Hackathon Introduction

Welcome to the First CodeHers Hackathon, an exciting opportunity to encourage girls of all ages to showcase their talents and passions in STEM! This online hackathon will occur from February 27th to March 13th, culminating in a live finals and award ceremony on March 15th. Participants will have the chance to work in teams or individually, fostering collaboration across schools.

Teams

- Participants can enter as individuals or form teams of up to 5 members.
- Teams can consist of members from different schools, promoting collaboration and networking.

Theme

This year's overarching theme focuses on developing innovative apps or technology tools that enhance the lives of girls and women, addressing gaps overlooked by major tech companies.

Guidelines

Participants are encouraged to:

1. **Identify a Specific Need**: Research and pinpoint challenges faced by women and girls in various areas such as health, education, safety, finance, career, family, and sports.

2. **Brainstorm Solutions**: Develop creative and practical solutions that leverage technology to address the identified needs. Consider how your app or tool can empower users and improve access to resources.

3. **Design and Prototype**: Create a prototype of your app or tool that demonstrates its functionality and user experience. Focus on intuitive design and accessibility to ensure it meets the needs of diverse users.

4. **Prepare Your Pitch**: Craft a compelling pitch that outlines your project's purpose, target audience, and potential impact. Highlight how your solution is unique and what sets it apart from existing offerings.

5. **Collaborate and Network**: Work in teams to share ideas, gather feedback, and refine your project. Use this opportunity to connect with mentors and fellow participants who share your passion for empowering women through technology.

Sub-themes

Beneath the overarching theme of female empowerment, participants will be recommended to fit their solution between one/many of the sub-themes below:

1. **Education**

Create a tool that makes education more accessible for girls and women.

Example Solutions:
- An offline learning app for girls in areas with limited internet access.
- A platform connecting girls with female mentors in STEM.
- A gamified app to teach coding or science to young girls.

2. **Sustainability and Environment**

Build a product that helps women adopt sustainable practices or lead eco-friendly initiatives.

Example Solutions:
- A platform for women to share tips on sustainable living.
- An app that connects women with local eco-friendly businesses.
- A tool to help women start green businesses or projects.

3. **Community Building**

Design a product that connects women with like-minded individuals or communities.

Example Solutions:
- A social platform for women entrepreneurs to collaborate.
- A networking app for women in specific industries.
- A local event finder for women's empowerment workshops.

Divisions and Judging Rubrics

This year, we offer two divisions: Novice and Veteran. Note that AI is allowed for both of these divisions but must not be heavily relied upon.

Novice Division

Our novice division, limited to only Years 7-11, allows for those new to programming to have a fair chance by putting less of a weighting on the actual demo/code itself and more stress on the ideas and innovation. Whilst the rubric remains the same, the weightings for each section of the rubric will vary.
Note that the Novice Division is allowed to submit code made with block-based programming languages (i.e Scratch)

Veteran Division

Our veteran division, available to all years, prioritises the actual programming element (the demo) of the project rather than a focus on the idea itself. Please note that for the Veteran Division, block-based programming languages are strictly forbidden.

Pitch Criteria

Each group will be assessed on 5 criteria. These 5 criteria are described below for reference. The entire presentation is marked out of 100 overall, and each criterion has a different weight depending on the division chosen. The weighting of each of these criteria differs for both categories.

Evaluation Criteria	Description	Marks (Novice)	Marks (Veteran)
1. Relevance to Theme	The project must clearly align with the designated theme of the hackathon, demonstrating explicit connections between the project and the theme.	10	10
2. Creativity & Originality	Projects should present a unique approach to addressing the identified problem, showcasing innovative features or methodologies that differentiate them from existing solutions.	20	10
3. Technical Excellence	Evaluates the quality of the code and technical implementation, ensuring projects are free from critical bugs, run smoothly, and maintain user-friendly designs with intuitive navigation.	20	30
4. Implementation Effectiveness	Focuses on how well the project fulfills its intended purpose, demonstrating a high level of functionality and completeness, and potential for future enhancements or scalability.	20	30
5. Presentation & Engagement	The pitch should be engaging and well-structured, effectively conveying the project's value. Judges will assess public speaking skills, confidence, clarity, and audience engagement.	30	20

Submission & Timeline

Participants will receive an email on February 27th, marking the start of the hackathon. Teams will have two weeks to submit a 10-minute video presentation of their project alongside a demo and code for the demo. The focus should be on a technological solution addressing a problem that is both deeply personal and widely experienced. Upon submission, the top 3 teams from each division will be invited to present their projects live to the judges on March 15th, which will be followed by a Q&A session. Here, the winners will be determined.

- Project Submission: **March 13th**
- Finalists Shortlist: **March 14th**
- Award Ceremony: **March 15th**

Students signing up should ensure they are available to attend the awards ceremony and final presentation beforehand.

If you're ready to submit your work, please submit it through this Google Form:
https://forms.gle/9JGkw43euU92d2xm8

Rules

To ensure fairness for all participants, the following rules are in place:

1. **AI Usage:** While AI tools are allowed, heavy reliance on them is not permitted, especially in the Veteran Division. Participants should fully understand their code and be prepared to discuss it.

2. **Original Work:** Reusing old projects or code created before the hackathon is strictly forbidden. All submissions must be original.

3. **Collaboration Limitations:** Outside help from teachers, parents, or anyone not on the team is not allowed.

4. **Language Restrictions**: In the Veteran Division, block-based programming languages are prohibited.

5. **Presentation:** A code-based project must be submitted along with a presentation, created solely by team members without outside assistance.

We look forward to seeing the creativity and innovation from all participants in the First CodeHers Hackathon! Let's inspire and empower the next generation of female leaders in STEM!

If you have any inquiries, feel free to email codehershk@gmail.com and we'll get back to you as soon as we can!