



THE RACCOONS VIRTUAL HACKATHON GUIDELINES

Participants

OVERVIEW

A hackathon is described as a building sprint where in a set amount of time its participants collaborate to go from an idea to a working prototype. It often proposes a specific problem for the participants to solve during the event that can vary from creative and ideation based solutions to technical products. The final result tends to be an idea for a product that is showcased at the end of the event as a pitch for a business plan or a software/hardware prototype.

All participants in the hackathon must strictly abide by our Code of Conduct, that you can read [here](#). The short version follows:

“Raccoons stands for inclusivity. We believe that every single person has the right to learn and hack in a safe and welcoming environment. Be respectful. Harassment and abuse are never tolerated.”

The Raccoons Online hackathon will take place between the **8th and 10th of May**. There is a rundown of the key dates below, but you will find a more detailed Agenda on the Raccoons website closer to the hackathon. www.theraccoons.org

TRACKS

- **CREATIVE CODING**

Think outside the box of the most common outlets of computer science and find a creative use for the technologies at hand. This can vary from creating computer music to digital art and games to hacking old school toys.

- **BEST USE OF DOMAIN NAME**

Showcase the most original and funky website that you can come up with. Think about the domain name that goes with it and how well it serves the purpose.

- **DATA EVERYTHING**

Choose your weapon of choice in the realm of data provided at the event and create the most comprehensible and attractive way to visualise it.

- **AR/VR ECHO AR**

Echo AR is providing a simple to set up and use tool for creating AR/VR applications. In order to apply for the track you need to create a VR or AR application - it can be anything you wish and can think of. But the rule here is that you need to use the EchoAR software to build it.

- **SPACE TRACK for High School Students**

Humanity is taking its first steps in space. Whether it's a base on Mars or an encounter with an alien civilization - we will for sure need new apps to help us with these new challenges. And it is your mission to make one such app. Will you help colonists track Martian time and weather or will you teach aliens our languages and social norms? It's up to you!

- **YOUR TRACK**

If you feel like a more special cookie you are more than welcome to work on an idea of your own, a project that you have always thought about starting or even a university task that you just can't seem to finish. Get help from the mentors on the spot and compete against other cookies at the event.

HOW IT WORKS

STEP 1 - Register and Submit your idea on Devpost

To register, you will need to create an account in Devpost. We have outlined several key tracks where we expect participants to come up with an idea or a solution that they will work on during the event.

After registering head to the Devpost here and register your project in the [Submissions](#) folder by **8TH of May 3PM GMT+3**.

You will be able to change and update all of these details once you move forward in the hackathon. But you need to submit this in order to apply for winning the prizes!

In your Submission in Devpost include:

- Temporary team/project name
- Description(it can be very vague at this point).
- Track to which you would want to submit it in
- Slack channel for organisers to be able to find you and communicate with you if necessary. **In case you are working solo, you also need to create your own Slack channel with your project's name.**

!! You should submit only one project and chose only one track to submit it in.

STEP 2 - Join Slack and Find a Team

All our internal communication before and during the hackathon will happen in our Slack channel. It is useful to join the channel already before the hackathon to help you brainstorm ideas with others, find new teammates for your idea, and find a team/idea that you like to join. Or see what ideas are cooking and get to know the community beforehand.

Once you have an idea and a team create a public channel in Slack that is dedicated solely for your project where you can communicate with your teammates and where we can add mentors in case you need help.

SLACK

General

#announcements - read only announcements from organisers

#random-chat - share interesting info,webcam photos of you and generally just post memes

#ask-organisers - ask questions to organisers directly

#ask-mentors - pretty self explanatory, there are no stupid questions here

Agenda

#team-formation - finding new teammates

Tech channel + mentor help

#tech-chat

Team formation

#looking for team or teammates - post here if you are looking for someone specific for your team or if you are new here and one to join one

STEP 3 - Follow the Agenda in Devpost + Slack

The key information regarding the official launch will be found on our Devpost page, however the immediate things and announcements will happen on Slack. During the hackathon there will be a lot of activities. Here's the key ones explained:

Hacking - Starting from the 8th of May you will start working on an idea or a project that you want to build during the next 48 hours. You will work in a team or on your own to build something that either fits in one of the categories/tracks that we have defined or work on an idea of your own. The key thing here is that you code it.

Online workshops - You will get a chance to watch online workshops and talks from experienced people from the STEM field and ask them questions right after in Slack. This will help you to brainstorm your idea or to actually learn some new technical skill that you haven't had before. The workshops will be based around learning new coding skills whilst the talks will showcase the different applications and uses of programming out there.

Checkpoint - Each team will have a designated mentor that will check in on them once in a while to make sure you are ok, give you any tips or connect you with technical mentors in case you need some more guidance. You must attend them if you wish to submit your final project.

Entertainment Activity - Apart from all the work, just like in a normal hackathon, we will organise entertainment sessions where you can relax a little after the long day of hacking - participate in pub quiz to earn some prizes, stream a movie together or play online Secret Hitler game.

MENTORS

Here you will find a detailed list of mentors that you can leverage during the hackathon and their fields of speciality in which they can help. Also their Slack names so that it's easier for you to reach them.

Georgijs Pliska - Computer Scientist, Full stack developer, Technical Director at OrglabMedia. (@Georgijs / Raccoons / Mentor)

Kriss Pujats - CoFounder at SSS, Full Stack Developer. (@Kriss / Mentor / Full Stack Developer)

Rihards Gravis - Full stack developer, Junction hack veteran, Software Engineer at RoboCorp. (@Rihards Gravis)

Aiva Staņēviča - Front-end, HTML, CSS, JavaScript. Senator at the University of Latvia. (@Aiva / Mentor / Front-End Developer)

Elviss Strazdins - Game design, C++. Board Member at GameDev & Engineer at Sonarworks.

Emils Syundyukovs - Computer Scientist. Lecturer at University of Latvia & Co-founder at Koatum.
(@Emil Syundyukov)

Oskars Cirsis - Creative Director & Partner at WRONG. Universal digital craftsman - mastering from GIFs to 3D. (@Oskars Cirsis)

Janis Vegis - Specialising in UX/ Product design, Hackathon veteran. Founder at Finch. (@Janis Vegis)

Austris Cirulnieks - Full stack developer, Software Engineer at Alta Flora & Engineering Student at Aalto University. (@Austris)

Alon Grinshpoon - CEO and founder of echoAR, a cloud platform for AR and VR with app and content development tools.

Mazen Zibara - Mobile App development, Swift in React Native. (@Mazen / Mentor / Mobile dev)

Anton Yakutovich - Focuses on testing, particularly back-end services and API's for web. Uses Python/Java for test automation. (@Anton / Mentor / Developer in Test)

Ronalds Sovas - Back-end, PHP, Laravel (@Ronalds / Mentor / Back End Developer)

Pauls Liepa - Full stack developer, JavaScript & Ruby. (@Pauls / Mentor / Web development)

Leo Selavo - IoT, Linux, software/hardware, embedded systems, wireless communication, and sensor. Riga Business School (@Leo S. / Mentor / IoT)

Kalvis Apsitis - Riga Business School.

Gundega Dekena - Riga Business School.

Raitis Pekuss - Civil Engineering, 3D modeling (@Raitis/ Mentor / Civil Engineering)

You can message them directly in Slack or in the #ask-mentors channel.

KEY DATES

7th of May

Idea Submission and Team Formation via Devpost and Slack

7th - 9th of May

Team formation for anyone

8th of May

Hackathon Official Opening

8th - 10th of May

Hacking

10th of May

Project Submission and Awarding Ceremony

ELIGIBILITY

Anyone up until the **age of 25** is more than welcome to participate. The hackathon aims to foster a safe learning environment for students and young adults. We will not check your age upon registration, but we will require a photocopy of your ID in case you are chosen for the finals and as one of the winners to make sure you fall under the criteria.

SUBMISSION DETAILS

The submission deadline for all the projects is the **10th of May, 1 PM GMT+3**.

To submit your project, you need to create a section for it in our Raccoons Devpost page in the Submissions section [here](#) until the **8th of May 3PM** and check the track that you wish to submit it in.

The submission you should include:

- The title of the project
- A description of what the project is about.
- **A link to your codebase**
- Team members who participated in creating the project
- **A 2 min video explaining your idea and showcasing what you built. Please upload a link to your video on YouTube or Vimeo here.**

JUDGING PROCESS

Your project will be judged by many judges at a time to ensure a more objective voting process. There will be judges from varying backgrounds including engineering. The judging will be based on the following 3 qualities of the project:

- **Technical solution(code). If you are a beginner here we will judge how hard you or your team have worked within these 48hrs and what you have learned.**
- **The originality of the idea.**
- **The design of it, have you paid attention to how it looks and whether it would be appealing for the user.**

PRIZES & AWARDS

The awarding ceremony starts on the **11th of May 4:30PM GMT+3** and will end at **5.30PM**. It will be shared via our FB Live channel and in the hackathon Slack channel.

Each project should be submitted within a specific track. If the track for a project has not been defined it will not enter the judging and prize pool.

The judges will choose a winner with the best project from each track. All the winners and runners up for each track will be chosen for the final **Best Overall Hack Prize**. Apart from that there will also be a **Participant Vote**, where all of you will get a chance to vote on the projects you like best and the project with best votes will receive a prize. Here is a list of all the prize categories you can win:

PRIZE CATEGORIES

- **BEST OVERALL HACK**
- **BEST CREATIVE CODING HACK**
- **BEST GAME JAM HACK**
- **BEST DATA EVERYTHING HACK**
- **BEST USE OF DOMAIN HACK**
- **BEST SPACE HACK powered by Riga Business School**
- **FAVORITE PARTICIPANT VOTE**