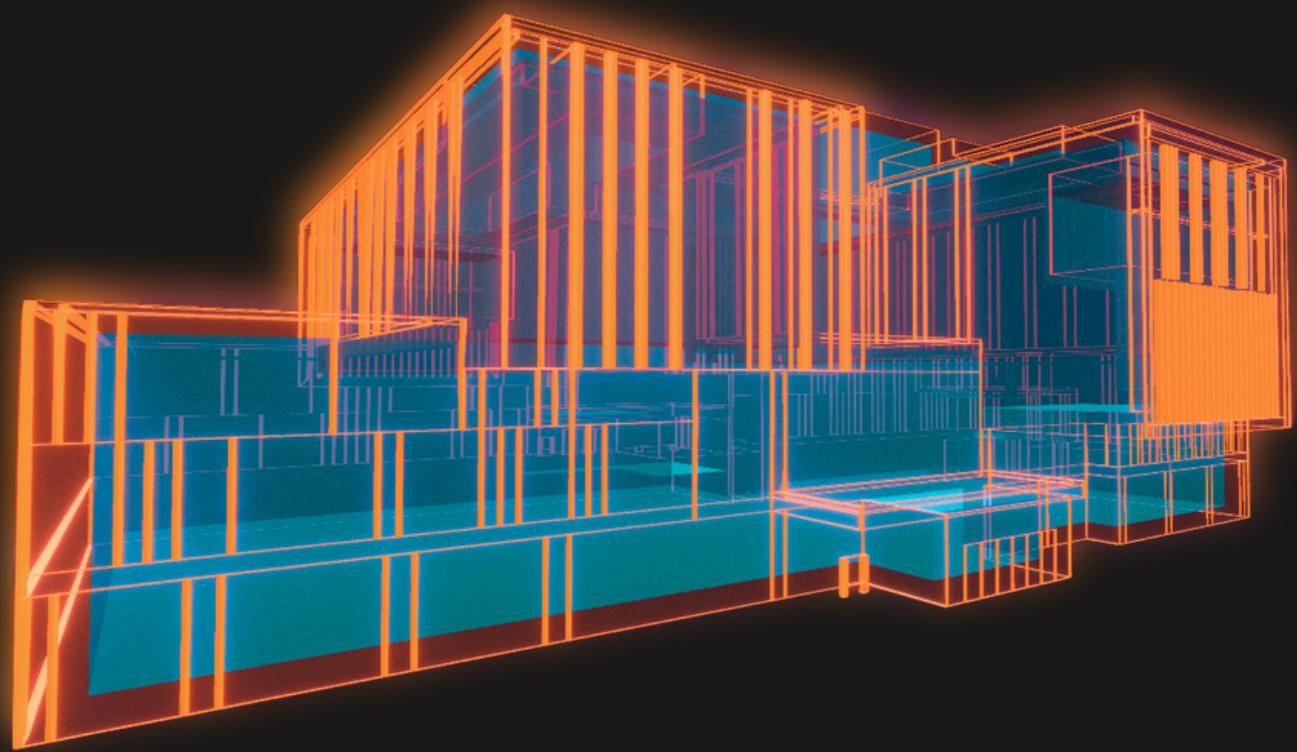


# DEERHACKS V

## HACKER PACKAGE



*North Bldg, Mississauga, ON L5L 3E2*  
*Feb 27 - Mar 1, 2026*

[deerhacks.ca](http://deerhacks.ca)  
[mcss@utmsu.ca](mailto:mcss@utmsu.ca)

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# **WELCOME TO DEERHACKS VI**

Congratulations on your acceptance! We're thrilled to have you as part of the University of Toronto Mississauga's largest hackathon!

Our event offers a range of workshops, engaging competitions, and enjoyable activities, providing the perfect platform for you to demonstrate your interests. After completing your projects, you'll have the opportunity to present them to a panel of seasoned judges and industry experts, offering valuable exposure for those entering the tech field!

We can't wait for you to join us for an opportunity to network with talented peers, win exciting prizes, and have a great time! DeerHacks welcomes participants of all skill levels, from beginners to seasoned developers. While you are having fun, remember to follow the DeerHacks [Code of Conduct](#) to ensure a safe and inclusive environment for all participants.

This package contains all the information that you need for the event. We will be posting live updates, reminders, and schedule changes on our Discord server.

# COMMUNICATION

## Discord

Make sure you are on the Deerhacks Discord server. This will be our primary platform for communication, where we will make all our announcements. Here you can also connect with other hackers and meet your mentors!

If you are having any difficulties with Discord, please contact [mcss@utmsu.ca](mailto:mcss@utmsu.ca).

## Emergency Contacts

University of Toronto Mississauga Police (General): 905-828-5200

University of Toronto Mississauga Police (Emergency): 416-978-2222

DeerHacks: [mcss@utmsu.ca](mailto:mcss@utmsu.ca)

Good2Talk (Mental Health Helpline): 866-925-5454

## Socials

Instagram → [@DeerHacks](#)

LinkedIn → [@DeerHacks](#)

# HACKER LOGISTICS

## Internet

Sign in to Eduroam with your university login:  
<http://eduroam.utoronto.ca/>

Non-UofT hackers can activate accounts for use with the Eduroam wifi network:  
[https://eva.eduroam.ca/sms\\_portrait/utoronto/DeerHacks5/none](https://eva.eduroam.ca/sms_portrait/utoronto/DeerHacks5/none)

## Registration

Check-in will take place on February 27th from **3 pm to 5 pm** on the 1<sup>st</sup> floor of Deerfield Hall. Please have the following items ready to present to check-in staff:

- A form of ID with your age (ex. driver's license, passport, etc. For UofT students only, a TCard is acceptable)
- Your QR code sent to your email

Once checked in, you will be given some hacker swag. Keep your provided lanyard and QR code handy to identify yourself as an official part of the DeerHacks herd!

Latecomers can be accepted until **10 pm**. Please email us ([mcss@utmsu.ca](mailto:mcss@utmsu.ca)) if you can't make this timing window.

Opening Ceremony: 6:30 PM - 7:30 PM Friday, February 27  
Closing Ceremony: 3 PM - 4 PM Sunday, March 1

# HELP DESK

Info Desk is located on DH 1st Floor (DH Atrium) and will be staffed by organizers who are ready to address any questions and concerns you may have throughout the weekend. In case of emergencies, you are welcome to stop by the Organizer's Lounge on the DH 3rd Floor in DH3000.

## Sleeping Accomodations

MN2260 and MN2110 (2nd floor of MN) are designated and monitored sleeping areas. Please bring your own sleeping bag and be respectful to the other hackers in the room.

Sleeping areas will open at 10 PM on Friday and close at 8 AM on Sunday.

MN2260 - Women's sleeping area

MN2110 - All-gender sleeping area

Campus safety will be present to monitor the spaces for the duration of the night.

## Multifaith Space

For those seeking meditation, prayer, or relaxation, our UTM campus offers designated "Reflection Bays." Please find more information [here](#).

- MN 2nd Floor: Adjacent to MN2171.
- MN 3rd Floor: Across from MN3160.
- DH 3rd Floor: Between offices 3026 & 3028.
- DH 4th Floor: Between offices 4026 & 4030.

# HACKER\SPACES

Please stay on the first two floors of DH and MN for the duration of the hackathon.

Any open areas (that are not separated by doors) are free for you to work in. Please be respectful of noise levels, as other groups will be sharing the space.

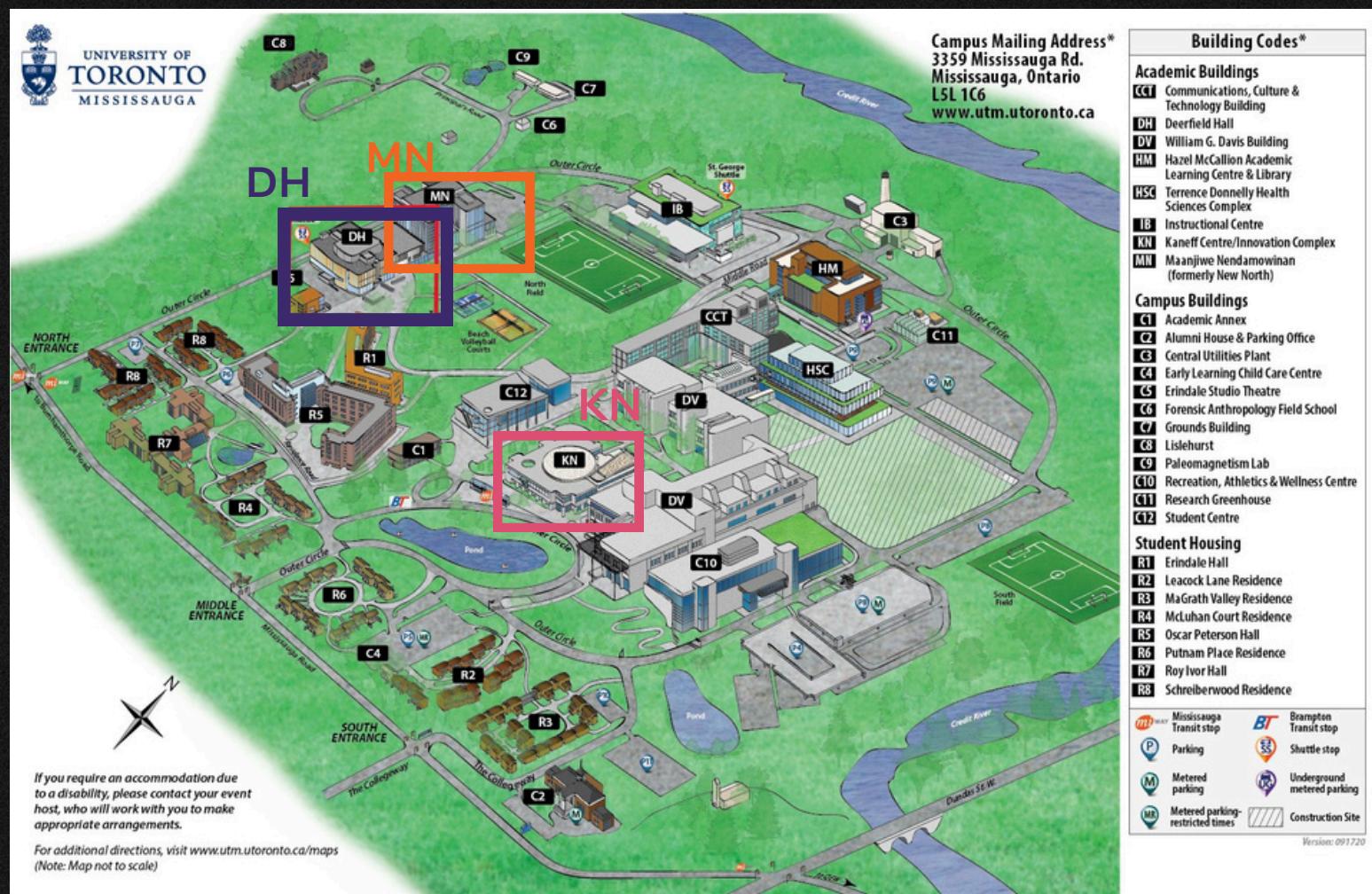
Rooms with doors on the 1st/2nd floors of MN and marked with signs saying "Hacking Room" are free for you to work in. "Workshop Room" may be used when available, but you may be asked to leave if a workshop is taking place.

Do not enter rooms that do not have these signs, as they may be private areas/study spaces. Anyone found working in unmarked rooms will be asked to find an alternative space.

## Parking

For attendees who are driving, please park in P4/P8 (across from the Athletics Center/Davis). Make sure you purchase a parking pass from the Pay & Display machines located in the lot and display the pass on your dashboards. For more information, refer to the [Parking FAQ](#) webpage.

# EVENT MAP





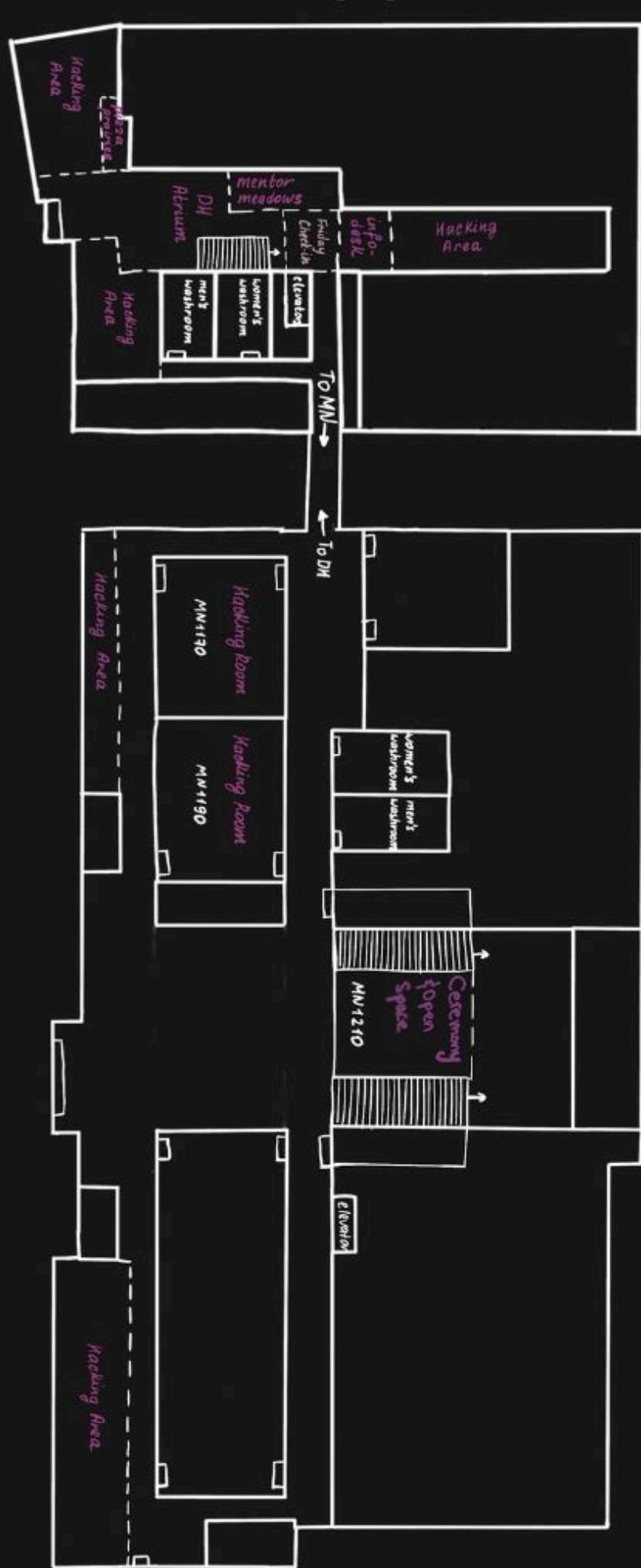
## Deerfield Hall (Front View)



## Maanjiwe Nendamowinan (Front View)

# DeerField Hall

Maanjiwe nendamowinan

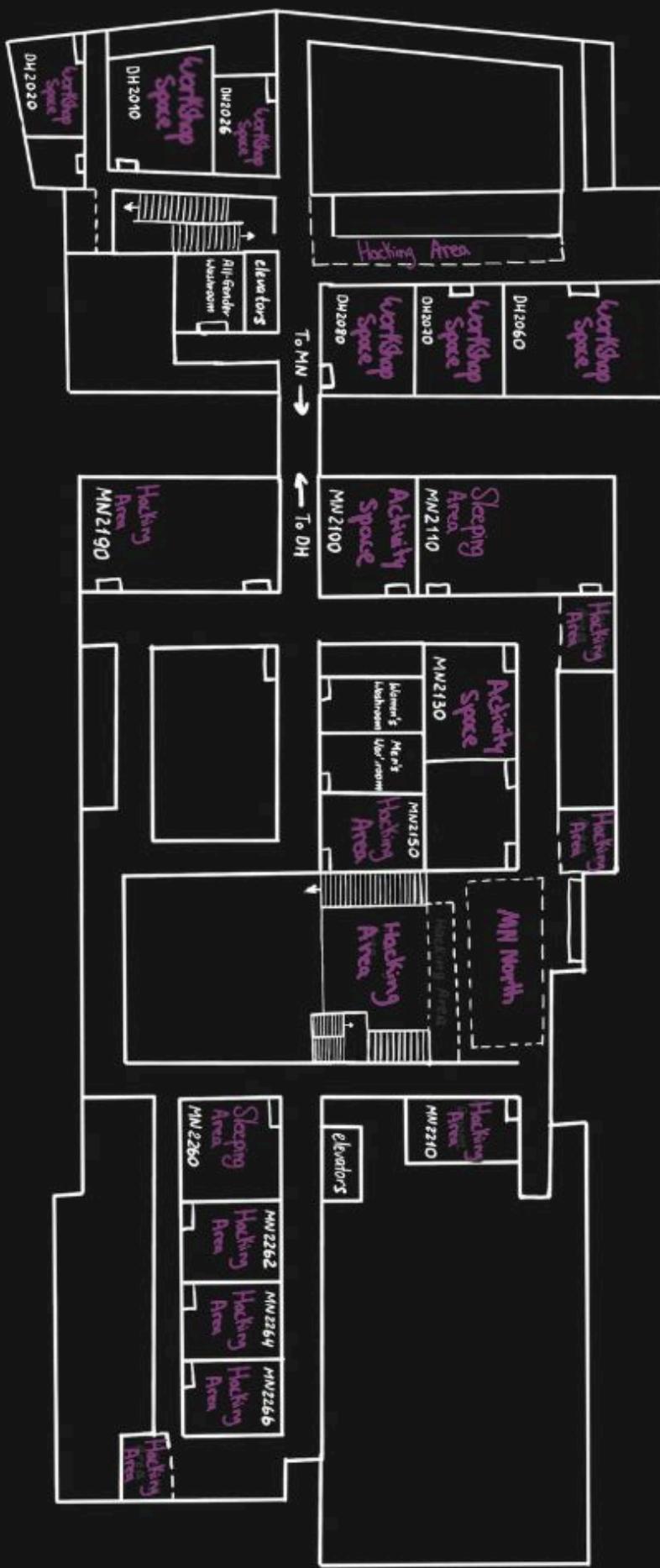


# FLOOR 1

## DeerField Hall

## Maanjiwe nendamowinan

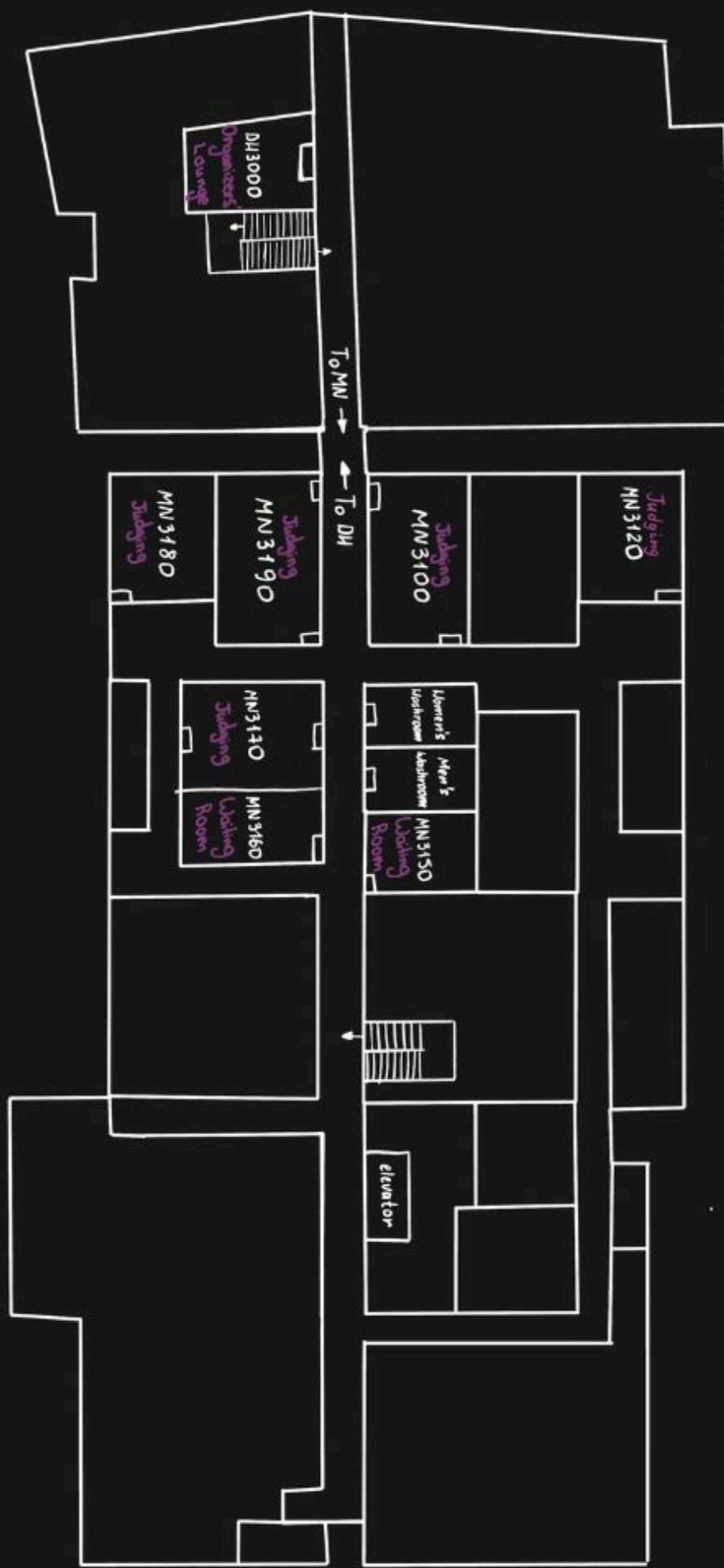
# FLOOR 2



# FLOOR 3

DeerField Hall

Maanjiwe nendamowinan



# HACKER CHECKLIST

## Personal Belongings

Throughout DeerHacks, please keep in mind that you are responsible for your personal belongings while on campus. This includes laptops, cell phones, backpacks, and any other items you may have with you. Ensure that you keep your belongings with you at all times, and avoid leaving them unattended in public areas or shared spaces.

While we strive to maintain a safe and secure environment, it is your ultimate responsibility to safeguard your personal belongings. Failure to do so may result in loss or damage to your property, for which DeerHacks and the University of Toronto Mississauga cannot be held liable.

## Things to Bring

- Proof of ID
- Sleeping Bag
- Toiletries
- Reusable Water Bottle
- Power Bank
- Laptop and Laptop Charger
- Smartphone and Phone Charger
- Headphones
- Wallet

# FOOD & SNACKS

## Food & Water

Water refill stations are conveniently located throughout the buildings. Please refrain from eating or drinking in the classrooms, with the exception of water. Individuals found eating in a classroom will be requested to either leave the room or dispose of their food.

- Eating is ONLY allowed in open spaces or outside the building.

Hackers will be provided with breakfast, lunch, and dinner meals, as well as occasional snacks throughout the day. Please visit the schedule on your dashboard for more information.

## Meal Timing

Official meal times will be available on the schedule. All of food distribution will require a hacker lanyard to be presented and checked off on. Each meal or some drink offering will only let you scan in once (one portion per person).

# MORE LOGISTICS

## WORKSHOPS & ACTIVITIES

DeerHacks V features a diverse array of workshops and activities!

Workshops cover a wide range of topics in tech and related fields, designed to broaden your understanding and skills.

We have also arranged engaging activities to help you unwind, with chances to win prizes or grab some snacks.

While most events are held in-person, some are available online, and a few may require RSVP. For detailed information, including locations and how to RSVP, please refer to the DeerHacks schedule.

## SCHEDULE

Go to our website: <https://deerhacks.ca> to find the Schedule tile on your dashboard! Once live, the DeerHacks Schedule will be updated in real-time if any changes occur. Always refer to it for the most up-to-date timeline, unless specific updates are provided on Discord.

# DEERDOLLARS

Attending workshops and events throughout DeerHacks can earn hackers DeerDollars, which be redeemed for small, silly rewards and nostalgia merch at end of the hackathon!

To collect DeerDollars, scan your QR code (available off of your dashboard) at each workshop or event you attend. DeerDollars collected vary depending on the event, with each workshop averaging 5 dollars.

Redeem your DeerDollars at the end of the hackathon by scanning your QR code as well (while supplies last)!

# MENTORSHIP

For in-person support:

- Find mentors at Mentor Meadows on the DH first floor (DH Atrium).

For online support via Discord:

- Identify mentors by the @mentor role and (Mentor) in their name.
- Submit a "Code Help" ticket on the Discord server in the #ticket channel.
- For a direct conversation, join a VC with an available mentor. They are waiting for you!

# TEAM COMPOSITION

## TEAM SIZE LIMIT

Participation is capped at teams of up to 4 members. This ensures a level playing field and encourages effective collaboration.

## HACKER STATUS

All team members must have the 'attended' status, indicating they were accepted into the hackathon and have checked in properly in person. This is essential to verify eligibility for participation and judging.

*For hackers who haven't formed a team yet, check out the #looking-for-group Discord channel to connect with others!*

## REMINDERS:

- Please stay within the first two floors of DH and MN for hacking.
- Do NOT eat or drink in classrooms (water permitted).
- Classrooms marked “Hacking Room” on this map or public areas can be used by hackers at anytime.
- Do NOT enter any unmarked classrooms.

# SUBMISSION DETAILS

- Any code used in your project must be written between 8:00 PM EST on Friday, February 27, 2026, and 8:00 AM EST on Sunday, March 1, 2026.
- Any design assets used in your project must be created between 8:00 PM EST on Friday, February 27, 2026, and 8:00 AM EST on Sunday, March 1 2026.
- Your project must be submitted to Devpost to be eligible for judging by 10:00 PM EST on Saturday, February 28, 2026. Please note that you can continue coding or assembling hardware, but your Devpost submission must be completed by this time.
- It is permitted and recommended to install any necessary software in advance.
- It is permitted to plan your project out in advance.
- It is permitted to 3D-print parts or prepare other structural components for hardware projects in advance. However, assembly of hardware projects in advance is not permitted, and we will not provide hardware for you.
- Plagiarism is not tolerated and any teams with plagiarized work will be disqualified.
- You may use publicly available libraries/packages/design assets.
- Code with integrity! Final interpretation of all the rules included in this document is at the sole discretion of DeerHacks organizers, and any potential violations will be dealt with privately between the team and organizers.

# JUDGING CRITERIA

**Theme Connection:** Judges will assess how well your project aligns with the chosen theme, focusing on its relevance and integration.

**Originality:** We value unique ideas and solutions. Projects should demonstrate new approaches to addressing problems.

**Technical Complexity:** The project's technical skill and depth, whether it's a working prototype or a concept presented via mockups. The ability to execute the idea effectively.

**Design and UI/UX:** The visual appeal and ease of use are critical. Judges will look for a clean design and straightforward user interaction.

**Impact:** The ability to solve a real problem effectively, considering the potential for practical application.

**Presentation:** The effectiveness of your pitch, including how clearly and convincingly you communicate your project's purpose and value.

# JUDGING EXPECTATIONS

You will have to submit your project to the DeerHacks 2026 Devpost to be eligible for demoing your project to the judges (details to be announced on Discord).

The Devpost submission itself is due at 10:00 PM on Saturday, February 28, 2026; however, you can code or assemble hardware until 8:00 AM on Sunday, March 1, 2026.

- Late Devpost submissions will not be judged.

Teams will be notified of room and time-slot assignments via Discord announcement by 9:30 AM on Sunday, March 1, 2026. All judging rooms are located on MN 3rd floor -- feel free to explore the area, but please note that we do not have designated hacking spaces on this floor.

All teams MUST be at the waiting room (TBA) 5 minutes before their assigned pitching time. No exceptions for late arrivals will be made, even if you missed your assigned time by a minute.

# STEPS & TIMELINE

1. Submit to DevPost by 10:00 PM on Saturday: Confirm your project submission on DevPost as per the hackathon guidelines.
2. Wrap up coding by 8:00 AM on Sunday.
3. Room Assignments: Check Discord by 9:30 AM on Sunday for your room and time-slot on MN 3rd floor.
4. Arrival: Be in the waiting room (TBA) 5 minutes before your pitch time. Late arrivals will not be judged.

Hard Devpost Deadline: 10 PM on Saturday, February 28th

Hard Hacking Deadline: 8 AM on Sunday, March 1st

Judging Period starts at 10 AM on Sunday, March 1st

Closing Ceremony: 3 PM on Sunday, March 1st

Good luck!

*\*If a team member misses the judging or closing ceremony and the team wins, only present members will receive prizes. Prizes will not be shipped or handed to others for absent members.*

# CONTACT US



## Farah Baseet

DeerHacks Coordinator

Discord: @f.arah



## Saurabh Nair

President

Discord: @monk3y\_13113



## Emily Su

Internal Vice President

Discord: @emz.y

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@deerhacks



[linkedin.com/showcase/deerhacks/](https://linkedin.com/showcase/deerhacks/)



[deerhacks.ca](http://deerhacks.ca)

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Deerhacks V  
@deerhacks

#BreakOrbit

Mathematical and Computational Sciences (MCSS) 2026