

Gubathon Hack Packet

Introduction

- Purpose: Pause regular roles and focus attention on Gubathon, generating creative and practical ideas to accelerate company growth.
- Approach: Get imaginative and have fun. Produce solutions that are realistic and address a genuine business problem or need.

Goals

- Dedicate time for innovation and future-focused projects.
- Create practical implementations that can deliver value to the company.
- Work collaboratively with your team to maximize creativity.

Rules

- Create an Epic in the GT project containing all information for your team's project.
- Deliver real, demoable code and not just design prototypes.
- You are not expected to attend regular meetings during the hackathon.
- Forward any outside requests (e.g., tickets, CSM questions) to your PM or Tech Lead.
- Team leader organizes and encourages participation; all major decisions are democratic.
- No coding in RC or Prod environments.
- Do not install non-approved software; use official process to request tools (2024+).
- Use the designated presentation template as your single point of documentation and include your video presentation (2024+).

- Video presentation must be included in your documentation and should not exceed 7 minutes (2024+).

Best Practices

- Maintain ongoing team communication (Zoom calls, Slack channels, etc.).
- Help wherever needed, including roles outside your usual responsibilities.
- Ask your Oracle for guidance or help with project feasibility.
- Encourage multiple team members to take part in demos and presentations.
- Record project video presentations as a team and ensure documentation is complete (2024+).

Judging

- Projects are evaluated using two major methods:
 1. **Associate's Choice:** All associates vote for their top projects after reviewing presentations/video. Categories may include Best Idea, Best Team Name, Best Video Presentation, and hidden/bonus categories as determined by the organizers.
 2. **Technical Judging:** Technical committee selects and scores projects on criteria such as Innovation, Ambition/Complexity, and Technical Completion, with additional bonus categories considered but weighed less. Explicit scoring rubrics may or may not be disclosed each year.
- Outstanding projects from both tracks become finalists; the champion is selected in the final round.

Awards

- For the People (Best Idea)

- Name of the Game (Best Team Name)
- Showcase Star (Best Video Presentation)
- Maybe Next Year Award
- Best Musical Addition
- Most Valuable Hacker (MVH)
- Additional/hidden awards as determined by judges or organizing committee.

Submission Checklist

- Complete participant survey.
- Attach all presentation materials, designs, documentation, and the required project video to your project documentation (template provided / one per team).
- Submit projects and video presentations by published deadline.
- Participate in post-hackathon feedback and implementation meetings with relevant squads or PMs.

Resources

- Jira Project:
 - Gubathon (GT)
 - Boards: G23 (2023), G24 (2024+)
- Official Confluence Space:
 - Gubathon (prior years), Gubathon 2024 (2024+)
- Slack Channel:
 - #gubathon and/or #gubathon_faq

Additional Notes

- Submissions, voting, and finalist/champion selections may be conducted via forms or online voting platforms as specified each year.
- Use only approved tools and follow official IT compliance procedures for any exceptions.
- Each year's template and judging specifics may be adjusted; refer to current year announcements for last-minute guidance.