



# Crea+her Girls in ICT 2024 Hackathon

*Harnessing Digital Tools for Safety and Sustainability in the Caribbean*

*April 2-25*

## Official Rules & Guidelines

The Crea+her Girls in ICT Caribbean Hackathon invites high school girls across the region to team up and develop innovative technological solutions to real-world challenges. This hackathon provides a platform for Caribbean's next generation of women in tech to showcase their skills, creativity and passion for using technology to drive positive change.

## Important Dates

Hackathon Opening & Registration: March 26, 2024

Registration Deadline: April 19, 2024 at 11:59PM AST

Qualifying Round Submission Deadline: April 20, 2024 at 11:59PM AST

Top 10 Finalist Announcement: April 22, 2024 at 6:00AM AST

Final Presentations & Award Ceremony: April 25, 2024 (Girls in ICT Day)

## Eligibility

The hackathon is open to all girls aged 13-18 who are currently enrolled in a high school within the Caribbean region. Participants must register in teams of 3-5 students along with one staff advisor from their school. All team members must meet the age and location eligibility requirements.

## Project Requirements

- Teams must conceptualise and build their project idea completely within the hackathon period.
- The final submission should include all project files, source code and documentation.
- A video presentation (maximum 5 minutes) is required, pitching the project idea and solution.
- Any coding languages, frameworks and external resources/APIs can be used.
- Project ideas, along with mockups, must be submitted by the April 20th deadline.

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## Project Themes & Challenge Areas

To align with championing women's representation across technical fields, projects must be built around one of the following themes:

1. Telecommunications
  - Create telecom tools/apps for underserved communities or specific user groups (e.g. elderly, disabilities)
  - Tackle issues around digital divide, last-mile infrastructure, or emerging 5G/6G technologies
2. Cybersecurity
  - Build applications or systems to enhance personal/enterprise data privacy and security
  - Innovate solutions for identifying, preventing or responding to cyber threats and attacks
3. Data Science & Artificial Intelligence
  - Create AI-powered tools for education, agriculture, disaster management and more
  - Develop intelligent systems that can automate processes or provide intelligent recommendations

Within these overarching technology themes, projects should strive to provide solutions for one or more of the following areas of social impact:

- **Education & Learning:** Apps/platforms to improve education access, outcomes or engagement for Caribbean students, teachers or institutions.
- **Preserving Culture & Heritage:** Digital solutions for documenting, archiving or promoting awareness of Caribbean histories, traditions and cultural identities.
- **Environmental Sustainability:** Tech for areas like climate change mitigation, conservation of natural resources, sustainable tourism or green economies.
- **Social Services:** Applications benefiting vulnerable groups through accessible healthcare, support for those with disabilities, gender equality initiatives and more.

Projects can also tackle other issues tied to the UN's Sustainable Development Goals as long as there is a clear Caribbean context and impact.

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## How to Register?

1. Go to [www.steamhouse.io/creather](http://www.steamhouse.io/creather) and click Register Now.
2. Join the hackathon community on [Discord](#) and get assigned a mentor.
3. Submit your project idea on DevPost by April 20, 2024.

## Mentorship & Facilitation

Each team will be assigned a dedicated mentor and facilitator from the hackathon's pool of experienced industry professionals and technologists. The mentor will provide continued guidance through check-in calls and rapid feedback cycles. While facilitators will ensure teams have the adequate resources, tools and troubleshooting support for their project development.

Staff advisors are encouraged to be hands-on in supporting their students, with the assigned mentor and facilitator supplementing through an advisory role.

## Judging

There will be two rounds of judging:

**Round 1: Qualifying Round** - During the qualifying round all project ideas will be evaluated based on 1) Clarity - how clear is the problem and proposed solution; 2) Problem-solving – does the solution demonstrate creative problem-solving and innovation; and 3) Feasibility – how likely is it that this solution creates value.

**Round 2: Finalising Round** - During the finalising round, the top 10 teams will work with their mentor for the technical execution of their project idea.

## Top 10 Finalists

Based on the judges' scores, the 10 highest ranked teams will be shortlisted as finalists on April 22nd, 2024. These finalist teams will receive further mentoring and be invited to present their projects live at the in-person Girls in ICT Day ceremony on April 25th.

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The top 3 winning teams will be announced at the ceremony based on a final round of evaluations by the judges after the live presentations.

## Prizes

Winning teams will receive generous prize packages generously contributed by the hackathon organisers and partners. In addition to the main cash prizes, there are also special bounty prizes that participants can opt into.

### Main Prizes

1st Place: \$100,000 JMD cash prize

2nd Place: \$75,000 JMD cash prize

3rd Place: \$40,000 JMD cash prize

The top 3 winning teams will also receive:

- Crea+her Hackathon winner's trophy
- Internship opportunities with StarApple AI and other partner companies
- Opportunity to pitch their ideas to hackathon partners for further development

All participants will receive a certificate of participation and achievement from the organisers. Standout teams and individuals may additionally be recognized with special nominee awards.

### Bounties

In addition to the main prizes, sponsor companies have provided cash bounties focused on specific technical achievements. Teams can opt-in to compete for these \$10,000 JMD bounties:

**Best Technical Execution Bounty by tTech Limited:** Awarded to the team that demonstrates the most extensive and innovative use of a modern, production-ready technical stack (AI/ML, cloud services, cybersecurity tools etc.)

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**Best Use of GeoSpatial Data Bounty by Caribbean School of Data:** Awarded to the team whose solution effectively leverages geolocation, mapping or other geographic data to provide location-based services or insights

**Highest Potential Impact Bounty by Digicel Foundation:** Awarded to the team with the project which has the greatest potential to impact beneficiaries of Digicel Foundation including youth, vulnerable communities and people with special needs

To compete for a bounty, teams must indicate their intention during project submission and meet the bounty criteria outlined by each sponsor company. The top team for each bounty category will be selected by a panel of expert judges.

In addition to the \$10,000 cash prize, bounty winners may receive:

- Mentorship from the sponsor company
- Opportunity for internships/job interviews
- Pilot implementation of their solution
- Credits for cloud services or software licences

Both the main prizes and bounties aim to incentivize and reward innovative thinking among the next generation of Caribbean tech leaders! Stay tuned for more details.

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## Judging Criteria

Submissions will be evaluated by a panel of impartial expert judges from the Caribbean's technology ecosystem across the following key criteria:

### **Innovation & Creativity (25%)**

- Uniqueness of the concept and pioneering use of technologies
- Creative problem-solving and design thinking approach

### **Potential Impact (30%)**

- How well the solution addresses a pressing need or issue
- The feasibility of solution to create value and scale

### **Technical Execution (25%)**

- Quality of project prototyping, coding, systems architecture
- Effective use of data, frameworks and technologies

### **Presentation Quality (20%)**

- Clarity of problem statement, proposed solution and its working
- Enthusiasm, storytelling and response to Q&A

## Terms & Conditions

By entering, all hackathon participants agree to the official terms and conditions listed on the hackathon website covering areas such as code of conduct, intellectual property, media releases and more.

The hackathon organisers reserve the right to update rules as needed. It is the responsibility of participants to review the latest version of the hackathon rules and guidelines before participating.

For any other questions, please reach out to the organisers at [hello@steamhouse.io](mailto:hello@steamhouse.io).

Let's create the future! Best of luck to all the participating teams!

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