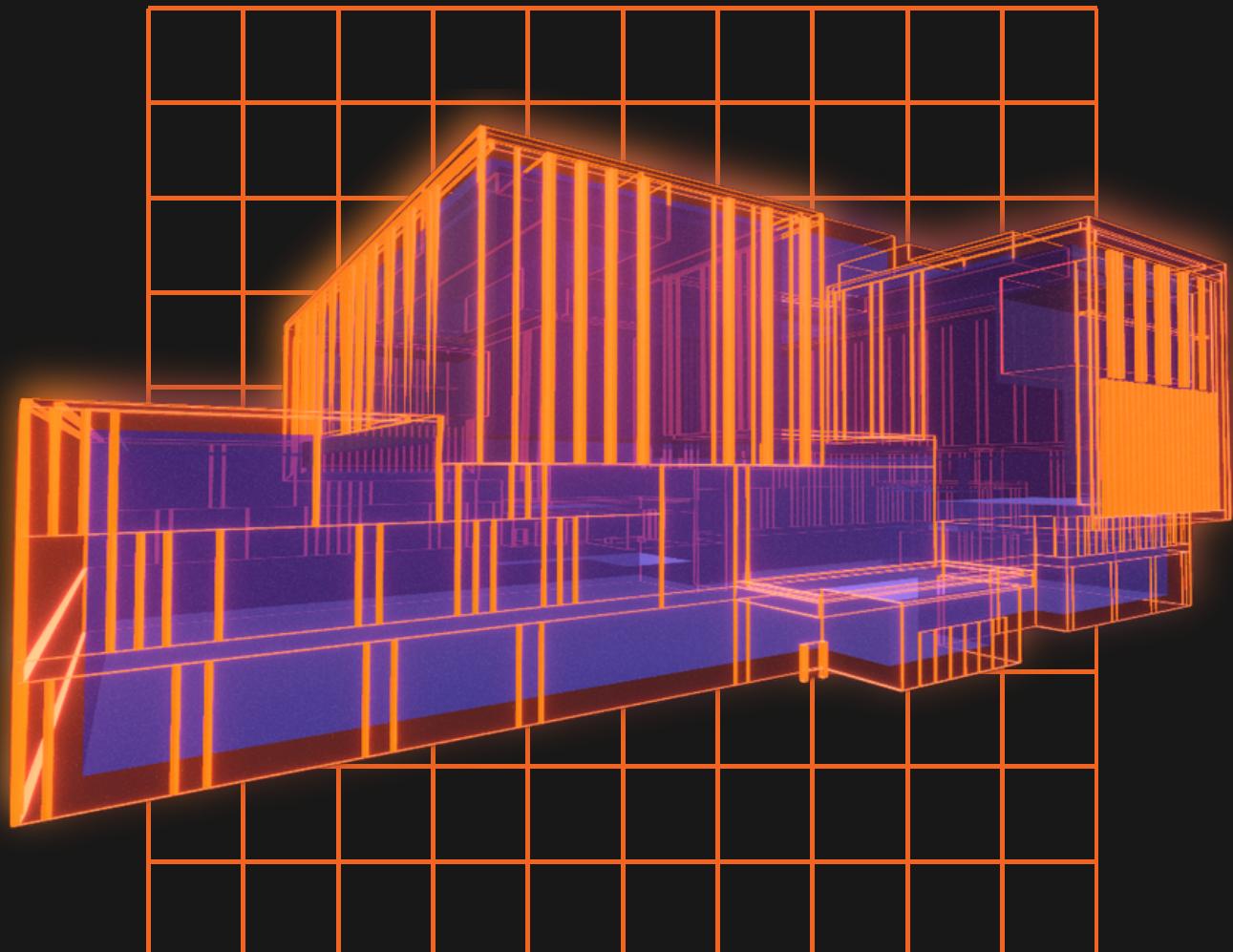


DEERHACKS 3

WELCOME PACKAGE



Deerfield Hall, Mississauga, ON L5L 3E2
Feb 16 → 18, 2024

deerhacks.ca
hello@deerhacks.ca

CONGRATULATIONS ON YOUR ACCEPTANCE!

We're thrilled to have you as part of the **University of Toronto Mississauga's largest hackathon!** Students from across Ontario are invited to showcase their innovation and creativity in a **36-hour challenge.**

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 **MLH** and **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.

STAY CONNECTED

OUR SOCIALS

Instagram → @DeerHacks

LinkedIn → @DeerHacks

EMERGENCY CONTACTS

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

University of Toronto Mississauga Police (Emergency)
→ 905-569-4333

DeerHacks → hello@deerhacks.ca

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

DEERHACKS III

PT. LOGISTICS



IMPORTANT INFORMATION

CHECK-IN

Check-in will take place on 1st floor of Deerfield Hall (DH) at the University of Toronto Mississauga (UTM) from 4PM to 6PM on Friday, February 16th.

Google Maps → <https://maps.app.goo.gl/brArXYH4o1gDJ7o18>

Please have the following items ready to present at check-in:

- A physical form of government-issued ID with your name, age, and photo (Ex. Driver's license or passport)

**Your ID will be checked for identity and age validation (18+)*

- Your QR code on your dashboard

***Your dashboard status will be checked for "accepted" status*

- Tell us your t-shirt size

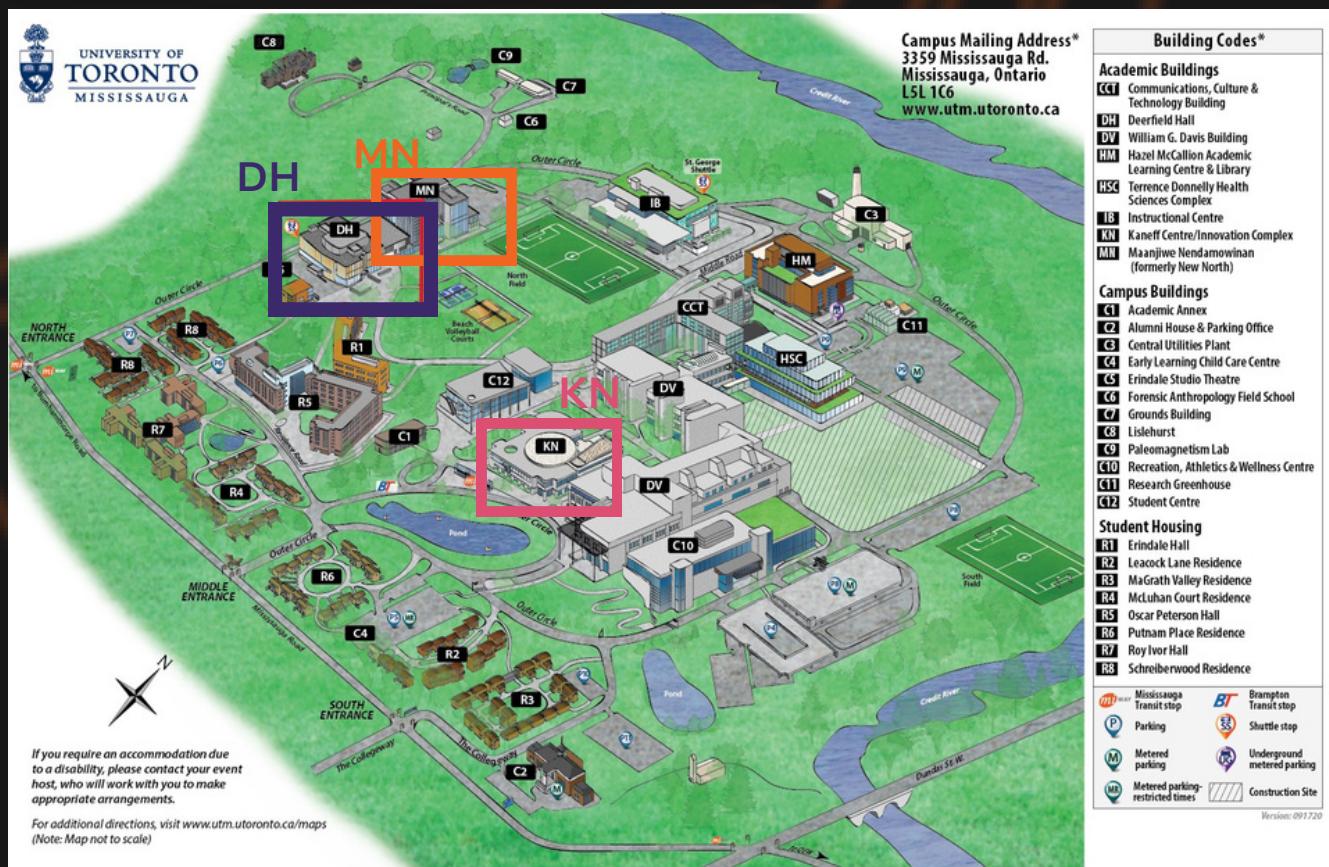


DeerField Hall (Front View)

Once checked in, you will be given some hacker swag. You should wear the lanyard and hacker shirt at all times, and keep the QR code handy to identify yourself as an official part of the DeerHacks III herd.

Upon check-in, your dashboard status will be updated to “attended”. DeerHacks prize contention, events, and food distribution all require the attended status.

UTM CAMPUS MAP



University of Toronto Mississauga - UTM

DeerField Hall - DH

Maanjiwe nendamowinan - MN

Kaneff Centre - KN (Opening and Closing Ceremonies-ONLY)

IMPORTANT INFORMATION

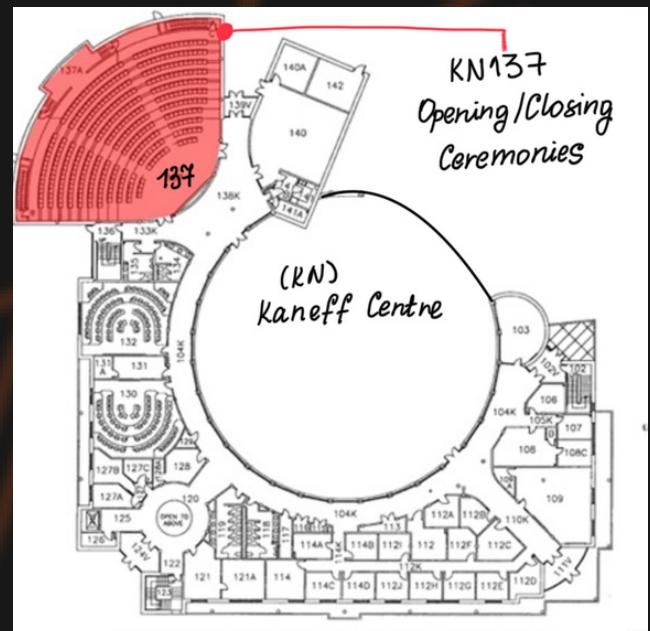
CEREMONIES

**Opening and Closing Ceremonies
will be held in Kaneff Centre (KN)
in room KN137.**

**Opening Ceremony - 6-7PM on
Friday, February 16th**

**Closing Ceremony - 1-2PM on
Sunday, February 18th**

For prize contention, all hackers must have the “attended” status.



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.

STAY CONNECTED

INTERNET CONNECTION

Sign into EDUROAM with your student university login credentials:

- <http://eduroam.utoronto.ca/>

For guest Wi-Fi, please find an organizer to help out or open a #ticket on discord.

COMMUNICATION

Discord will be our main form of communication for the event where we will relay important announcements and events.

INFO-DESK

Info Desk is located on DH 1st Floor (DH Atrium), and will be staffed by organizers that are ready to address any questions and concerns you may have throughout the weekend. In case of emergencies, you are welcome to stop by Organizer's Lounge on DH 2nd Floor in DH2016.

IMPORTANT INFORMATION

HACKER SPACES

Please stay on the first two floors of DH and MN. Any open areas (that are not separated with 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, however 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.

Floor Plans are located at the end of the Welcome Package.

IMPORTANT INFORMATION

FOOD AND 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.

IMPORTANT INFORMATION

MEAL PICK-UP

Official meal times are now live on the schedule. All of food distribution will require QR code scanning. Each meal or some drink offering will only let you scan in once (one portion per person).

Information about available food/snack locations and information on ingredients will also be communicated on Discord, so stay vigilant for announcements.

IMPORTANT INFORMATION

SLEEP

MN3100 and MN3190 (3rd 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 10PM on Friday and close at 8AM on Sunday,

MN3100 - Women's sleeping area

MN3190 - All-Gender sleeping area

GENDER NEUTRAL AND ACCESSIBLE WASHROOMS

All-gender washrooms can be found in DH. DH and MN both have elevators.

IMPORTANT INFORMATION

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

DEERHACKS III

PT. HACKING



FREE RESOURCES



As a hacker, you will receive some (**free!**) resources to use:

Some amazing resources from Major League Hacking (MLH), and the prizes you can win this year can be found at this [link](#)!



All hackers will be receiving a free domain from GoDaddy. More details to be posted on Discord!



echo3D is a cloud platform for 3D asset management. All hackers receive [1-month free access to echoED's platform Premium plan \(\\$99 value\)](#) via this [link](#).

For help, see the #echo3d-help channel!

WORKSHOPS & ACTIVITIES

DeerHacks III 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!

- 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.



We recognize that challenges may arise during the hackathon, and our mentors are here to assist you! Mentors will be monitoring all requests and notify you once assistance is available. Please be patient, as there may be other teams waiting in line for help!

For in-person support:

- Find mentors at Mentor Meadows on the DH first floor (DH Atrium).
- All Mentors wearing identifiable lanyards and PINK DeerHacks T-Shirts.

We also have a few mentors joining us online!

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's Status

All team members must have '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, we will be holding an in-person team formation event after opening ceremony. You can also look for teammates in the #looking-for-team Discord channel.

SUBMISSION RULES & ELIGIBILITY

To ensure fair play, please take note of the following guidelines:

- Any code used in your project must be written between 8:00PM EST on Friday, February 16, 2024, and 8:00AM EST on Sunday, February 18, 2024.
- Any design assets used in your project must be created between 8:00PM EST on Friday, February 16, 2024, and 8:00AM EST on Sunday, February 18, 2024.
- Your project must be submitted at DevPost to be eligible for judging.
- 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.
- Plagiarism is not tolerated and any teams with plagiarized work will be disqualified.
- You may use any 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.

WHAT TO EXPECT DURING JUDGING:

You will have to submit your project to the DeerHacks 2024 DevPost to be eligible for demoing your project to the judges (details to be announced on Discord).

To sign up for in-person judging, a Form will be shared on Discord. Teams must fill out the form by Sunday 8:00AM to be eligible for judging.

- Late Form submissions or DevPost uploads will not be judged.

Teams will be notified of room and time-slot assignments via a Discord announcement by 9:30 AM. All Judging rooms are located on MN 3rd floor -- feel free to explore the area, as they are right beside the sleeping rooms.

All teams **MUST** be at the waiting room (MN3150) 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.

THE STEPS

1. Submit to DevPost: Confirm your project submission on DevPost as per hackathon guidelines.
2. Sign Up for Judging: Fill out the form shared on Discord by Sunday 8:00AM for in-person judging.
3. Room Assignments: Check Discord by 9:30 AM for your room and time-slot on MN 3rd floor.
4. Arrival: Be in the waiting room (MN3150) 5 minutes before your pitch time. Late arrivals will not be judged.

THE TIMELINE

Soft Deadline: 8AM on Sunday, February 19th

Hard Deadline: 8:30AM on Sunday, February 19th

Judging Period starts at 10AM on Sunday, February 19th

Closing Ceremony: 1PM on Sunday, February 19th

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.*

Once the event starts, the gallery page will allow you to upload your best (or worst) moments from DeerHacks! 🤪

*Reminder to keep uploads appropriate and related to DeerHacks...

Photo Scavenger Hunt Checklist

your group spelling out “DH” with your bodies in whatever way you want

a mentor (they'll be hanging out at Mentor Meadows on DH first floor)

a workshop lead at a workshop you enjoyed

a sunset or sunrise at UTM!

a DH organizer (they'll be wearing white T-Shirts)

a deer?

find our photo-booth hehe

Upload them all into our Photo Gallery (found in your dashboard) for a chance to win a prize and to be featured on our website! 🎁

IMPORTANT INFORMATION

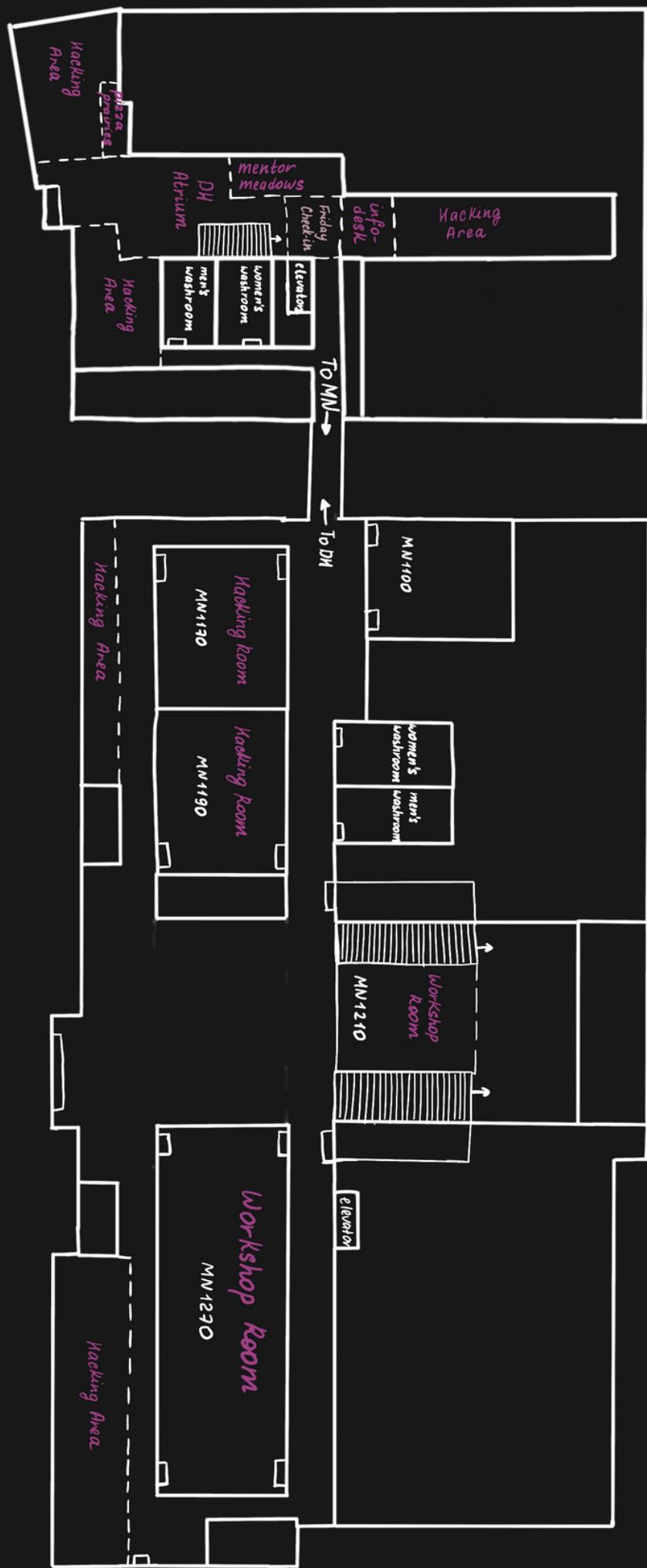
REMINDERS:

- 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.

FLOOR 1

DeerField Hall

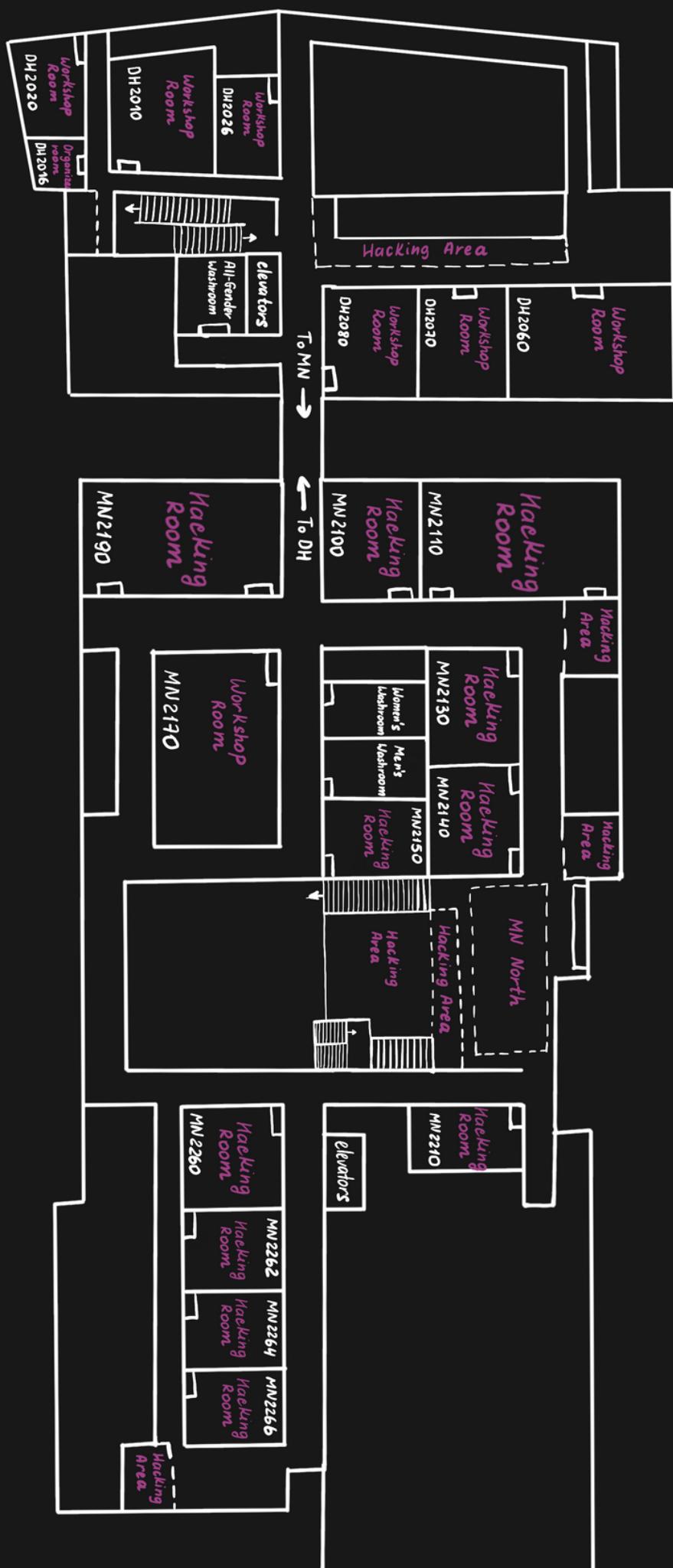
Maanjiwe nendamowinan



FLOOR 2

DeerField Hall

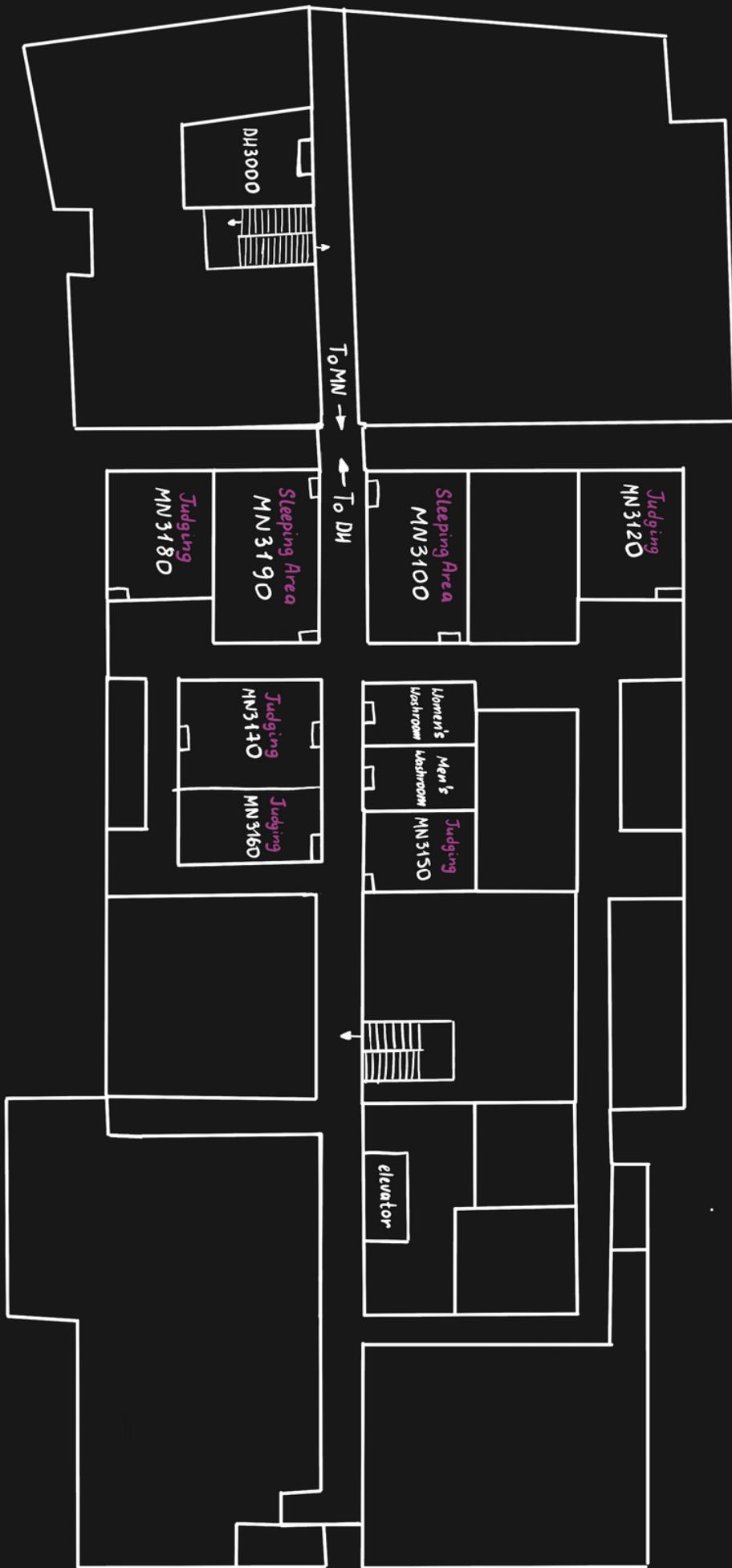
Maanjiwe nendamowinan



FLOOR 3

DeerField Hall

Maanjiwe nendamowinan





Deerhacks III
@deerhacks

#DareToGlow

Mathematical and Computational Sciences (MCSS) 2024