

Методика проведення хакатонів

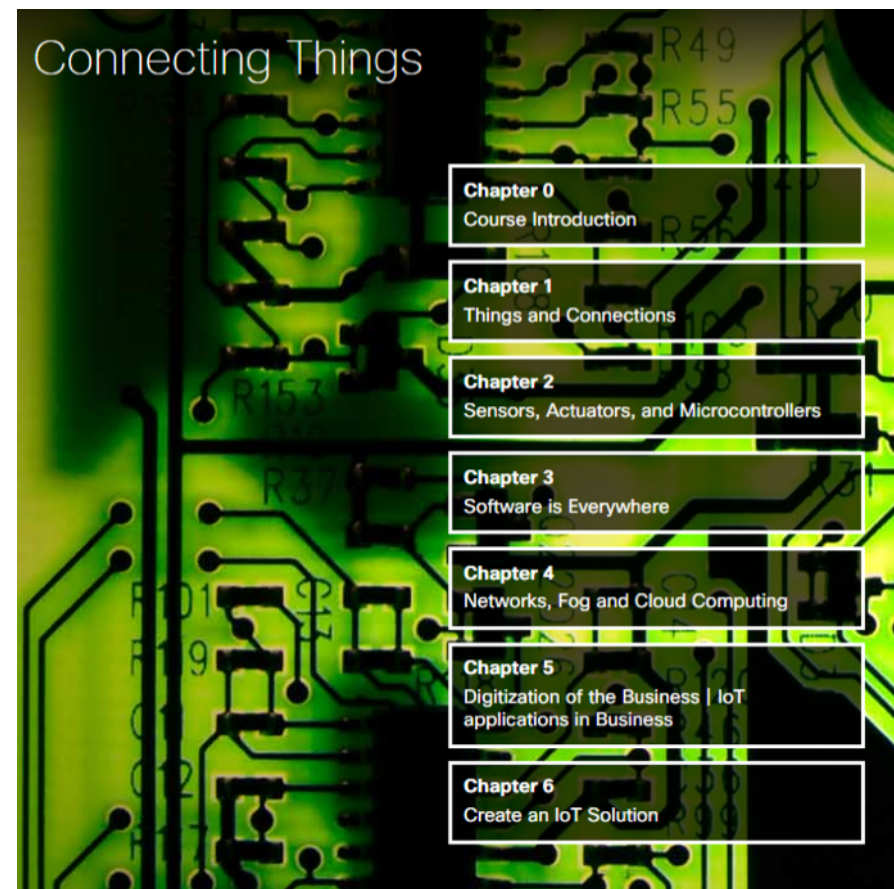
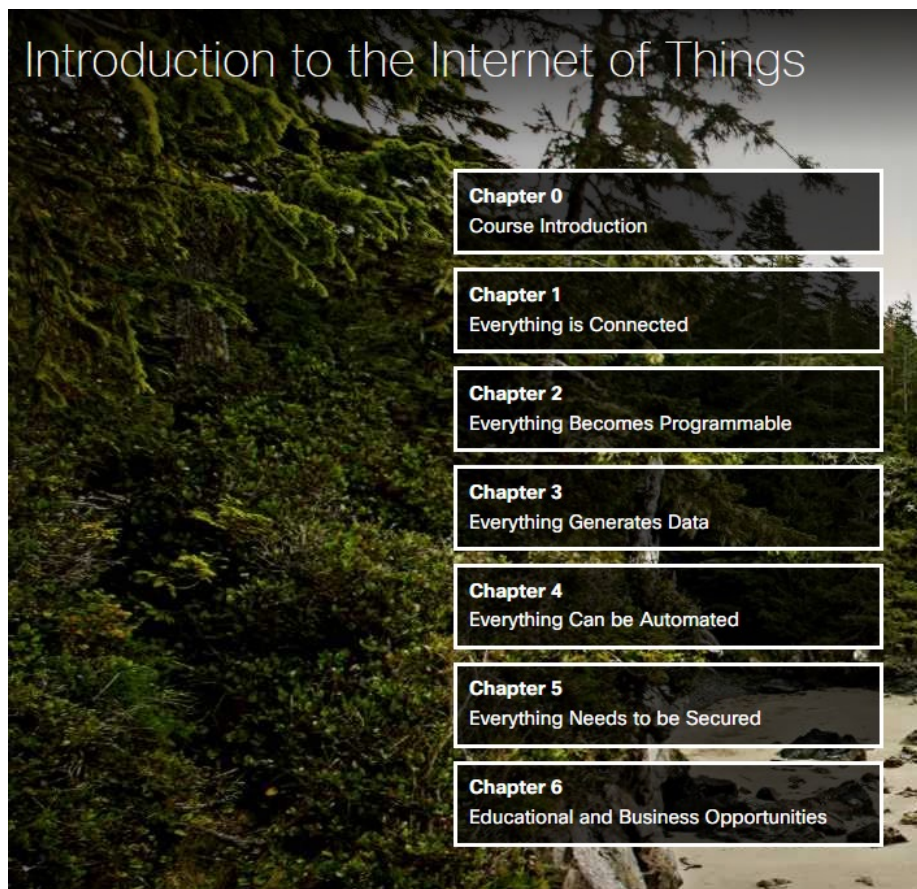
для учнів, студентів та вчителів

(з досвіду роботи)



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Базові курси для підготовки до хакатону



Kypc Hackathon Playbook

☰ ▶ **Module 0: Facilitator Hackathon Preparation**


☰ ▶ **Module 1: Design Thinking**


☰ ▶ **Module 2: Student Hackathon Preparation**

Kypc Hackathon Playbook

0.0: Introduction


0.0.1: Overview

 0.0.1.1 Hackathon and 21st Century Skills

 0.0.1.2 What is a Hackathon?

 0.0.1.3 Hackathon Theme


 0.0.1.4 Process Overview


 0.0.1.5 Student Outcomes

 0.0.1.6 Hackathon Supporting Documents

0.1: Hackathon Team

0.1.1: Leadership Team Selection

 0.1.1.1 Team Roles

 0.1.1.2 Team Responsibilities

 0.1.1.3 Kick-off Meeting


Документація для проведення хакатону

Document	Description
Hackathon Equipment and Materials List	A list of required and optional equipment and materials needed during the Hackathon.
Instructor Facilitation Manual	A step-by-step guide to facilitate the Hackathon during the event. The Student Facilitation Manual is embedded in this document.
Student Facilitation Manual	This is the document that will be handed out to students at the start of the Hackathon. It takes them through the process from ideation to presentation.
Hackathon Schedule	Sample schedule based on a three-day Hackathon.
Hackathon Team Worksheet	Use this worksheet to record the support team members for the Hackathon and the role they will play.
Hackathon Pre-Event Checklist	Use this pre-event checklist before the Hackathon for the logistics, facilitation, and technical requirements.
Hackathon Execution Checklist	Use this checklist during the Hackathon for the logistics, facilitation, and technical requirements.
Hackathon Post-Event Checklist	Use this post-event checklist before the Hackathon for the logistics, facilitation, and technical requirements.
Right of Publicity Limited Release	This is a sample photo and video release for all participants to sign for the Hackathon.


Hackathon Post-Event Checklist	Use this post-event checklist before the Hackathon for the logistics, facilitation, and technical requirements.
Right of Publicity Limited Release	This is a sample photo and video release for all participants to sign for the Hackathon.
Hackathon Map	The Hackathon Map helps the judges to get a clear understanding of the project presented by the students.
Theme of Hackathon Sample Presentation	This is a sample presentation focused on the Hackathon theme of Pollution in Smart Cities.
Pitch Training Presentation	A short slide presentation reviewing what is required during the presentation and how to pitch an idea.
Hackathon Juror Evaluation Form	Judging scoresheet and rubric for the presentation and demonstration at the end of the Hackathon.
Hackathon Jury Summary Sheet	Worksheet to record and summarize all of the judge's scores and determine the winner.
Hackathon Results Summary	A document to record the team picture and name, the problem they are solving, the solution and its impact.
Certificate of Attendance	Certificate template to print for students, mentors, and judges thanking them for their participation and contribution.

0.2: Event Planning

0.2.1: Checklists

 0.2.1.1 Checklists

0.2.2: Prototyping Lab

 0.2.2.1 Cisco Prototyping Lab

 0.2.2.2 Equipment for the Prototyping Lab Kit

0.2.3: What and Where

 0.2.3.1 Location


 0.2.3.2 Date and Time

 0.2.3.3 Schedule


0.2.4: Event Flow Overview


 0.2.4.1 Hackathon Day 1

 0.2.4.2 Hackathon Day 2


 0.2.4.3 Hackathon Day 3

0.2.5: Participants


 0.2.5.1 Student Recruitment

 0.2.5.2 Terms, Conditions, Legal

 0.2.5.3 Event Registration

 0.2.5.4 Jury Orientation Meeting

 0.2.5.5 Participant Documents to Print

 **Are You Ready? - Instructor**
26 pts

0.3: Post Hackathon

0.3.1: Conclusion

 30 minutes

1/8

INSPIRATION

Empathize

Objective: Define the state of your problem. Go beyond the ordinary. Discover inspiring projects that could help you go further, creating a really innovative solution to solve your challenge without reinventing the wheel.



🕒 30 minutes

2/8

PROBLEM DEFINITION

Define

Objective: Develop an understanding of the problem you are solving, including its causes. Brainstorm and define the precise problem according to the existing solutions you just found. Ensure the entire team is in alignment.



🕒 30 minutes

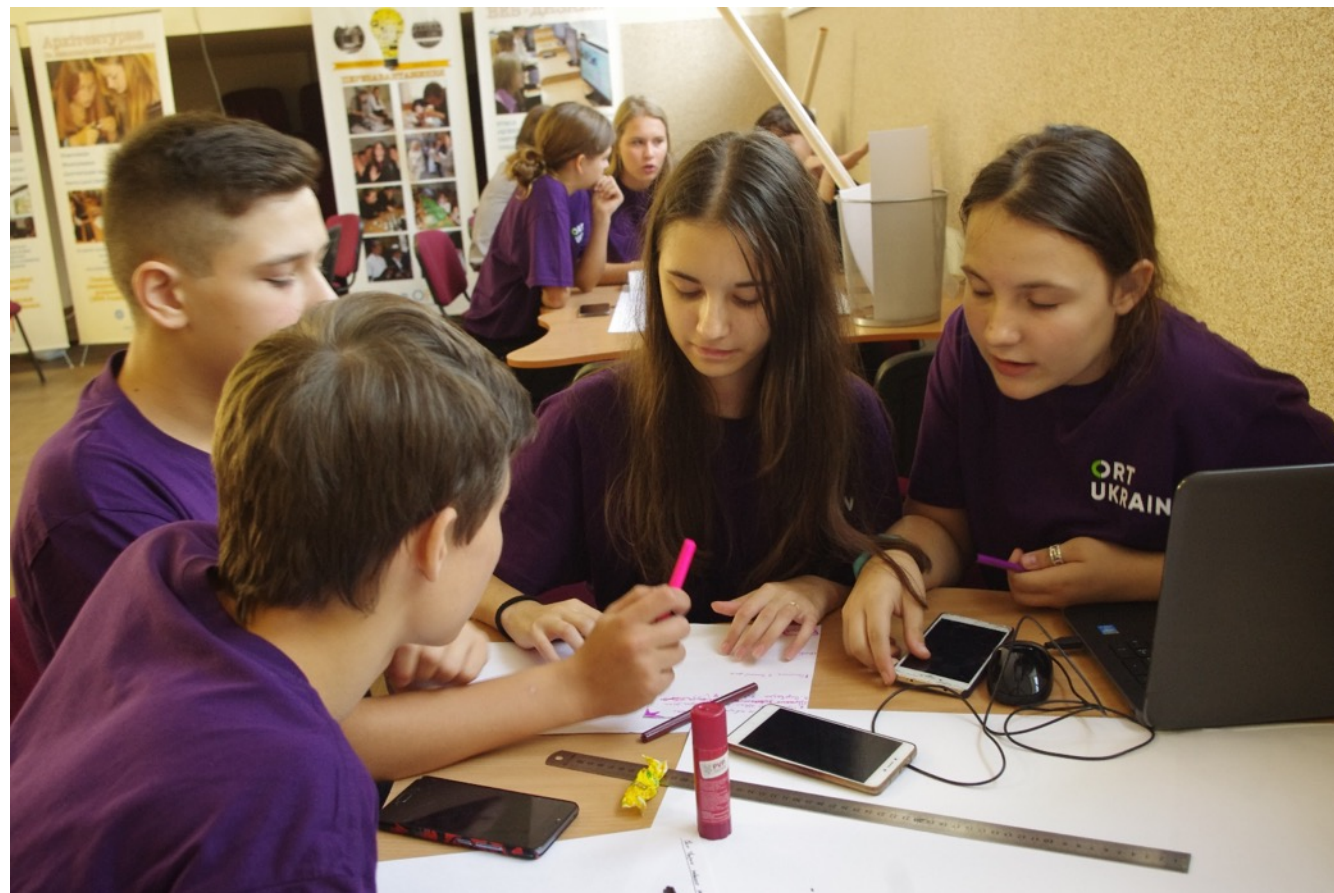
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CREATIVITY

Ideate

Objective: Provide multiple ideas to the questions asked, even if it seems completely crazy or off-topic. You will have time later to make sense of it.

"The best way to have a good idea is to have lots of ideas." (L. Pauling)



 30 minutes

4/8

SOLUTION CONCEPT

Prototype

Objective: Create the first solution concept (Version 1), leveraging the ideas raised during the brainstorming.

 90 minutes

5/8

CONSOLIDATION #1

Prototype on Paper

Objective: Go beyond your first idea and reinforce your concept to imagine Version 2 of your solution! You are preparing for the expert checkpoint.



🕒 90 minutes

6/8

EXPERT CHECKPOINT

Test and Iterate

Objective: Receive feedback from the experts to iterate and develop your solution, making it smarter and more innovative.



🕒 90 minutes

CONSOLIDATION & EXPERT CHECKPOINT #2

Test and Iterate

Objective: Fine tune your ideas based on the feedback from the experts. You are now developing Version 3 of your idea.



🕒 4 hours

7/8

PROTOTYPING

Prototype on Real Hardware

Objective: Prototype the final version of your solution (Version 3) to demonstrate your concept to the panel of judges.



🕒 2 hours

8/8

PRESENTATION PREPARATION

Objective: Prepare your presentation and demonstration to deliver to the panel of judges and other teams, sharing just how great your solution is!



