

EduHacks 2020 Rules

The spirit of the competition

Remember that hackathons are like marathons. Some people go to compete, but most people take part to better themselves and have fun. Whatever the reason is you're competing, make sure you're upholding the [hacker spirit](#) by collaborating with other teams, helping beginners, and having fun.

The rules of the competition

1. No more than 4 people can be on one team. Make sure you're trying your best to involve all team members.
2. Teams should be made up exclusively of students who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.
3. All team members should participate
4. Teams can of course gain advice and support from organizers, volunteers, sponsors, and others.
5. All work on a project should be done at the hackathon.
6. Teams can use an idea they had before the event.
7. Teams must try to create an idea that is unique and individual; teams shouldn't intentionally copy off of other businesses/ideas.
8. Teams can work on an idea that they have worked on before.
9. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the hackathon in determining the winners.
10. Teams must stop working once they reach the deadline to submit presentation videos.
11. Projects that violate the School policy are prohibited (school appropriate and considerate of others)
12. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behaviour.

Demos

After hacking finishes, teams will explain their business in a presentation (recorded on Google Meets, Zoom, Discord, etc.)

You are judged by your business idea, as well as your presentation of the idea (confidence, enunciation, involvement by all teammates)

You are encouraged to present what you have done even if you weren't able to finish. It's okay if you didn't finish your project—that happens all the time! Completion is only one part of the judging criteria, so you might still do well. Also, demoing is not just about the competition. It's a chance to share with others what you learned and what you tried to build—that's what it's all about! In the case that you don't have anything to demo, you can give a presentation about what you tried and what you learned. Hearing what other people learned is interesting and inspiring.

Judging Criteria

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

- American Enterprise: Incorporation of the pillars of American enterprise in your business. (Private Enterprise, Competition, Private Property, Profit Motive, Consumer sovereignty)
- Design: Did the team put thought into the user experience? How well designed is the logo/presentation?
- Presentation: Did the team present their business in a way that would make a judge want to invest?
- Completion: Does the hack work? Did the team achieve everything they wanted?
- Learning: Did the team stretch themselves? Did they learn something new about the AE system?

These criteria will guide judges.

It's important to note that these judging criteria do not include:

Don't worry about coming up with the next big idea or building the next Facebook. You'll have plenty of time for that outside the hackathon. just focus on learning, having fun, and making new friends. At the end of the day the skills you learn and the friends you make might lead to the next big thing—but you don't have to do that to win a hackathon.

Remember!

The competition is just a part of the hackathon. To make the most out of the event, try something new, teach other people, and make new friends!

Happy Hacking from the EduHacks team!