

Talk a Bit 2021

Hackathon Regulation



Digital technologies are always evolving, often at a scale much larger than humans can keep up with. Technological breakthroughs are an everyday occurrence, promising to make our lives simpler and easier. Nonetheless, it remains unclear if we've reached a turning point in which more software no longer translates to a better quality of life.

With such a massive impact in our world and so many possibilities, software has a tremendous influence on society and people's lives. It may be that technology still has much to offer. There are many avenues yet to be explored that can leave a positive mark on the lives of many.

For the 9th edition of Talk a Bit, we challenge you to leverage your software skills to improve lives! Join forces with 3 of your friends or colleagues and contribute towards a better future for humanity.

Requirements

- Must be an open-source software project hosted on GitHub
 - ◆ It may be a private repository during development, but after submission it must be a public repository
 - ◆ You can use any widely-available technologies or tools (just make sure that anyone can run it, for free!)
- The team must be comprised exclusively of students - university, high school and equivalent ("cursos professionnels", for example, may participate)
- You must have a README.md in your repository's root folder that contains:
 - ◆ Project name
 - ◆ Brief project description (around 300 words)
 - What is this project?
 - Who is this project aimed at?
 - How and why it improves the quality of life?

- ◆ Link to a video demonstration of the project (5 minutes maximum, hard limit)
 - ◆ (Optional) Some screenshots of the project to better illustrate it!
 - ◆ (Optional, but useful) Link to a deployment of the project (use a free tool for this! - Heroku, netlify, etc.)
 - ◆ Project architecture / Design decisions
 - Section to showcase your technical prowess
 - Highlight the used technologies and those cool features you're really proud of!
 - For example, you can also add diagrams if you believe this would help show how awesome your project is! (However, this is optional, the main idea is to focus on the project itself and not documentation. This is to help us understand your project better and score it fairly)
 - ◆ How to setup the project
 - Also specify possible dependencies (e.g. "this project requires node.js to be installed", etc.) - you don't need to provide install instructions to the dependencies, but must list them.
- The project must be exclusively developed by the participating team (no outsourcing!)
- Be careful to not include PII or secrets in the repository

Registration and Submission

- An initial registration form is available on the website
- ◆ Team member information (1-4, the first is mandatory)
 - Name
 - GitHub username
 - Contact (email - only mandatory for the first/team leader)
 - Institutional email (to verify that all team members are currently studying)
- A submission form will be released on the last day of the Hackathon (12th of February)
- ◆ Team captain information

- Name
 - GitHub username
 - Contact
- ◆ Project name
 - ◆ Project repository URL (e.g. <https://github.com/talkabit/hackathon-example>)
- The hackathon opens on the 10th of February, at 9:00 and closes on the 12th of February, at 15:00.
- Submitting the form does not close your submission. You can make changes to the repository after submitting the form. The deadline for these changes, however, is still 15:00 on February 12th. After this, no further changes to the repositories will be considered (as the repositories will be cloned). Make sure that the repository is made public before this deadline to ensure that we can access it without any issue.
- The winners will be announced in Talk a Bit's closing session.

Evaluation Guidelines

Projects will undergo evaluation through a jury. Each jury member will be asked to grade each projects with respect to 4 components:

- Creativity (25%) - How creative / innovative the project is
- Technical prowess (25%) - How technically impressive the solution is / how hard it is to implement
- Social impact (40%) - The impact on society / someone's life / quality of life
- Project presentation (10%) - How the idea is sold / how appealing it is

