativity and passion for development at UGAHacks 6.

This year, we will be **fully virtual** and we are making sure that each and every single one of you gains the full experience of our hackathon through our virtual platform. We will have amazing prizes to win, free swag that you will receive, fun side-events to attend, and wonderful workshops from various sponsors and mentors to learn from. We hope that all hackers will be able to successfully communicate with sponsors and mentors and we are here to ensure this goal!

This weekend will be an enjoyable weekend full of new things to explore and we hope that you learn something new, acquire a new skill, network with different sponsors, or make some amazing friends that will last a lifetime. Even if you don't get to submit a complete, working project by the end of the weekend our only hope is that you leave our event better in any aspect and get exposed to the companies at our event. **Have some fun this weekend and enjoy everything our event has to offer!**

Thank you for joining us this year for **UGAHacks 6**, so go

**BOOT UP YOUR DREAMS  
BUILD THE FUTURE**

## MLH Code of Conduct

As a participant in UGAHacks 6, you have signed and agreed to the MLH Code of Conduct as part of your application. All participants are expected to uphold this Code of Conduct throughout the event and can face consequences such as expulsion for any misconduct. To review the full Code of Conduct, please visit the [MLH Website](#).

If you would like to report an incident, you can:

1. Reach out to any UGAHacks 6 Organizer on Slack.
2. Call the MLH Incident Report line at +1 409-202-6060 or email [incidents@mlh.io](mailto:incidents@mlh.io).

## Our Website



Visit the UGAHacks 6 website at <https://6.ugahacks.com/>! It is the main source of information about our event.

## Slack

Slack is the platform we will utilize for communication!

1. You can join Slack using the link below if you haven't already joined!  
<https://slack.ugahacks.com/>
2. #announcements will be used for event-wide announcements from the UGAHacks 6 Team.
3. #help is where you can go if you have any questions about the event.

If you have any questions directed toward a specific mentor or company, make sure you visit their unique Slack channel.

## Slack cont.

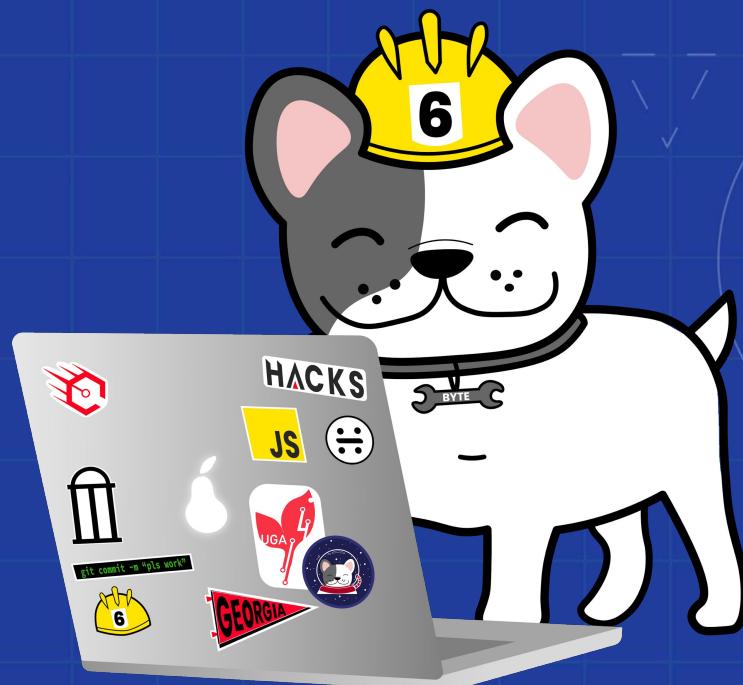
1. Directors and Organizers will be using the [Director]/[Organizer] tag before their names!

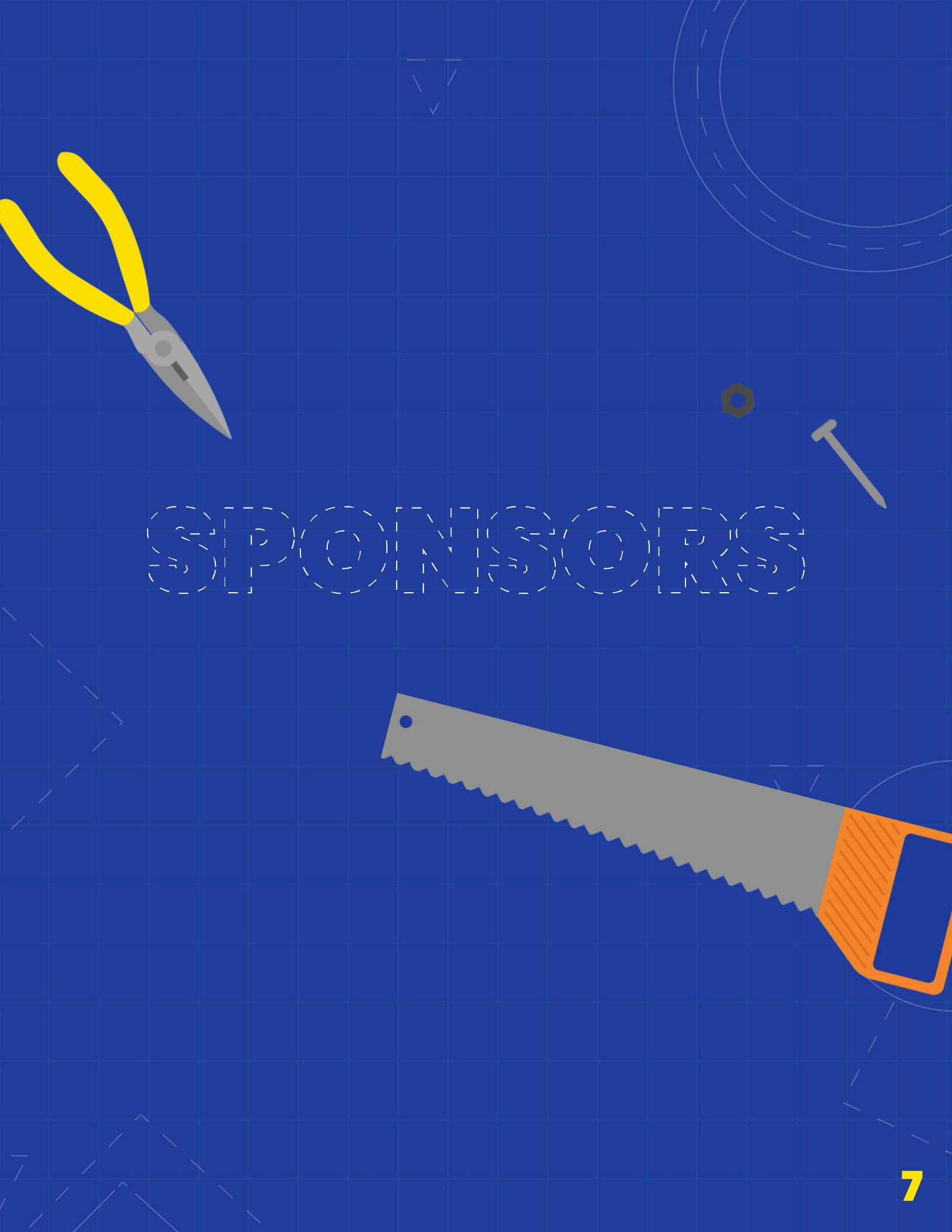
## Google Meet

Google Meet will be used to host workshops and recruiting events. We encourage the use of video so we can all see each other's beautiful faces!

Links to meetings will be posted on Slack in #announcements!

If a meeting were to have any issues, we will be quick to resolve them. If you cannot access a meeting, let us know in the #help channel! Also, keep in mind that the browser you use must have access to your microphone and video in order for Google Meet to use them. As an additional note, you might have to close other programs that are currently using your microphone/video for Google Meet to pick up your microphone/video!





The UGAHacks 6 team wants to give a shoutout here to all of our sponsors and partners for making our event possible! A huge thank you to them for helping us during these unprecedented times!

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Department of Computer Science  
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This event is supported in part by the President's Venture Fund through the generous gifts of University of Georgia donors.

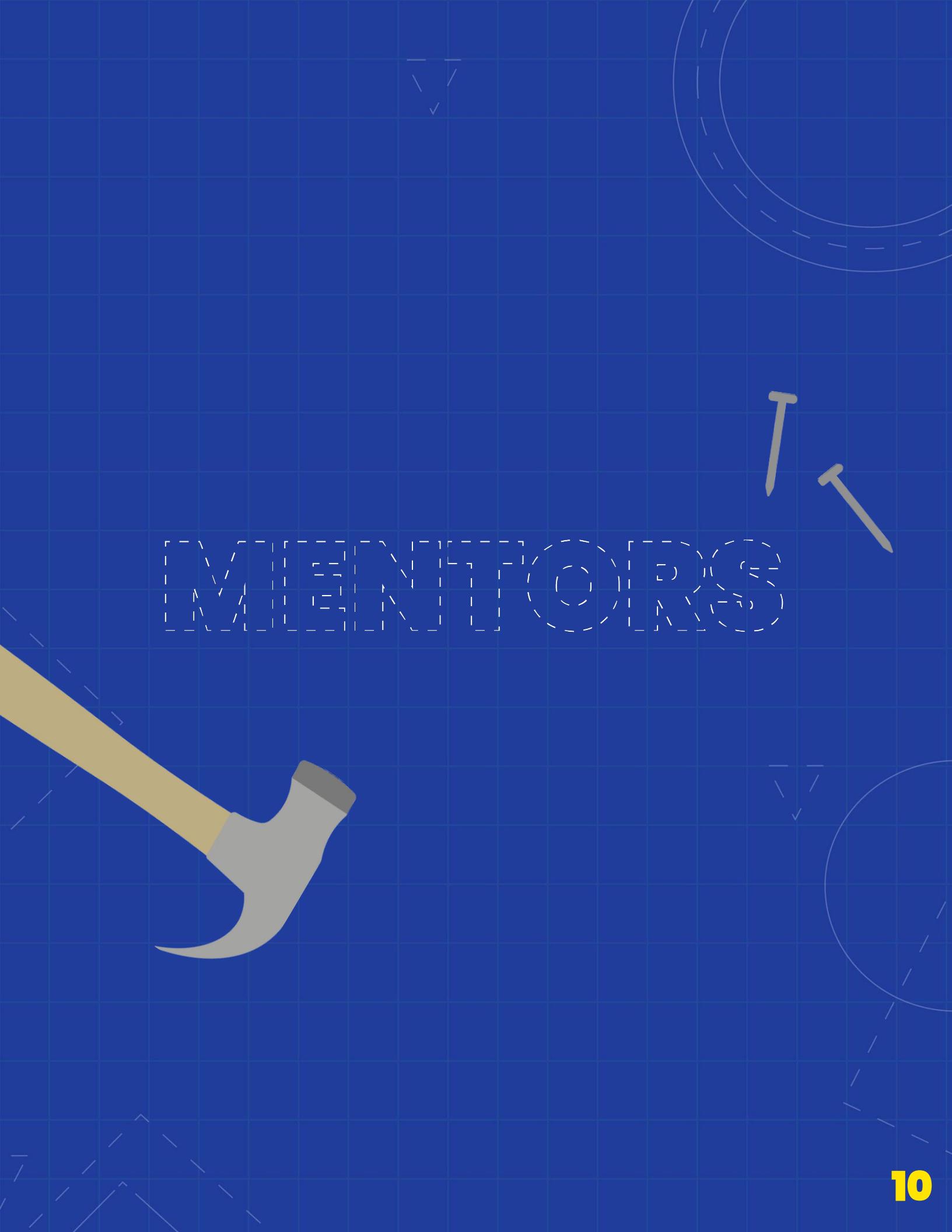
## Sponsor Slack Channels

Each sponsor will have their own specific slack channel. Hackers can use these channels to communicate with each sponsor.

## Sponsor Challenges

Some sponsors will even have their own challenges for hackers to participate in. **There may even be a chance to score some sweet prizes!** If you have any questions about a sponsor challenge, be sure to contact the sponsor in their slack channel!





## Mentors

Mentors play a key supporting role here at UGAHacks. They provide support and wisdom to our hackers! Mentors come from far and wide to share their skills with our hackers.

Throughout the event if you run into any problems you might find that one of our mentors can help you. Mentors will be monitoring Slack and be denoted with the [Mentor] tag. Below you can find a list of mentors and the workshops/technologies they work with. If you have a question try and find the mentor that focuses in the area closest to your inquiry, this will maximize the chances that your question will be answered.

## Mentor List and their Workshops

Cengiz Günay - *Git/Angular*

Anca Doloc-Mihu - *Git/Angular*

Safiyullah Khan - *How to Test Your Website with Selenium WebDriver*

Malinda Inthirath - *Life After College is Hard: This Session Can Help*

Chris Martinez - *Angular Tutorial*

Penn Hansa

Nick Tang

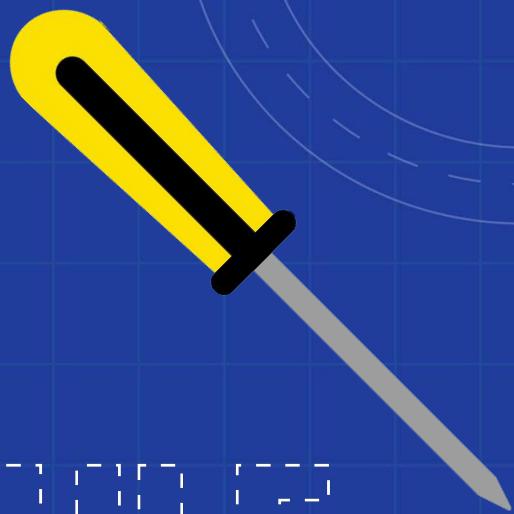
## Mentor Slack Channels

If you have questions you want to address to all the mentors you can chat in the #mentors channel on Slack.

CODED CODE

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EVENTS



## **Opening and Closing Ceremony**

The opening ceremony will begin at **6:30 PM EST Friday, February 5th** and will welcome all our hackers and sponsors to the event. This event marks the beginning of the hackathon, and we will be covering some important information including the schedule, what we expect from the event, and who our sponsors are. We are in the business of getting everyone excited to create, explore, and innovate new technologies at our event. Following the introduction from the UGAHacks team some keynote speakers from our top tier sponsors will speak to the audience. Sponsors may cover anything from general tips and tricks to what kind of projects they expect to enter for their prizes. Needless to say, you should definitely attend this event.

The closing ceremonies will be after the final round of judging occurs. During this event the winners of all the prizes will be announced and thank all attendees for an amazing event. The closing ceremonies will be held at **2 P.M. EST. Sunday, February 7th**.

## **Workshops**

Different sponsors will be hosting various workshops throughout the event. Make sure to look out in the specific sponsor channels to see what workshop they will be hosting and keep an eye on the schedule on **6.ugahacks.com** to know when they're happening!

## Tracks

Tracks are a certain focus for our hackathon this year that will have specific mentor help, workshops, times, and special prizes if a project does align with that focus.

Our Track this year is **Hardware!**

We have chosen to make hardware our focus for this year as our whole theme is around construction. Builder Byte is excited to see what you will build using different forms of hardware technology such as arduino kits, raspberry pis, etc. UGAHacks will not be providing any hardware materials this year but you can purchase your own materials and your group may be eligible for a reimbursement from UGAHacks.

You will only qualify for a reimbursement up to \$50, per team, if your project makes it past the first round of judging. Purchases must be made within the United States and shipped to a US residential address. A valid itemized receipt is required for reimbursement. UGAHacks reserves the right to deny reimbursement for purchases which do not meet this requirement, as determined by the UGAHacks board.

If you decide to do a hardware project you will be placed in the **Hardware Tier** (you just need to let us know you are using hardware) and will qualify for a special prize from UGAHacks! Can't wait to see what you will build!

CODE OVERFLOW

## Minecraft



Throughout the entirety of the event, we'll be hosting a minecraft server in which participants will be able to build creations at their leisure. Standard MLH code of conduct will be applied to in game behavior and we'll have a moderator check in every so often if any problems arise. If you have any questions or trouble connecting to the server you'll be able to contact a team member to assist you with any troubleshooting or shoot a message in the **#minecraft** channel.

## Among Us



Throughout the weekend we'll also be hosting among us lobbies throughout each day. You'll be able to ping others to join inside the **#among-us** channel. If anyone has any troubles connecting to these lobbies you can ping an organizer to assist you in the issue.

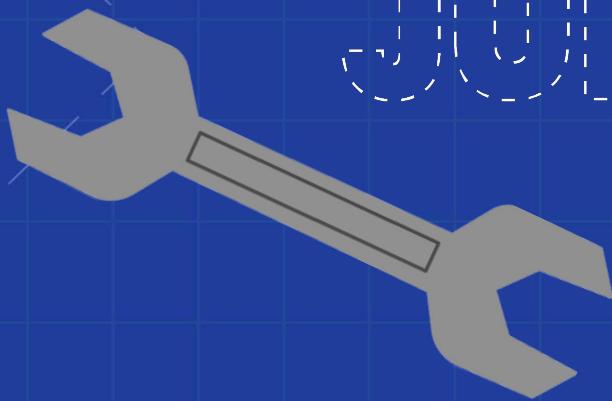
## Other Side Events

Throughout the weekend there'll be other games that you can participate in such as League of Legends, Valorant, Jackbox, Overwatch. We will also have a **#food** and **#workspace** channel in the slack where we will choose from the best meal and workspace pics and send you a prize!

SUPERMIXING

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MIXING



## Tiers

This year we will also divide teams into tiers. Tiers will be used during judging to allow ample time for judges to talk to each group and really learn about the various projects that have been submitted.

The **Hardware Tier** is exclusive for those using hardware in their projects and will be first up during judging. You must tell us before Sunday, through a Google forms, if your team is using hardware so you can get priority!

## How and What to Submit

All hackers will submit their projects through **Devpost**, [devpost.ugahacks.com](http://devpost.ugahacks.com), by **9:00 AM EST on Sunday**. You will also be required to submit a video up to **five minute** that demos your project alongside your submission. Be creative in how you showcase your project! This video will be used during judging so make sure it covers all of the important aspects of your project! You can either directly submit a video to devpost or give us a link to an unlisted YouTube video when you submit your project.

## How Judging Works!

This year judging will be completed in rounds and utilize the tier system that we have in place. The hardware tier will be first up for judging in each round and then other tiers will follow.

The first round will judge your demo video. Judges will decide whether or not your project makes it to the second round of judging.

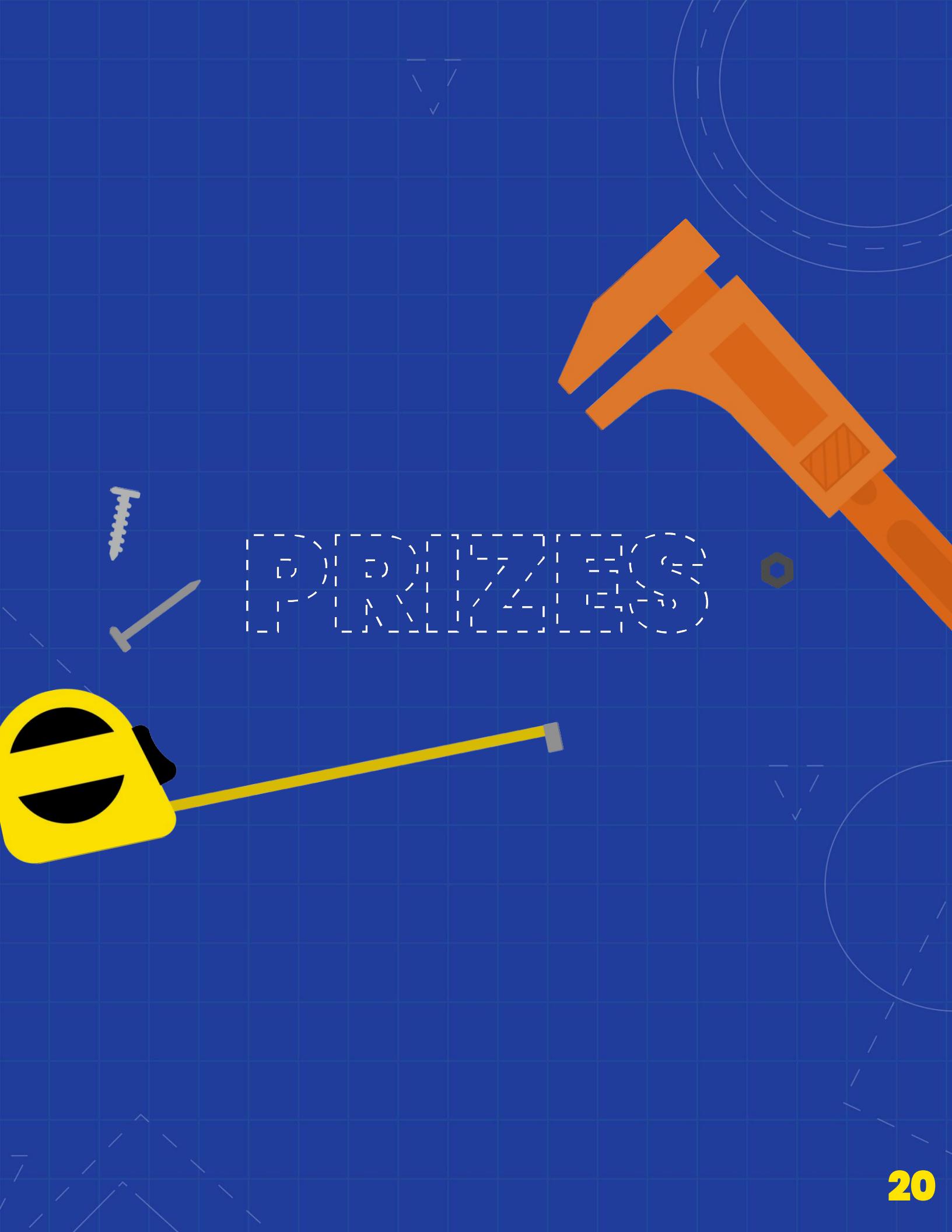
The second round will include a video call. If your project makes it to the second round, you will be notified via Slack and invited into a Google Meet call with either one or multiple judges. **You will have ten minutes to respond to our invite. If you do not respond, you will be disqualified.**

The third round will include a second video call. Winners will be notified during this round and invited into a Google Meet meeting so we can record your reaction for the Closing Ceremony! **Again, you have ten minutes to respond to our invite or you will be disqualified.**

## **What to do After You Win**

After you know you have won, you will be called up for a picture with your group and project for the closing ceremony. This demo you provided earlier will be demoed for the closing ceremony also in order to showcase your project in all its grandeur to every single hacker!





## Prize List

- Nintendo Switch
- iPad
- Apple Watch
- Airpods Pro
- Go-Pro
- Drone
- Monitor
- Wireless Mouse and Mechanical Keyboard set
- Wireless Mouse and Mousepad set
- Headset
- Computer accessories (mousepad)
- 32 Inch TV



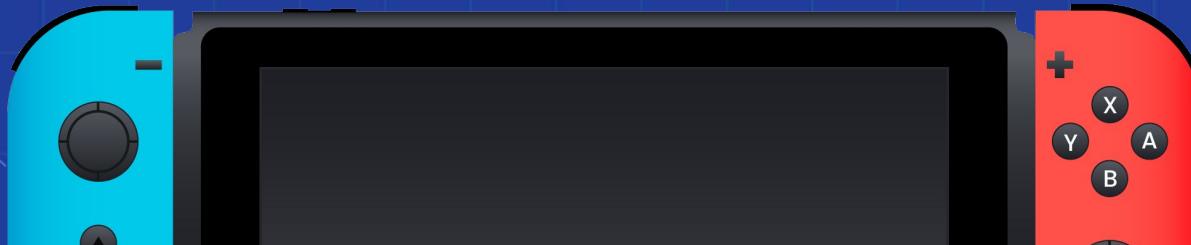
## How Prizes Work!

All placed and special criteria winners for UGAHACKS will get to select their prize from this given list this year!

Sponsors will provide their own prizes for their specific challenges.

## Shipping

Anyone who wins a challenge this year will have their prize shipped to them (**as long as it is a valid United States address**)! All of this information will be taken from the application form submitted to register for the event. Addresses cannot be changed on file from the application.





## Swag List

- **Shirt**
- **Water Bottle**
- **Stickers**
- **Digital Byte Wallpaper**
- **Thank You Card**

## Shipping

The Swag will be sent to the address (**as long as it is a valid continental United States address**) that each participant registers in the website. Addresses cannot be changed on file from the application.



QUESTIONS?

Contact us at [hello@ugahacks.com](mailto:hello@ugahacks.com)! Feel free to  
reach out to us with any questions that you may  
have about the event!