

Who We Are

encompassing the community of girlhood & tech
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<https://www.linkedin.com/company/cherielle/>

est. july 2024, a 501(c)(3) youth led nonprofit that strives to foster a community of girls x computer science! we post about tech, provide cs resources, and offer tutoring! not only do we hope to reach as many girls as we can and continue building our community, but we want to make a change in comp science. we would also like to host more in-person events and expand our tutoring curriculum.



Key Hackathon Details

- date: march 14 to march 21; hosted virtually
- eligibility: 13-18 year old girls & gender expansive individuals
- platform(s): [devpost](#) / [code as a canvas website](#)
- communication: cherielle discord server

Theme: code as a canvas

- Where creativity meets code
- Coding as a form of self-expression, breaking from the rigid ideas of pure functionality

What if code wasn't just about solving problems, but expressing who you are?

Code as a Canvas is a celebration of how coding can serve as a form of self-expression, where logic meets imagination and functionality gives way to emotion. Whether you're designing a beautiful user interface, building a rich interactive experience, or creating a tool that reflects your identity, this hackathon is your blank canvas.

We're breaking away from the rigid notion that code must always be practical. Here, your code can be whimsical, emotional, reflective, and, most importantly, yours.

Bring your ideas to life through:

- Visual design with no-code tools
- Creative coding that tells a story or stirs emotion
- Functional apps that are expressive, immersive, and personal

Let your creativity run wild.

No idea is too weird. No colour is too bright. No emotion is too much.

This is your space.

This is your canvas.

Let code be your brush.

Submission Requirements

- video demo, individuals or up to a team of 4
- reflection/project experience form
- github repo/figma/canva or any showcase/project link
- filling in a google form that asks you a few reflection questions
 - description of this platform + key features
 - what future iterations are you planning to have?
 - what challenges did you face
 - etc, bc context is always helpful anyway

Tracks

note: all tracks revolve around the central idea of self-expression – using technology not just to build, but to express who you are, what you feel, and what you believe.

design

- for the dreamers, doodlers and detail lovers
 - create stunning ui/ux mockups, wireframes, or prototypes, no coding required
 - this track is dedicated to visual storytelling, user experience, and thoughtful design
- figma, whimsical, canva, pen on paper sketches

- this is the no-code track ideal for beginners
- participants of this track will design beautiful ui/ux designs, mockups using a design tool (eg, figma, canva)

example projects:

- design a journaling app to promote mental well-being and self-awareness
- design a fun music-making app

code as a form of expression

- where form meets function.
 - build something beautiful and/or usable, whether it's a website, app, or digital tool
 - this track encourages you to incorporate front-end flair with back-end expertise, combining code and design
- web apps, creative tools, animations, anything that does and delights

- using code as a way to express yourself, and who you are, code as a form of art
- strays from the generic idea that code always has to be functional
- focus on experience (and maybe functionality)

example projects:

- interactive poems
- sketches that react to the user's voice
- a personal portfolio that screams you

Judging Criteria

track 1 – design [25 marks]

evaluation criteria	description	marks
1. visual design	overall look of the project should be aesthetically pleasing to the eye, featuring a clear colour scheme, appropriate typography and a well structured layout.	5
2. user experience	evaluates how user-friendly the design is, considering accessibility and ease of navigation. the design should be intuitive and straightforward for users.	5
3. creativity	measures the innovation and originality of the design. the solution should be imaginative yet realistic so that it can be achievable with the necessary resources.	5
4. uniqueness	the project should present a unique approach to addressing the identified problem, highlighting how it stands out.	5
5. relevance	determines how well the design aligns with the given theme, demonstrating clear and explicit connections between the design elements and the theme.	5

track 2 – code as a form of expression [30 marks]

evaluation criteria	description	marks
1. uniqueness	the project should present a unique approach to addressing the identified problem, highlighting how it stands out.	5
2. creativity	measures the innovation and originality of the code. the solution should be imaginative yet realistic so that it can be achievable with the necessary resources.	5
3. user experience	evaluates how user-friendly the design is, considering accessibility and ease of navigation. the design should be intuitive and straightforward for users.	5
4. practicality	considers how effectively the code can be applied in real-world scenarios. it should fulfill its intended purpose, displaying a high level of functionality, completeness and potential for future enhancements.	5
5. technical	assesses the quality, complexity and sophistication of the code used, including use of well-structured code, efficient coding practices that reflect the developer's knowledge.	5
6. relevance	determines how well the design aligns with the given theme, demonstrating clear and explicit connections between the code elements and the theme.	5

- challenges (smaller themes, no prizes, just for fun)
 - ugliest ui/ux (for a website): really fun and doesn't need to require code. may the worst... win?
 - best use of sound effects – why not incorporate sound effects?
 - best use of the font comic sans!
 - most overengineered solution

Prizes

- Winners (x2):
 - Brilliant: Annual premium subscription
 - Figma: Swag
 - Momen: \$2000 credits
 - Crackd: 3 Months Premium
 - Gen.xyz: Free .xyz domain for 1st year
 - Featherless AI: \$300 credits
- Runners-up (x2):
 - Brilliant: Annual premium subscription
 - Figma: Swag
 - Momen: \$2000 credits
 - Crackd: 3 Months Pro
 - Gen.xyz: Free .xyz domain for 1st year
 - Featherless AI: \$150 credits
- 2nd Runners-up (x2):
 - Brilliant: Annual premium subscription
 - Figma: Swag
 - Momen: \$2000 credits
 - Crackd: 1 Month Pro
 - Gen.xyz: Free .xyz domain for 1st year
 - Featherless AI: \$75 credits
- Participants:
 - Interview Cake: First 50 participants get full access licenses
 - Brilliant: 30-day free trial + 20% off a premium subscription
 - Momen: \$100 credits
 - Featherless: Inference access for one month

Timeline (Convert these times to EDT/your timezone)

- march 14: opening ceremony (8am–9am est / 9am–10am edt)
- march 15–20: workshops in discord / google meet
 - march 16, 11am–12pm EST:
momen – from startup idea to mvp with momen
 - march 16, 5pm–6pm EST:
rachel's workshop – blending creativity with practical user experiences
 - march 19, 7pm–8pm EST:
sreya's workshop – how to stay YOU in cs (when everyone else looks different)
 - march 20, 8pm–9pm EST:
niyati's workshop – staying true to your path (when everyone else looks different)
- march 21: submissions due (11.59pm est)
- march 28: closing ceremony (unconfirmed...)