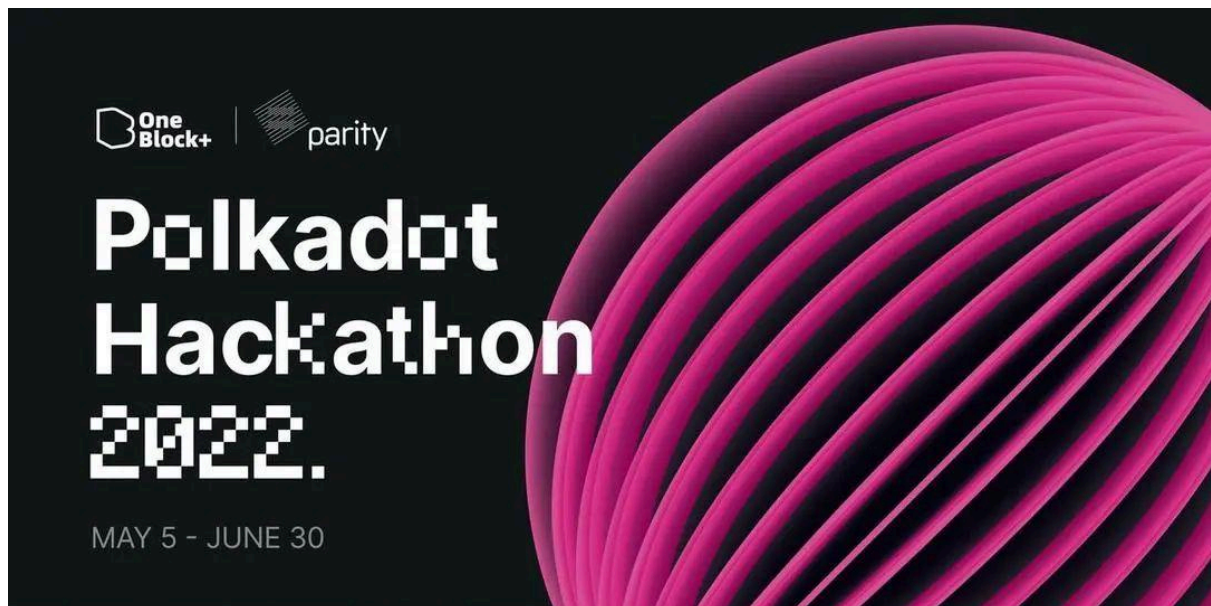


OneBlock community holds the Polkadot Hackathon Summer in 2022. As an event held in parallel with Polkadot docoded 2022, it is open to all developers who welcome the Polkadot ecosystem. A total of 145 developers from the traditional Web2 industry or the Web3 field with different substrate experiences formed 37 teams to participate in Polkadot Hackathon 2022. Compared with the previous hackathons, this time not only is the number of developers larger, but also the backgrounds and projects of the development teams are more diverse. Polkadot Hackathon 2022 attracts more developers to devote their talent to the Polkadot ecosystem and provide a high-quality environment for developers already working in the Polkadot ecosystem and developers who are interested in Polkadot and substrate.



1. Timeline

Announcing & Open Registration: May 5

Coding Period: May 5 - June 22

Online Team-up: May 16 - May 22

4 Online Workshops & Office Hour: May 21 - June 25

Registration & Submission Deadline: June 22, 23:59

Judging Period: June 23 - June 24

Shortlist of Semi-Finalists Announced: June 24

Offline Coding Final: June 29 - 30

Demo Day & Winner Announced: June 30

2.Promotion / Marketing

According to different periods of Polkadot Hackathon 2022, we have developed different marketing plans. Before June 22, participating teams submit their projects to Github is the preparation period, the launch period is from June 23 to June 30 when the hackathon result is announced, and the review period is after June 30. Our promotion and marketing during the entire hackathon covered multiple platforms such as WeChat, medium, youtube, bilibili, etc.

During the preparation period, we advertised general information such as the background and advantages of the hackathon, the event arrangement and rules, and the lineup of judges to attract developers to sign up for the event. At the same time, we held online workshops and office hours to help the developer teams solve technical problems and submit their project. During the launch period, we put out the team background, community voting, and competition results in time to improve the experience of all hackathon teams and continue to create a positive atmosphere for Polkadot Hackathon 2022. During the review period, we released the results of the hackathon and the situation of this event, and interviewed the winning teams and key participating units and individuals to expand the influence of Polkadot Hackathon 2022.

Marketing posts & articles (in wechat) - views recorded on July 13th:

2022-05-16 [Polkadot Hackathon 2022 Tracks & Challenges, come and build Web3 with](#)

[Polkadot!](#) (views: 675)

2022-05-17 [Registration Tutorial: Polkadot Hackathon 2022](#) (views: 561)

2022-05-19 [New Tracks and Awards from Sponsors | Polkadot Hackathon 2022](#) (views: 548)

2022-05-27 [The Guidance of Polkadot Hackathon 2022 is Coming, Win 520 DOT bonus](#)
(views: 435)

2022-05-28 [Judges | Polkadot Hackathon 2022](#) (views: 765)

2022-05-30 [Technical Tutorial | All You Need to Know About Polkadot Hackathon 2022](#)
(views: 714)

2022-06-01 [Polkadot Hackathon 2022 Online Team Up, Join Your Favorite Team](#) (views:
302)

2022-06-02 [Rookie to Web3 Star, All You Need is A Hackathon](#) (views: 963)

2022-06-07 [Registration Live! | Polkadot Decoded 2022 Hangzhou Session](#) (views: 2,312)

2022-06-15 [Web 3 Conversation | A View of Polkadot Decoded's Speakers in Hangzhou](#)
(views: 1,923)

2022-06-16 [One Week To Go! Registration for Polkadot Hackathon 2022 is Ending Soon](#)
(views: 655)

2022-06-23 [23 Teams Assembly | Polkadot Hackathon 2022 Pre-Round Started! Come and
Pick The Most Innovative Projects](#) (views: 1,260)

2022-06-27 [Announcing Finalist of Polkadot Hackathon 2022 | Community Voting Phase
Kick Off!](#) (views: 21K)

2022-06-30 [2022 Polkadot Decoded was a great success, with over 800 registrants for the
Web3 event!](#) (views: 1,852)

2022-07-01 [Congratulations to Winners of Polkadot Hackathon 2022! | Full Review of the
Competition](#) (views: 776)

2022-07-07 [Interview with the Winning Team of Polkadot Hackathon 2022, the Hackathon is
Just the First Step into Web3](#) (views: 687)

Live broadcasting & Videos (in youtube) - views recorded on July 13th:

We held 1 Hackathon kick-off event and 4 workshops between May 5th - July 30th.

Workshops were prepared to focus on a particular technical topic and allowed hackathon teams to dial in and ask questions about their current project. All these workshops were recorded and posted in [OneBlock Youtube](#) and [OneBlock Twitter](#), with a total of over 7.7K views.

2022-05-21 [2022 Polkadot Hackathon Kick-off Event](#) (views: 272)

2022-05-28 [The Latest Development Progress of Substrate 4.0](#) (views: 263)

2022-06-04 [Smart Contract Overview](#) (views: 185)

2022-06-11 [How to build an asset bridge based on XCM](#) (views: 1,535)

2022-06-18 [New Investment Trends in Web3.0:NFT,Metaverse](#) (views:134)

3.Event Key Stats

Github repository to manage all submission: [ParityAsia/hackathon-2022-summer](#)

Source Spreadsheets: [Application Spreadsheet](#) & [1st-round screening & Demo Day team scoring](#)

Individuals Participated: **145 participants**

Substrate course students: **29 participants**

Participants' Polkadot Experiences:

- < 3 mo: **31**
- 3 - 6 mo: **0**
- 6 - 12 mo: **19**
- 1 - 2 yrs: **16**
- 2 yrs: **9**

Teams formed: **37 teams**

Teams with submission for 1st-round screening: **23 teams**

Teams on Demo day: **20 teams**

Breakdown in submission categories :

- Gaming - **1**
- NFT Platform - **4**
- Defi - **3**
- DAO - **1**
- Document / Knowledge / Reviews Sharing - **4** Testing / Toolchains - **7**
- Vertical Markets - **7**

4.Demo Day Teams

02-eclipse	- IFTTT for Web3 / blockchain networks
05-Dante Network	- Network for multi-chain interoperability
07-捕鲸船	- Smart contract audit platform
08-polket	- Fit to earn dApp
09-ease3	- Push notifications for on-chain events
12-Web3Hacker.Ninja	- NFT social platform
13-1in10k	- Similar to 1 million pixel app
14-Tommy	- Smart contract audit platform
15-melody	- Music NFT
16-AdMeta	- Web3 Ads platform for advertisers and viewers
17-StafiDAO	- Staking enhancement protocol
18-Avault	- Yield aggregator / Liquidity pool protocol
19-BootstrapNFT	- NFT marketplace
20-ADVAITA	- Smart device IOT / fit to earn
21-Diora Network	- Smart contract parachain
23-南大*上贸大*NonceGeek	- Web3 identity / name card

- 24-SubStake - Wallet app for staking optimization on both parachain & relay chain
- 25-DeepShallow - web3 Game / ERC20 in-game token
- 26-RADIAN - Web3 identity

[27-echodao](#) (click to review the team submission) - Web3 expert Q&A network

5. Winning Teams

All project teams can be seen here.

Dante network - 1st prize: 2100 DOT

Dante Network is the middleware of Web 3 for collaboration among multiple ecosystems. In Dante Network, we define and implement a protocol stack for Web 3 to realize the interconnection and the interoperability, which will bring innovative experience for Web 3, just as an "Internet protocol stack" is for the current Internet. Based on the Dante protocol stack, in the future, not only token circulation among multi-chain ecosystems could be easily achieved, but comprehensive information perception and barrier-free interoperability of smart contracts will also be seamlessly feasible.

Eclipse - 2nd prize: 1300 DOT & Community Choice Award: Prize 160 DOT

DIFTTT is a web3-based automatic trigger, which can greatly improve the convenience, reduce the threshold for users to enter the blockchain, and ensure the stability of execution and the privacy of trigger publishers and executors. serve as one of the infrastructures of Web 3. The targeted areas include life services, smart home, cross-chain operations, and Defi.

SubStake - 3rd prize: 660 DOT

SubStake App (expo-request) is desktop/mobile application for controlling stacked-weights throughout the Relaychain & Para-chain ecosystem based on curation, supporting any stackable assets and voting with an optimized & user-friendly interface.

EchoDao - Moonbeam Sponsor Prize Pool: 2000 U

Echo DAO is a platform for knowledge sharing and content consumption in Web 3. They pioneered the concept of Knowledge as NFT, allowing it to protect the ownership of high-quality Q&A in the form of NFT and enabling those content producers who have made witty repartee to gain continuous revenue.

南大*上贸大*NonceGeek - University Outstanding Potential Award: Prize 160 DOT

NonceGeekDAO is a distributed GeekDAO, slogan is "Cool-oriented Programming".

TaiShang SoulCard is a highly customizable Builder NameCard that can be turned multiple times based on blockchain addresses and Web2/Web3 information sources.

PolkaHacker Prize Pool 520 DOT: Polket, Ease3, Eclipse, Melody, Dante Network, Echo DAO, Web3Hacker.Ninja, 1in10k, Stafi DAO, Substake, Skyflow, Cambio Network, Team NZ.

6.Judge Panel

In addition to experienced technicians, we invited professionals from different fields such as technology, ecology, investment, media, etc. as judges to participate in the Polkadot Hackathon 2022. This makes our selected projects more comprehensive and competitive, and further attracts more mature projects to participate in this event.

Tang Yi | VP of Qiming Ventures Partners.

Jonathan Han | Republic partner.

Ashley | Principal at Crypto.com Capital

Ann Chien | Principal of Investment at Infinity Ventures Crypto

Vincent | KuCoin Ventures Director.

Eric Nemeth | Investment Associate at Sino Global Capital.

Helena Wang | Head of Parity APAC.

Vincent Chan | Ecosystem Growth Manager at Parity

Junius Zhou | Engineer at Parity.

Jimmy Chu | Parity Engineer.

Yaxun | Founder of OneBlock.

Mandy | Odaily Founder.

Thomas | Executive Editor of BlockBeats.

Jun Feng | Chief Editor of Cai Lian News

7.Evaluation standard

Screening Phase:

Technical aspect(30%):

- Completeness (10%)
- Tech difficulty & elegance (10%)
- User Experience (10%)

Demo Day Judging:

Project / Business aspect (40%):

- Prospect & Innovation (20%)
- Current Project Status (20%)

On-stage aspect (30%):

- Project Demo, video or in-person (20%)
- Presentation (10%)

8.What we did well

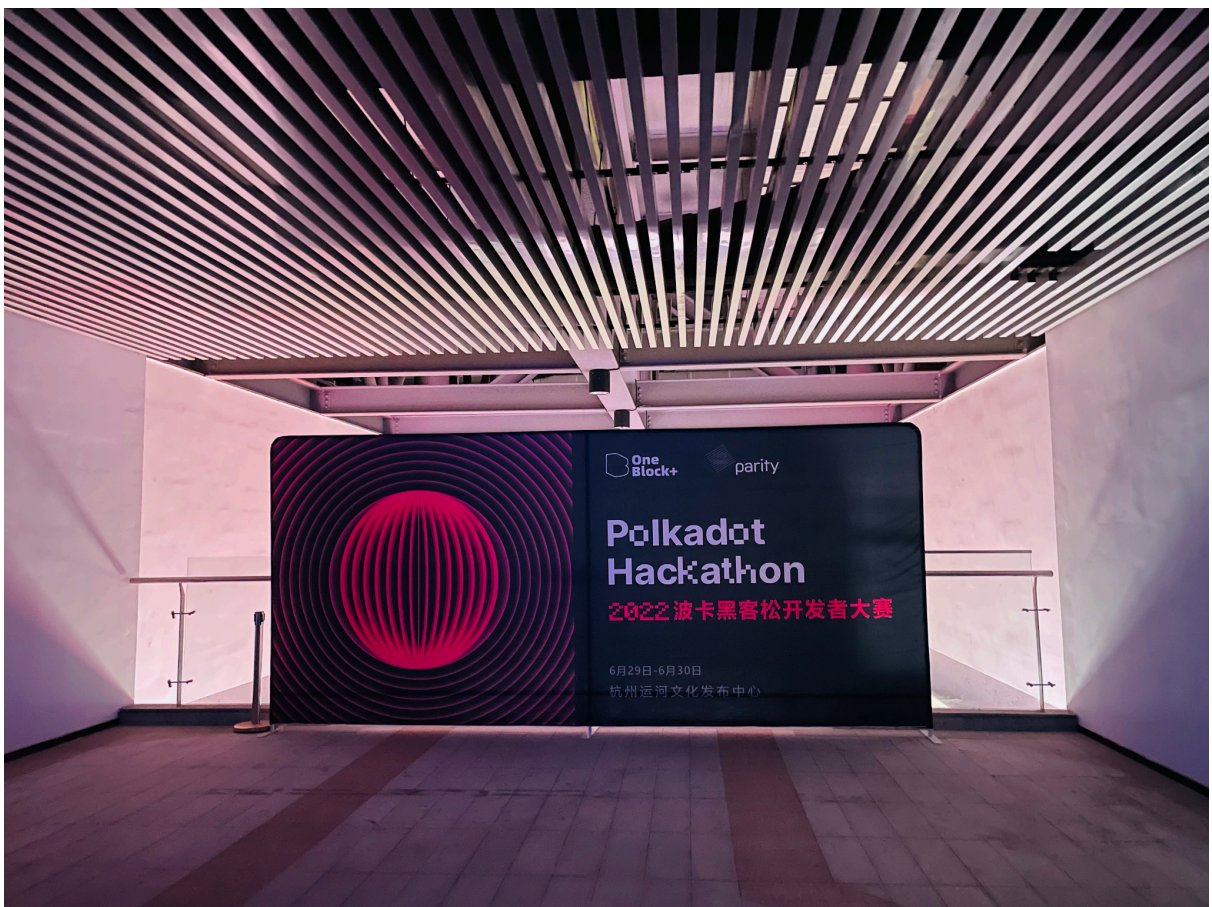
- A total of 37 teams and 145 people participated in the Polkadot Hackathon 2022.
This scale is much more than the 2021 Hackathons before.
- We held 2 online team up events to help all teams form a complete lineup. There were 12 teams participating in this event to recruit team mates.It greatly increased the performance of all projects.
- The University Outstanding Potential Award attracts students from 10 different outstanding universities (University of Pennsylvania, University of Copenhagen, Zhejiang University of Science and Technology, Technische Universiteit Eindhoven, The University of Melbourne, Huzhou College, Nanjing University, Wuhan College, South China Normal University, Wuxi Taihu University) to the Polkadot ecosystem and improves the reputation of the Polkadot ecosystem among young developers.
- With the expansion of the overseas influence of the Oneblock community, Polkadot Hackathon 2022 also attracted the developers from different countries and regions besides China, such as the United States, Germany, Denmark, Australia, New Zealand, Singapore, Argentina, and South Korea.
- Our team maintains the whole process of the participating journey of all teams to ensure the integrity of the submitted content. Finally, the submissions from 23 teams are complete.

- There were 20 teams, 20 judges and 200 spectators participating in the offline DemoDay, and the atmosphere was extremely warm.
- The decoration and stage arrangement of Polkadot Hackathon 2022 is impressive. It gives a positive impact on our publicity.

9.What we can improve

- It took 6 hours to present the demo and award in one afternoon due to the large number of teams, which was too long to let the audience focus. Considering the time limits, the winning teams also did not make too many awards speeches. It will be a better arrangement if we can extend the demo day from half day to whole day (divided into two turns, morning and afternoon) next time. It can improve the attending experience of the judges, participating teams and audiences. Also we can set lunch services and noon rest for them.
- It was temporarily found that there was no wifi on the site.We decided to buy a SIM card to ensure that we could connect with overseas teams and overseas judges online. However, due to the problems, we couldn't push YouTube streaming. We will confirm all the site equipment in advance when choosing a venue to ensure that all aspects of the event goes smoothly next time.

10.Assets Photos



















More photos are here

<https://live.photoplus.cn/live/pc/57524694/#/live>