

UMSL



HACK

2020

PARTICIPANT GUIDE

umslhack.io

HACK THE STACK



Welcome to UMSL|Hack 2020!!

We are thrilled to have you join us for what promises to be a fun weekend full of creating, collaborating, and coding. Whether you are a 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. 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.

HACK
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2020

EVENT GUIDE

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UMSL | HACK SCHEDULE

FRIDAY, FEBRUARY 21, 2020

START	END	EVENT	LOCATION
5:00 PM	6:45 PM	Check-in	ESH L1
6:30 PM	---	Dinner	ESH L1
7:00 PM	8:00 PM	Opening Ceremony	SSB 118
8:30 PM	9:30PM	Git Info Session (Optional)	ESH 104
12:00 AM	2:00 AM	FIFA Tournament	ESH 104



UMSL | HACK SCHEDULE

SATURDAY, FEBRUARY 22, 2020

START	END	EVENT	LOCATION
7:30 AM	9:30 AM	Breakfast	ESH L1
11:30 AM	1:30 PM	Lunch	ESH L1
2:00 PM	---	Chill Room	ESH 104
6:00 PM	8:00PM	Dinner / Social Hours	ESH L1



UMSL | HACK SCHEDULE

SUNDAY, FEBRUARY 23, 2020

START	END	EVENT	LOCATION
7:30 AM	9:30 AM	Breakfast	ESH L1
11:30 AM	1:00 PM	Lunch	ESH L1
12:00 PM	---	Deadline	Github
1:00 PM	3:00 PM	Round #1	SSB 118
3:00 PM	4:00 PM	Social Hour / Snacks	
4:00 PM	5:00 PM	Round #2	
4:00 PM	6:00 PM	Dinner	ESH L1
6:00 PM	7:00 PM	Closing Ceremony	SSB 118



EVENT MAP

UMSL CAMPUS MAP

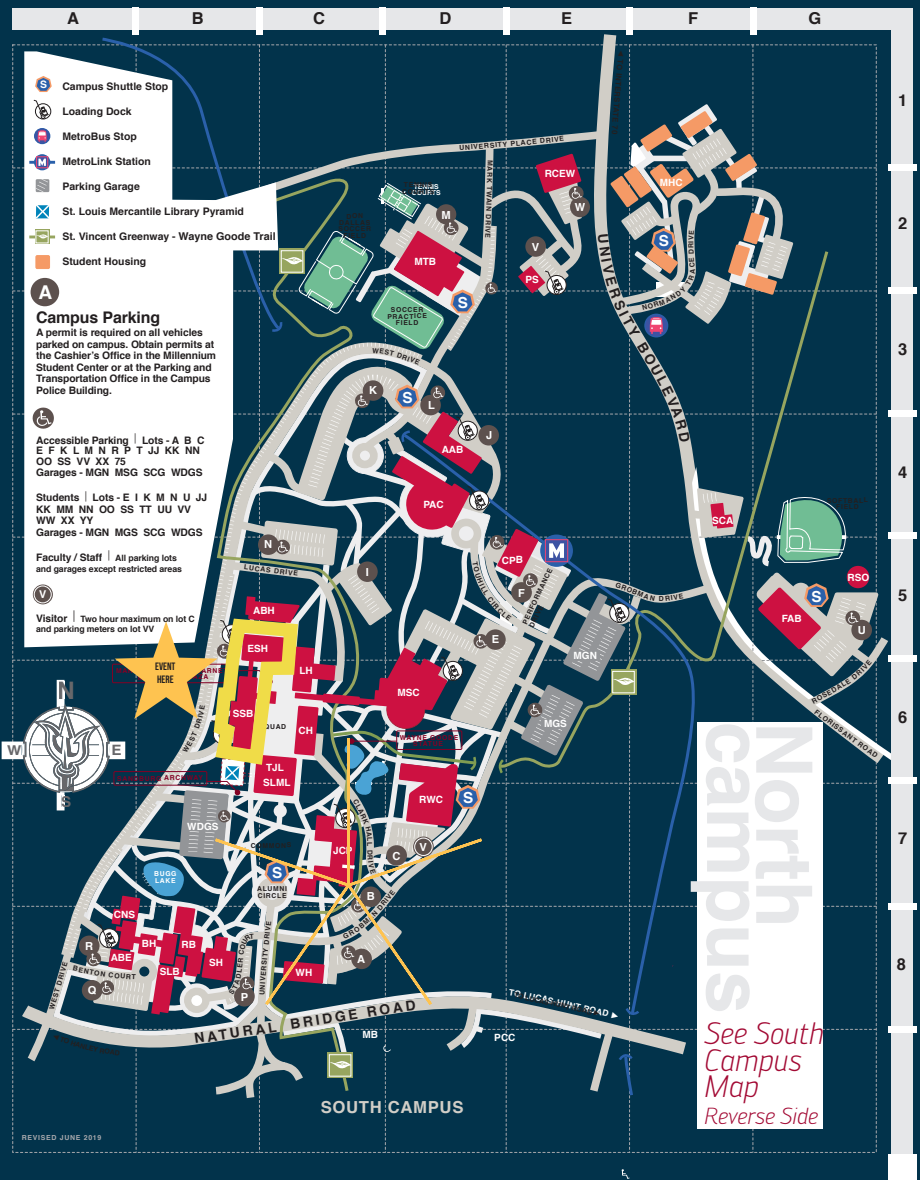
UMSL

north campus

University of Missouri–St. Louis

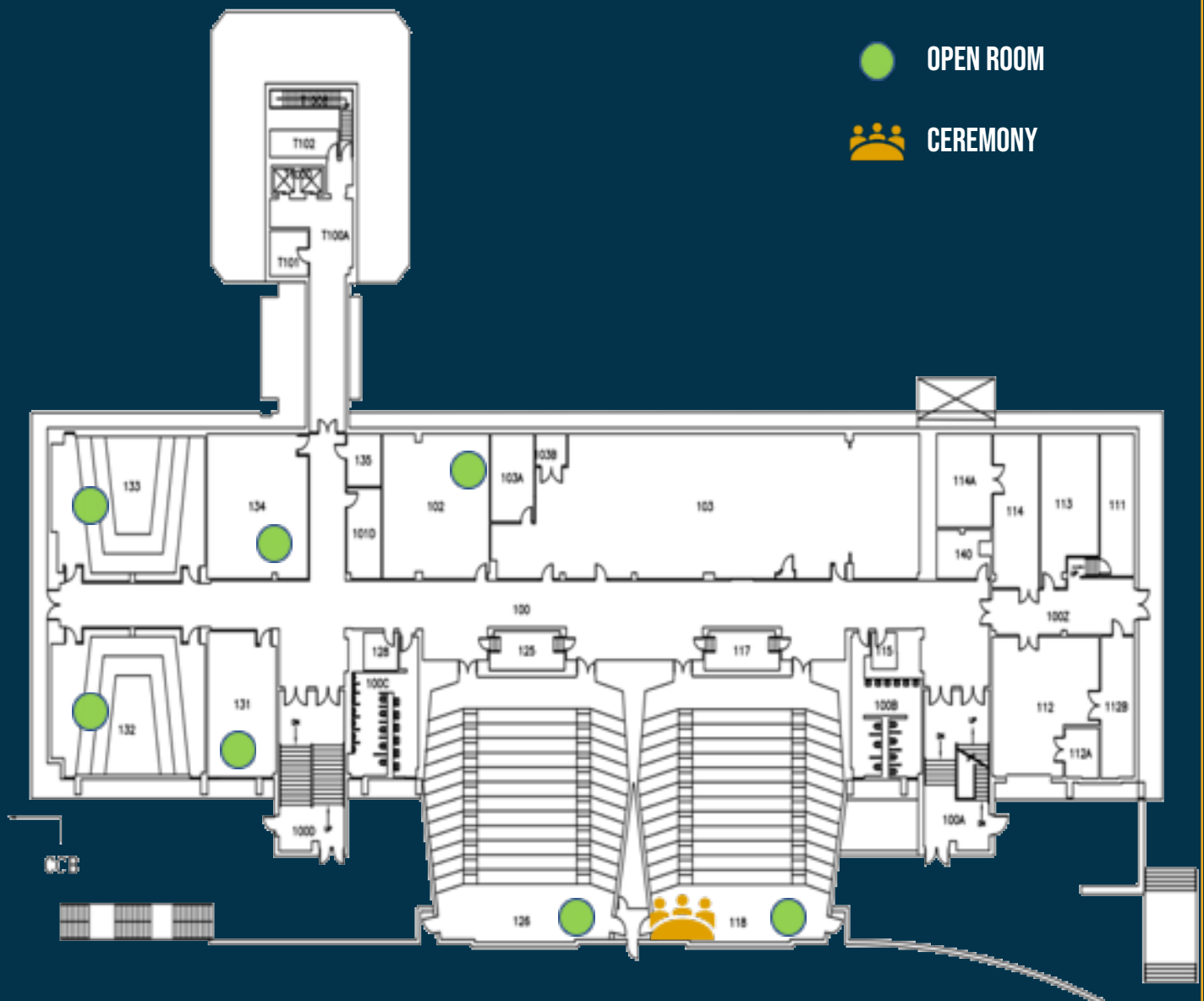
Anheuser-Busch Ecology and Conservation Complex [ABE]	A-8
Anheuser-Busch Hall [ABH]	C-5
Arts Administration Building [AAB]	D-4
Benton Hall [BH]	B-8
Blanche M. Touhill Performing Arts Center [PAC]	D-4
Campus Police Building, Gallery 210, Parking and Transportation Office [CPB]	E-5
Clerk Hall [CH]	C-6
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
Manston 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

MAP



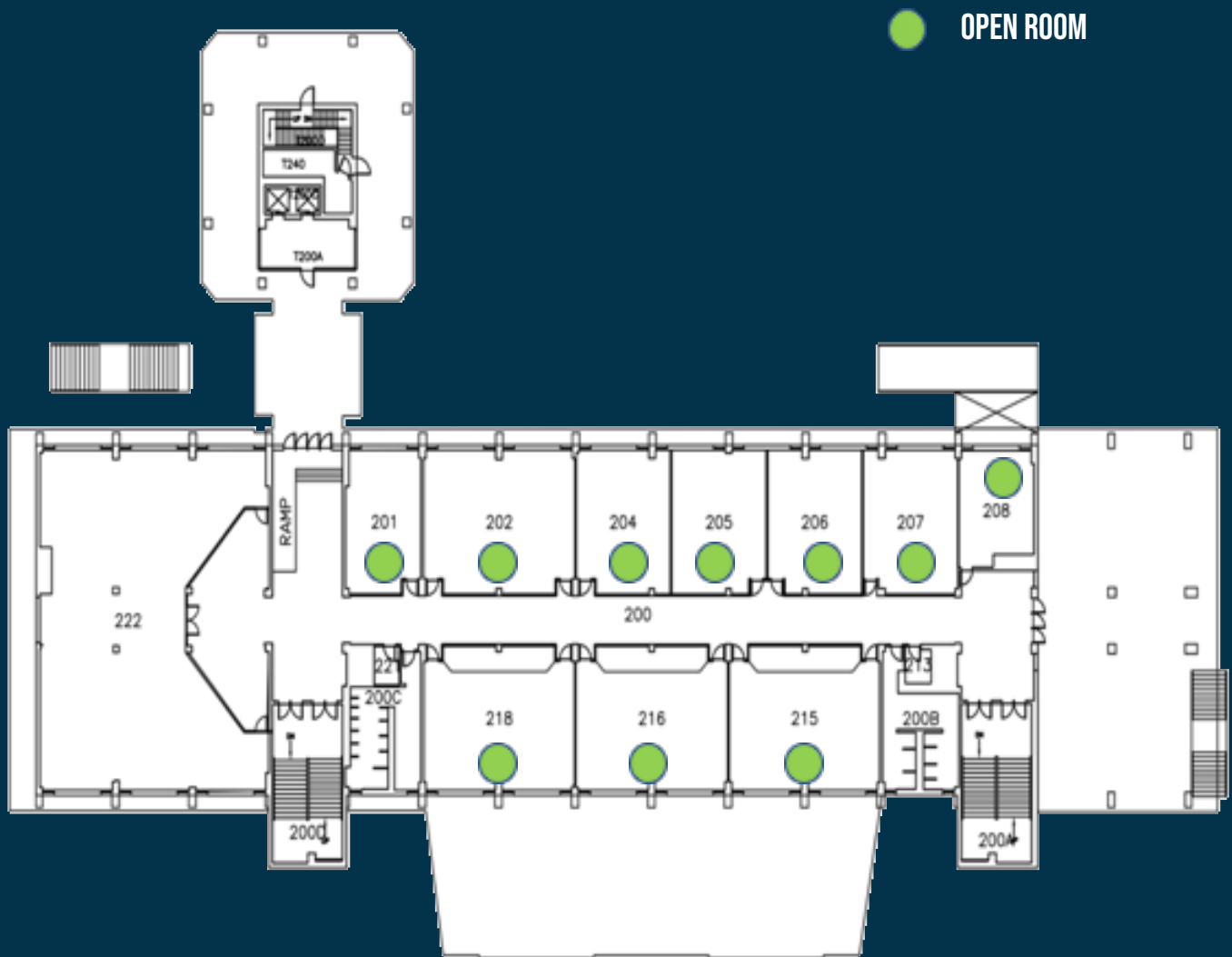
EVENT MAP

SOCIAL SCIENCE BUILDING (SSB - 1ST FLOOR)



EVENT MAP

SOCIAL SCIENCE BUILDING (SSB - 2ND FLOOR)

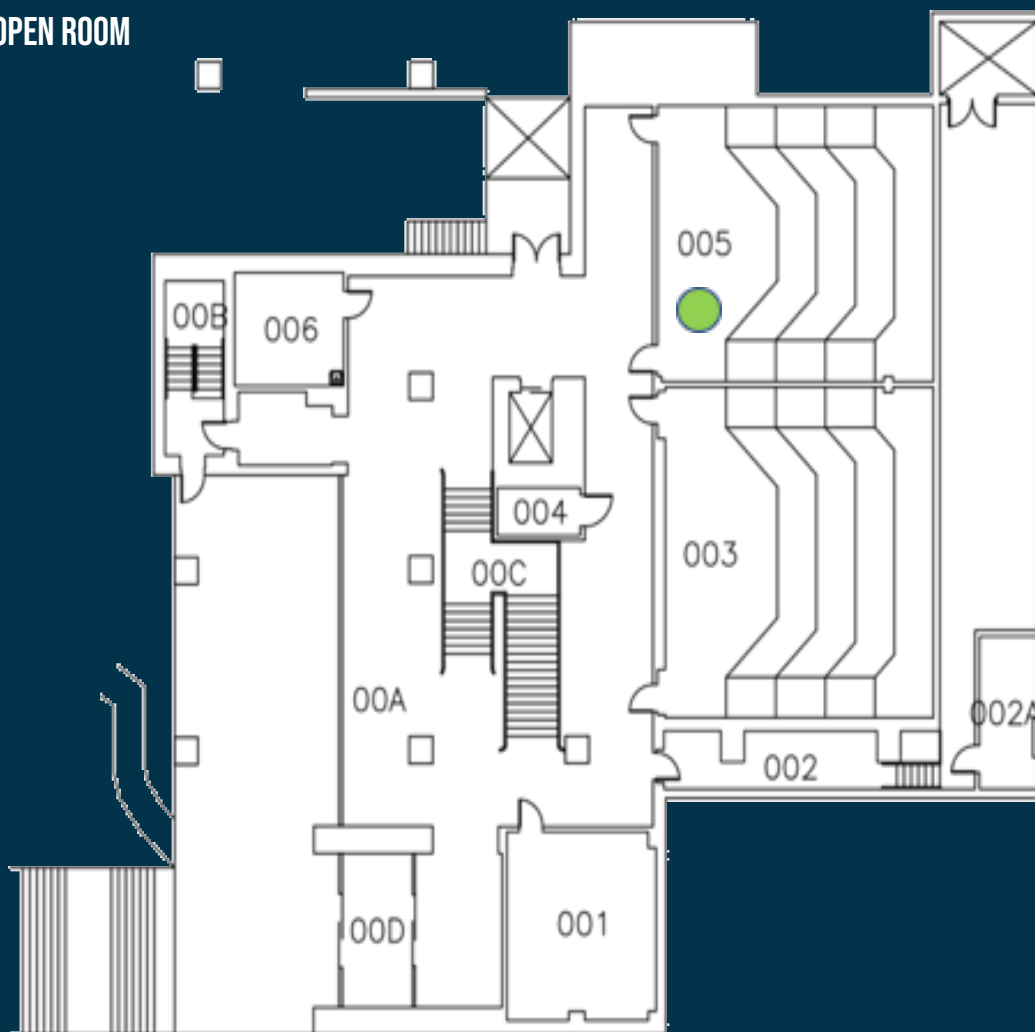


EVENT MAP

EXPRESS SCRIPTS HALL (ESH - GROUND FLOOR)

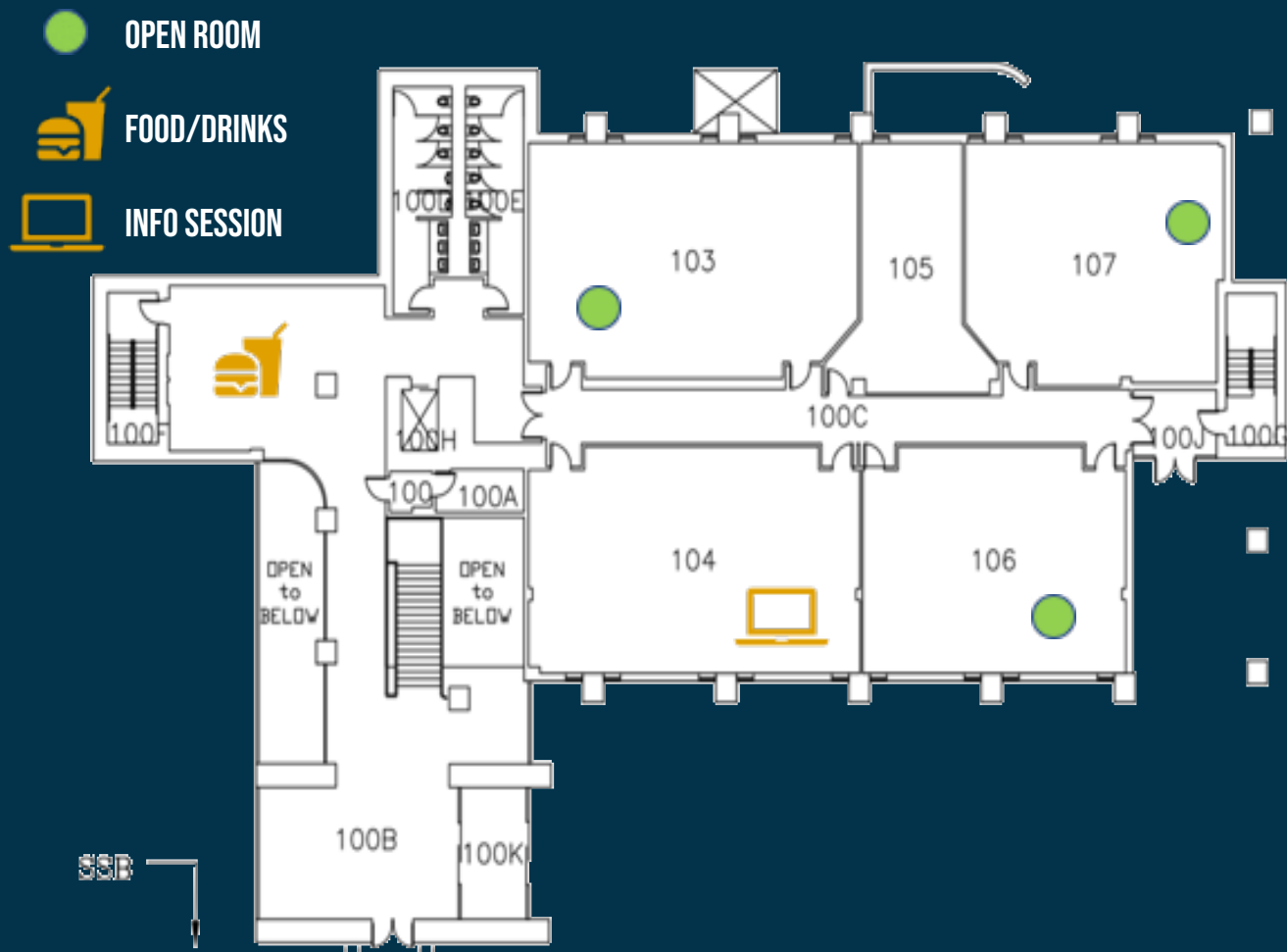


OPEN ROOM



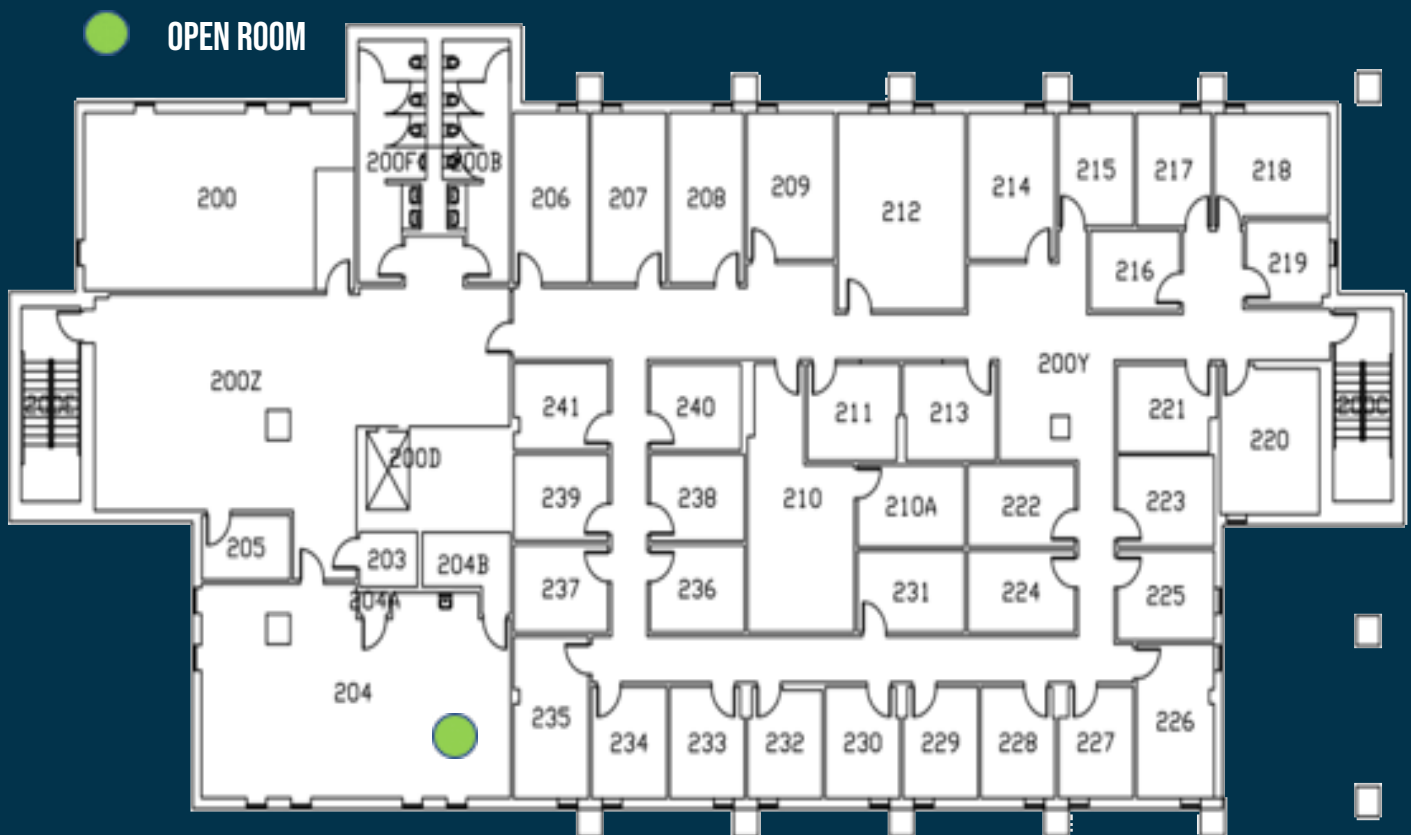
EVENT MAP

EXPRESS SCRIPTS HALL (ESH - FIRST FLOOR)



EVENT MAP

EXPRESS SCRIPTS HALL (ESH - SECOND FLOOR)



EVENT INFORMATION

Participant Check-In

Participant check-in hours are from 5pm to 6:45pm on Friday, February 21st. If you do not have a team, we recommend showing up early. 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 umslhack@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.

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.

Venue Access

All participants and sponsors must use designated entrances and exits. Restricted areas within SSB and ESH 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.

On Friday night and Saturday night the buildings will be locked except for the designated entrance and exit for your safety. Also, please note that all mentors and high school students will need to be accompanied by an UMSL student between SSB and ESH to unlock the automatic doors in the walkthrough. Please be careful you do not get locked out. Propping open doors is in violation of the campus security policy. For Sunday February 23rd please enter through ESH on West Drive.

First Aid

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



EVENT INFORMATION

Code of Conduct

UMSL|Hack stands for inclusivity. 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|Hack Code of Conduct please visit umslhack.io.

Staying All Night

You can come and go as you please throughout the hackathon but please keep in mind the expectations of your team members, the security of your personal belongings and which entrances and exits will be available to you. UMSL|Hack will not be providing sleeping facilities on-site or personal bedding. You are welcome to bring your own sleeping bag and sleep in available rooms. Please note the doors will be locked at 10:00pm on Friday and Saturday. If you leave or you want to come in after 10:00pm please contact the event organizer on slack in the #help channel. For everyone's safety, no one can open the doors after 10:00 pm but the event organizers.

Snacks

A total of seven (7) meals are included with participant admission to UMSL|Hack: Friday dinner, Saturday breakfast/lunch/dinner, Sunday breakfast/lunch. 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 umslhack@gmail.com and we will work with you for alternate arrangements.



COMMUNICATION - SLACK

Communication

Throughout the weekend, 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 umslhackworkspace.slack.com.

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|Hack Event Slack, you'll see several channels directly to your left on the dashboard.

Each channel has a different role or purpose.

#help: Use this channel to ask official UMSL|Hack staff or volunteers for help during the event.

#build-your-team: Use this channel to find teammates in advance of the 1am team registration deadline on Saturday February 21st. Be proactive and reach out!

#general: This channel will be used for all official UMSL|Hack announcements and updates.

#random: Post funny images, articles, or links that may be of interest to other participants. That said, UMSL|Hack staff will be monitoring this and all other channels for inappropriate content per our Code of Conduct. Those caught violating these rules will be Slack and, depending on the nature of the violation, disqualified from the competition.

Direct Messages

In addition to channels, users may also send Direct Messages to each other. These conversations are private and are only visible to the users participating in them.



MENTOR GUIDELINES

A Heartfelt Thanks

Throughout the weekend mentors will be available during the day and evening 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 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.

Full-stack App

Was the team able to build a full-stack application with server-side and client-side functionality?

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 judges.

