

Startup an Engineer Hackathon

1. General considerations

Theme - Ed-Tech

Are you passionate about education and technology? Do you have an idea that can transform how we learn and teach? If yes, join us for the Ed-Tech Hackathon, a 1-day event where you can collaborate with other students from UTCN and mentors from Fortech, a GlobalLogic Company, to create innovative solutions for the challenges facing the education sector.

To join our Ed-Tech Hackathon, you don't need to have any prior experience in coding or design, just a willingness to learn and a desire to make a difference. You can work on any education-related topic, such as online learning, gamification, accessibility, assessment, curriculum development, etc.

You will also get feedback and guidance from our mentors, who are experienced professionals. At the end of the hackathon, you will pitch your solution to a panel of judges who will evaluate your project based on its originality, feasibility, impact, and presentation.

The Ed-Tech Hackathon is a great opportunity to showcase your creativity and talent, network with like-minded peers and mentors, and win exciting prizes and recognition. You can also learn new skills, gain valuable experience, and have fun along the way.

Become a SUPER Student and register now!

1.1. Organizational details:

Teams: maximum 20 students (teams of 2-4 students)

When: 25th of November from 9:00 to 19:00

Location: Hexagon office

Format: offline

1.2. Timeline

Hackathon day: Saturday – the 25th of November

- Hackathon kick-off: 9:15
- Intro: 09:15 – 09:45
- First session: 09:45 - 12:45
- Lunch break: 12:45 – 13:30
- Second session: 13:30 - 16:30
- Project pitches: 16:30 - 17:30 (maximum 15 minutes/team - presentation & Q&A)
- Award ceremony: 18:30 - 19:00

2. Rules

2.1. Team line-up

Teams must have at least 2 and up to 4 team members.

Each participant must register individually. If you are already part of a team, please mention your team's name in the indicated section of the registration form. If you are not part of a team, the organizers will pick a team for you.

2.2. Work

All project-related work should be done at the hackathon.

Teams can ask for advice or support from the organizers and mentors.

Teams can use an idea they had before the event.

Teams can be disqualified from the competition for the following reasons: unsupportive behavior, breaking competition rules, or the code of conduct.

2.3. Projects

Libraries, frameworks, or open-source code can be used in projects. It's not permitted to use a previously started project, even if it is open source.

Projects can be based on other projects if they are not copies.

If any of the content in the project is considered inappropriate, the team must change it, or they will be disqualified.

2.4. Evaluation

The projects and teams will be evaluated using a system of points.

The higher the points, the higher the classification.

2.5. Judges Points (criteria of evaluation)

- ✓ Potential
- ✓ Originality
- ✓ Feasibility
- ✓ Impact
- ✓ Presentation
- ✓ Clear, well-explained idea

There will be 3 members in the Judges Panel.

3. Project delivery and award ceremony

3.1. Project Delivery

Teams must deliver the projects by 16:30 PM on Saturday, 25th of November.

3.2. Project deliverables:

A slide deck containing the project name, team name, and team members, idea description, implementation description.

GitHub project page.

Any other package/form of project deliverable.

3.3. Presentation

All teams with validated projects will have a pitch of 10 minutes, followed by 5 minutes of QA.

The pitches will start at 16:30 PM.

3.4. Award ceremony

The award ceremony will take place on Saturday, starting at 18:30 PM.

4. Hackathon prizes

- 1st place (500 Ron Emag Voucher/team member)
- 2nd place (300 Ron Emag Voucher/team member)
- 3rd place (200 Ron Emag Voucher/team member)