



## Virtual Hackathon FAQ

### **Q: What is the hack.summit() virtual hackathon?**

The hack.summit() virtual hackathon is a global hackathon that unites developers from over 157 countries and 900 cities. Together, we hack over a weekend, to fundraise for great causes such as Code.org, Women Who Code, and Black Girls Code. In addition, our sponsors are providing over \$150,000 prizes to the winners of the hackathon.

### **Q: How is the hack.summit() virtual hackathon related to hack.summit()?**

hack.summit() is a virtual event where you can learn from the world's most renowned programming language creators, open-source contributors, and thought leaders. Last year's hack.summit() conference had 64,000 developers register.

hack.summit() virtual hackathon is part of hack.summit(). So hack.summit() is all of the below:

- the largest virtual conference ever created,
- the largest programming conference ever created (64,000 registered attendees in 2014), and
- the largest hackathon in the world (30,000+ registered hackers)

### **Q: When does hack.summit() virtual hackathon take place?**

The hack.summit() virtual hackathon takes place the weekend prior to the hack.summit() conference, February 20th-21st, 2016.

### **Q: How can I learn more about the hack.summit() virtual hackathon?**

Check out <http://www.hacksummit.org/Hackathon>.

### **Q: Who is behind the hack.summit() virtual hackathon?**

The hack.summit() virtual hackathon is organized and powered by Koding.com. Koding.com has agreed to subsidize the infrastructure costs of the hackathon in support of the non-profits.

The virtual hackathon hosting infrastructure is provided by IBM.

### **Q: How can I find team-mates for this hackathon?**

Here are a few great ideas--

- Developer meetups in your area
- Friends and co-workers
- Developers who hang out in your favorite IRC programming channels
- The #hackathon channel on Koding.com has some individuals looking for partners

### **Q: Who is judging?**

Judges consist of a panel who have made significant contributions to computer science from the hack.summit() speaker pool, startup investors, as well as our staff members. Judging will begin after the weekend hackathon ends.

Judges will evaluate each project based on: Technical Difficulty, Originality of Idea, Ability to articulate/present idea, Applicability of the project idea to the theme selected, Complexity of the code, Feature richness, User Interface, etc. This is not an exhaustive list but will give you a good idea as to what we are looking for.

### **Q: How do I know if I won?**

Winning team candidates will be notified, and have their work showcased on-camera in front of thousands of developers in attendance at the conclusion of the hack.summit() conference, for final judging. We will announce all winners at that final session at hack.summit().

### **Q: I'd like to be a partner for hack.summit() virtual hackathon. How do I get involved?**

*Media Partners:* If you have access to an audience (as a meetup organizer, developer community leader, media outlet, etc.) then we'd love to partner with you. Qualified partners will be provided with free passes so their community can bypass the registration process, and will be given exposure on the hacksummit() site.

*Companies:* We also can offer companies the following benefits:

- **Recruit** talented engineers from over 157 countries
- **Exposure** for your API, brand and product(s) through making them available at the virtual hackathon, as well as free trials offered to attendees.
- **Unlimited free tickets** to hack.summit() conference that we can give your users & employees
- **Help hit your company's diversity initiatives** through supporting leading coding non-profits.
- **Align** with some of the top speakers and thought leaders in the programming industry

Please contact [hackathon@hacksummit.org](mailto:hackathon@hacksummit.org) if you or your organization is interested in partnering with us.

### **Q: I'm a member of the press. Who can I speak to about this?**

Please contact Brad Plathow at [Brad@methodcommunications.com](mailto:Brad@methodcommunications.com).

### **Q: What IDE / environment can I use?**

You can use any development platform or IDE to write your code. However, we require that the final project be hosted on the Koding VM we will specify (detail on this will be emailed to you before the beginning of the event) so that we can uniformly judge the results.

## **Q: What are the rules and regulations?**

### General Requirements

All code must be written during the event. You cannot use existing code that you have written and finish it during the event. The first and the last line should be created during the event.

You must apply to participate no later than 12 pm PST, Friday, February 12th. Use this [handy timezone converter](#) to do the timezone math.

You can apply as an individual or a team.

Only 1 person per team/project need apply.

All team members must have a Koding account. ([Get yours here](#), it's free)

Your project must conform to the event themes and should be a web app. Mobile apps are not allowed. For clarity, a "Web App" is an app that runs in a modern browser (like Google Chrome) and does not require any special plugins to work (Flash plugin is ok).

### Applications and Acceptance

Once you have applied for the Hackathon, we will send you an email letting you know that we have received your application.

If you are accepted, we will notify you with a second email that your application has been accepted. You should expect to hear from us within 3-4 days of application on whether you have been accepted or not.

### Eligibility

We welcome attendees from all backgrounds, genders and geographies. This event is about increasing the overall amount of innovation, partnership, and engagement in the developer community.

There is no age or country restriction but you must be able to receive funds electronically, legally and pay appropriate taxes in your locale.

Employees or their immediate families of Pluralsight, Koding, or Crowdcaster are not eligible to participate. (sorry folks!).

Government employees are usually unable to receive more than \$50 in prize money. If you are employed in the government sector, please ensure that you are eligible.

### Forming Teams

Teams can consist of one member or more. There is no maximum number for team members (but we recommend not going over 5 cause it may get crazy with so many people!)

You can make changes to your team members up until the time you submit the final project. Introduce us to your team via a short YouTube video or a website. We'd love to know you. Once you have something ready, tweet it to us! (this is entirely optional).

### Developing your project

No development should start before the actual date of the event. Any teams who violate this rule will be automatically disqualified. The first line of code should be written on Feb 20th, starting 00:01AM PST. However, we encourage you to brainstorm on ideas, create wireframes/mockups, etc.

You can use any development platform or IDE to write your code. The only requirement is that the final project be hosted on the VM we will specify (detail on this will be emailed to you before the beginning of the event).

### Code, Design, Files, APIs, etc.

To ensure a level field for all contestants, all code, design, art, music, SFX, and assets must be created during the duration of the Hackathon. You are however permitted to use any publicly available resource (APIs, images, data sets, etc.) in your project and are free to make plans, create wireframes, and brainstorm prior to the event.

All projects submitted for consideration for a prize will be subject to a full code and asset review in order to determine whether the work originated during the hackathon or not.

You are free to use any programming language or framework.

### Submitting your project

During the event, we will send you a form that you will use to submit your project details. This form will contain ask for things like project URL, final team size, Github location of your code, etc. This email will be sent to the team lead.

If you're new to Github, read this [getting started guide](#).

The hackathon will end at 23:59 (11:59pm) PST on Feb 21st. So you should submit the aforementioned form before that deadline otherwise your submission will not be counted. We will be very strict about this rule.

Once your project is submitted, DO NOT make any changes. We will monitor the VM's filesystem and if any changes are detected, you will be automatically disqualified.

As mentioned above, you will be required to share your codebase with us via Github so if your project is proprietary or confidential, now is a good time to start thinking about alternative project ideas.

Please don't put any kind of password protection on your submission. If we cannot preview a submission, it will be disqualified.

### Ownership of Projects

All teams retain full ownership of what they have created during the Hackathon.

Winning teams will have their work showcased on-camera at the conclusion of hack.summit(), in partner blogs, and also in industry media.

### Questions?

Please email us at [hackathon@hacksummit.org](mailto:hackathon@hacksummit.org).