

Bhutan Code Challenge 2018 – Bhutan’s First Hackathon

Date: 15 – 16 December 2018

Venue: BITC, Thimphu TechPark

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1. Introduction

Bhutan Code Challenge 2018 is Bhutan’s first hackathon to be organised in the country for providing the grounds for fresh ideas, with necessary tools to stimulate creativity and find solutions to the problems faced by the citizens through innovative tech products.

This hackathon is being organized in line with Bhutan’s ICT vision to become a knowledge-based society and the vision of Thimphu TechPark to be a vibrant body in providing opportunities for innovation, development and employment, and promoting the growth of IT industry in Bhutan.

This would be an annual hackathon to be organised every year and the winners of the hackathon would be provided Business Incubation for their startup through the Bhutan Innovation and Technology Center.

What is Hackathon?

According to Wikipedia, “A hackathon (also known as a hack day, hackfest or codefest) is a design sprint-like event in which computer programmers and others involved in software development, including graphic designers, interface designers, project managers, and others, often including subject-matter-experts, collaborate intensively on software projects.

The goal of a hackathon is to create usable software or hardware with the goal of creating a functioning product by the end of the event. Hackathons tend to have a specific focus, which can include the programming language used, the operating system, an application, an API, or the subject and the demographic group of the programmers. In other cases, there is no restriction on the type of software being created.”

3. Target Audience

All ages, genders, and skill levels are encouraged to participate but a special focus would be provided to developers, designers and entrepreneurs from the ICT sector.

The audience should consist of developers looking to improve their skills or expand their horizons, students, designers of all skill-sets, and serious entrepreneurs that can add value to the ideas to be pitched as well as working in teams.

4. Event Format

Bhutan Code Challenge could adapt and use different formats in the future, but for Bhutan Code Challenge 2018, we will use the following 48-hour hackathon format. In the future, we can make it similar to the Hawaii Code Challenge to solve real practical problems for the public in collaboration with the Government agencies such as the G2C Office or the Department of IT & Telecom.

The 48 hour hackathon would be focusing on the participants challenging themselves and their entrepreneurial spirit throughout the intense 2 days, whereby they come together as a team to make something simple, yet innovate that would make a positive impact in Bhutan with global scalability.

5. How to Participate?

Participants can register as individuals or as a team of up to five and spend the weekend learning new skills, meeting the local tech community and tech sponsors, mentors and network while enjoying food and more.

6. The 6 Rules of the Hackathon

The following six rules of hackathon would apply:

1. **Fresh Code** - We all start coding at the same time. It's cool to work on designs beforehand, digital mockups, open source frameworks, and anything else available to everyone, but keep things within fair limits.
2. **Code Review** - Winning teams may be subject to a code-review at some point following the event or immediately before winning. This is to ensure that all code used is in fact fresh.
3. **Ownership and IP** - You own your IP and whatever you create.
4. **Team Size** - No more than five people.
5. **Prototype should be ready** and no powerpoint slides without prototypes.
6. **Demos** - You'll have to demonstrate what your application can do as part of your final presentation.

7. The Schedule for the Event

Saturday: Day 1 (15th December)

8:30 AM: Doors Open, tea/coffee and snacks and team registration and team captains confirmation

9:00 AM: Opening address and welcome by lead facilitator

9.15 AM: Election of team captains

10:00AM : Coding Kick Off

1:00 PM :Lunch

2:00 PM: Introduction to the mentors – by assistant facilitator Ms. Choden

2.30 PM: Breakout sessions with mentors

5:00PM: Update on progress from all teams - by assistant facilitator Tshewang

7:00 PM: Dinner

*Venue open overnight

Sunday: Day 2 (16th December)

8:30 AM: Doors Open, tea/coffee and snacks

9.00 AM: Lean Model Canvas workshop (to understand about business model concept for the apps developed) – by Mr. Jigme Tenzin

9.30 AM: Breakout and continue coding

1:00 PM: Lunch

2:00 PM: Pitching workshop – Ms. Choden

2.15 PM : Continue coding and work on final presentation and demo

4:00 PM: (Tech) AV Check

5.00 PM: Closing session

5.00 PM: Chief guest arrives

5.10 PM: Final presentations and demos by the teams (Each team will get 7 minutes to present and 3 minutes for Q&A with judges)

6.30 PM: Declaration of results and award of prizes

7.00 PM: Keynote address by Chief Guest

7.15 PM: Vote of thanks

7.20 PM: Dinner

8. Mentors for the Event

Mentors from one or more of the following areas would be identified before the event and briefed with a mentoring guideline, whereby they would be not spending more than 15 minutes with any team at any given point and would be moving from one team to the other in consultation with the lead facilitator of the event. A Mentor Chart would be made available for the teams with the mentors name and their respective area and the time slots when they would be available and the teams would have to book a slot with each mentor over the course of the two days.

1. Technology (Coding)
2. Technology (UI/UX)
3. Marketing
4. Business Development
5. Financial Management
6. Lawyer with knowledge on business laws and regulations.

9. Judging Criteria

Judges will give scores out of five points per criteria given below. The maximum score is 25. This is based on the criteria used by Angelhack.

1. **Sustainability:** Is there potential for a sustainable business model? Will this idea work and sustain? Or will it just be shown here and disappear with no trace in the future?
2. **Execution:** How well was the project executed and explained? Did it work?
3. **UI/UX:** Beyond design, was the end-to-end user experience for the solution considered?
4. **Originality:** How original, creative or unique is the idea?
5. **Impact:** What kind of social or commercial impact will it make?

10. Prizes

The winning two teams would be incubated through the Bhutan Innovation and Technology Center for 6 months through an intense mentoring and coaching programme.

Prizes may be in the form of gadgets or cash prizes to encourage and motivate the participants.

Also, it is an opportunity for participants who are not employed to get connected to prospective employers by showcasing one's talents.

11. Sponsorship Opportunity

Companies and relevant organisations in Bhutan are requested to sponsor prizes or provide financial support for conducting the event. Your support will be duly acknowledged. You will generate good will among the youth and tech community of Bhutan through such engagements.