WE CONNECT THE DOTS, INC., PRESENTS: THE INTERNATIONAL BACK-TO-SCHOOL HACKATHON

1/8/2016

Learn to use HTML5 and Microsoft Azure!

A one of a kind educational event that spans age groups, experience levels, and continents.

Join us to learn exciting skills and meet new people from around the world.

What is the Back-to-School Hackathon?

A LEARNING EXPERIENCE FOR STUDENTS:

The International Back-to-School Hackathon is a consecutive forty-eight hour event that gives students the opportunity to learn to code in HTML5 while leveraging the Microsoft Azure Solutions Platform. Students will team up to race against the clock to code a custom application, mobile application, or website. The event is open to students 13-18 years old of all experience levels. Even if you have never coded before, you, too, can team up with other students to become a developer and learn important skills that will carry over into the future. If you are creative, if you want to meet other creative students, if you want to learn to design technology innovations, if you want to help solve worldwide problems and make a difference, if you want to have fun and try something new, this is the experience you have been waiting for!

A FUN WAY TO LEARN AN IMPORTANT SKILL

Students will compete against one another to see which team can create the best project. The best part? You can win amazing prizes and go home with bags of complimentary merchandise courtesy of our sponsors. Prize this year include a Surface 3 device for each team member on the 1st place team, an Xbox One for each member of the 2nd place team, and a Plantronics RIG Headset for each member of the 3rd place team. There is also an exciting fundraising contest that we'll talk about later. You will meet students from all over the world, hear talks from renowned industry professionals, gain important skills that will aid you in your future career, and have a lot of fun doing it. This is a program you won't want to miss.

AN INTERNATIONAL EFFORT

We Connect the Dots believes that philanthropy and attention to global issues are the responsibility of all human beings on planet earth. We care about education, human rights, access to technology, and a safe planet for all students the world over. While you work with your team to build the best project you can, the event will be broadcast simultaneously to schools all across the US and abroad, where other students like you will be working hard to solve an important social issue and show the world that we can make a difference. Join us in making this a global effort to bring about awareness and change for those who need it most!

REGISTRATION OPENS SEPTEMBER 15TH! BE A PART OF SOMETHING GREAT! JOIN OUR BACK-TO-SCHOOL HACKATHON AND LET'S DO GREAT THINGS TOGETHER!

Dates, Locations, and Contact Info

WHEN: JANUARY 8TH-10TH.

Check in for the event begins promptly at 3:30 PM on January 8th. The program will officially kick off at 4:30 PM. Students must arrive in person and check in before being admitted to the event to participate. The event will officially end at 4:30 PM on January 10th. Parents and guardians can arrange to pick their students up at 4:30PM sharp.

LOCATIONS:

Walt Whitman High School, Huntington Station, Long Island (confirmed: primary location from which we will be broadcasting)

Perth, Australia: consortium of schools (confirmed)

St. Joseph's High School, Brooklyn, New York (confirmed)

Kalamazoo, MI (confirmed)

Philadelphia, PA (Pending)

As more schools confirm their participation we will be adding their names to our website. Please visit us at www.creatingsteam.org/hackathon

CONTACT:

If you have questions about the event, including content or hosting, please contact We Connect the Dots, Inc., at (631) 293-8600 X5121, or email us at events@we-connect-the-dots.org.

ABOUT WE CONNECT THE DOTS

We Connect the Dots (WCTD) is a 501(c)(3) nonprofit organization that creates educational programs for students. With an emphasis in STEAM (science, technology, engineering, arts, and math) education, brain-based experiential learning, and access to technology for all students, WCTD strives to create programs that give students the training and knowledge they will need to compete in the workforce of the 21st century. Through a collaboration with the technology industry, governments, and education systems around the world, WCTD offers leadership training, life skills, and education for students of all socioeconomic backgrounds and skill levels. We are located on Long Island, and serve communities both domestically and abroad.

Fundraising and Registration

FUNDRAISING TO ATTEND:

Each student must raise $150 to attend the Hackathon. Fundraising may seem like a daunting task at first, but We Connect the Dots will give you everything you need to be able to raise the money to attend. Flyers, strategies, lessons, and support from the organization will be at your disposal. Why is fundraising to attend required? WCTD encourages students to work toward their goals and learn to be resourceful. Learning to raise funds and find investors in your future is necessary for every entrepreneur, and an important skill to learn for the future. Just like the scouting organizations, sports teams, and community groups you may already belong to, fundraising helps to get the community involved in its own advancement.

HOW TO REGISTER:

Registration for the Hackathon can only be completed online. To register, go to buildingsteam.we-connect-the-dots.org/hackathon, and select "Become a Fundraiser." Fundraising for entry is the only option to receive a ticket. Fill out the forms in full, reading all waivers and information. Please pay close attention to the areas where we ask for email addresses, because students will need to input their email addresses in the proper place to make sure they get all updates and information. Make sure you have emergency contact information ready.

Yammer:

We Connect the Dots uses Yammer as its main communication hub. Yammer is an enterprise social media platform that allows people in an organization or company to stay in contact and share information in a conversational format, rather than having to rely on email. Users can share files, photos, video, notes, and have conversations with one another within this community. Students participating in the conference MUST request an invite to the Yammer community after completing the registration form. Instructions on how to request an invite are located in the confirmation email you will receive when you register, or simply go to www.yammer.com/creatingsteam and enter your email address. Students are expected to follow the Participants Code of Conduct during all online and offline interactions. Be professional and courteous, and do not share inappropriate information in the Yammer community.

Email:

Students must have an active and valid email address to participate in the conference. Please pay close attention when filling out the registration forms. Enter student and parent email addresses in the appropriate sections. This is crucial to being able to stay in touch with the conference staff!

Medical Conditions Disclosure:

If you have any medical conditions that require the administration of medication, food allergies, medicine, or environmental factors, or any other chronic medical problems that the conference staff should be aware of, please let us know in advance. We will be sending out a form to all students before the event, but do not wait to let us know if a change needs to be made to ensure sure we can keep you safe and healthy!

ANY QUESTIONS YOU MAY HAVE CAN BE DIRECTED TO EVENTS@WE-CONNECT-THE-DOTS.ORG

Fundraising Contest

Our organization is a nonprofit, which means we rely on contributions, grants, and sponsorship to keep the organization running. Why is that so important? Well, we strive to bring STEAM education, technology, lessons on digital citizenship, and 21st century workforce skills to students around the world, some of whom cannot afford computers, smart phones, or the education and job training that is necessary to have a successful career in our modern world. This fundraising contest will allow us to keep doing just that, and offer a little fun and education to the participants in the process.

For this contest, students will need to register for our Back-to-School Hackathon. Once a student has registered, he or she has the option to create a team with other students who have also completed their registration. Each individual student will be responsible for raising the money for their ticket to attend the Hackathon, but for students who want to go above and beyond and support the organization, here is where it gets interesting:

- First, gather a team of students. Teams will consist of four students. Student must be between the ages of 13 and 18 on January 1st, 2016 to register. These teams WILL NOT be the teams you join during the Hackathon event.
- Next, each team member registers individually. Simply fill out the forms online and submit to register for the event.
- Then, the team leader (you decide who is the lead) clicks the option to "create a team" from their registration page. The site will allow you to import names of students that have registered.
- Once you have your team, you can use the materials and suggestions that we provided to go out and start raising money!

Make sure to give your team a unique name, and use social media as a tool to make sure you have a presence in the online community.

Contest Rules and Prizes:

Grand Prize: For the team that raises the most money over $1000.00 USD: An Xbox One for each team member!

2nd Place Prize: For the team that raises the most money over $750.00 USD: A Plantronics RIG Headset for each team member!

3rd Place Prize: For the team that raises the most money over $500.00 USD: A Seagate 1TB external hard drive for each team member!

1) Teams may source their donations from family members, friends, community members, businesses, churches, and organizations. There is no limit to the individual contributions that a person or business or organization can make.
2) The team that raises the most money over $1000.00 USD is the grand prize winner of the contest. In the event of a tie at any level, both teams will get the same prize. We will not force teams to split the prize package.
3) Teams must practice honesty, integrity, and fairness in all aspects of their fundraising efforts. Any attempt to cheat, fool the system, or otherwise engage in dishonest practices to raise funds will disqualify the entire team.

4) Teams and individual fundraisers should practice safety in their fundraising efforts. Do not give out personal identity information to anyone, regardless of what they have promised. If you plan to set up a booth or table in a public place, do so as a team and make sure there is an adult present. If a potential contributor would like more information about the organization, they may contact We Connect the Dots, Inc by emailing us at events@we-connect-the-dots.org.

5) Most of all, have fun, be safe, and remember that your help goes toward funding education and access to technology for students all over the world. We can't do it without you!

Hackathon Teams

We Connect the Dots believes firmly that diversity among students is one of the keys to a successful learning environment. To that end, WCTD has created a system that ensures diversity across the teams participating in the hackathon. Student teams are chosen via a precise process that allows maximum diversity, skill levels, and abilities to be shared across each team. Students for each location are sorted according to gender, age, ethnicity, location, socioeconomic background, and skill levels Students are then placed on teams that reflect the diversity of the registrants. In this way, WCTD creates an environment at the Hackathon very similar to what students will experience when they enter the job world and will work with people of different ages, genders, ethnicities, and so on. This requires students stepping out of their comfort zone a little, which is the perfect circumstance for them to maximize what they learn.

Become a Sponsor!

Sponsors who support our Back to School Hackathon event will connect themselves and their companies with a highly talented pool of future developers, teachers, and volunteers. This is the perfect way to find future interns and full-time engineers. Sponsors will also have the opportunity to publicize their APIs and demo products to the brightest students on Long Island. Finally, through our media exposure, we will increase sponsors' exposure to the next generation of top developers.

Support directly allows us to provide students with meals, refreshments, prizes, and space for an awesome student hackathon. This will create an encouraging and nourishing environment in which participants can work on creative projects.

Aside from monetary support, sponsoring companies get the most out of the CreatingSTEAM Back to School Hackathon when they bring developer evangelists, mentors, and company goodies. Students always appreciate the guidance and expertise!

Sponsorship Spectrum			
Tier	Empower	Engage	Coach
Sponsorship Amount	$500	$1,500	$2,500
General			
Mentors	✓	✓	✓
Table	✓	✓	✓
Tech Talk		10 minutes	30 minutes
Branding			
Logo on Website/Program	✓	✓	✓
Can Give Swag	✓	✓	✓
Material Distribution		✓	✓
Blurb on Website		✓	✓
Banners Allowed			✓

Participant Code of Conduct

STUDENTS PARTICIPATING IN THE HACKATHON WILL REFRAIN FROM:

- Any conduct that would violate any local, state or federal government criminal code.
- Any behavior that is contrary to the safety, order, or peaceful conduct of the educational community, including but not limited to, conduct that threatens or endangers the life, health, safety or well-being of self or others
- Physical or verbal abuse of a school official, student, or volunteer
- Failure to comply with the directives of school officials acting in performance of their duties
- Gambling
- Smoking, consuming alcohol, or use of illicit substances.
- Abuse of telecommunications (i.e. telephone, email, cable TV). A growing area of concern for students is copyright infringement when downloading products from the internet.
- The use of abusive language, inappropriate media (i.e. photos, sound, video, etc.), and/or unprofessional behavior within the online Yammer community
- Engaging in an unprofessional or abusive manner on social media with regard to the event, hackathon organizers, host school, volunteers, staff, guests, other students, or anyone else taking part in the event. Students should act responsibly and maintain a professional attitude suitable for the educational community at all times
- Engaging or threatening to engage in behavior that poses danger of causing harm to self or others, would cause property damage, or would directly impede the lawful activities of others
- Violations of any other rules, regulations and policies outlined in this document, including the segment concerning harassment
- Providing false information to the registration committee when participating in the event
- Indecent behaviors include, but are not limited to the following: profanity, indecent exposure, lewd or obscene expressions, disrespectful or threatening statements towards the host school or We Connect the Dots

Regarding harassment of students, staff, volunteers, guests, and any other participant in the Hackathon program: We Connect the Dots, Inc., is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, or technology experience levels. We do not tolerate harassment of hackathon participants in any form. Sexual language and imagery is not appropriate at any hackathon venue, including hacks, talks, workshops, parties, social media and other online media. Hackathon participants violating these rules may be sanctioned or expelled from the hackathon without a refund at the discretion of the hackathon organizers. If a student feels that he or she is being subjected to harassment, that student should immediately report to an adult supervising volunteer or staff member. Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.

Breach of the rules governing the code of conduct are grounds for dismissal from the program. In the event that a student is dismissed from the Back-to-School Hackathon, his or her parent(s) or guardian(s) will be contacted

and asked to promptly remove the students from the event. No refunds or credit will be given if a student is asked to leave. Prizes for contests and competitions are forfeited in the event that a student is asked to leave.

RESOURCES FOR VOLUNTEERS

If you would like to volunteer to support our Hackathon, we are pleased to have you. We have several requirements for volunteers to ensure that we are offering our students a safe and rewarding experience.

Volunteers may apply to work shifts at the event, fundraise for the organization, acquire sponsorships and donations for the organization, and much much more. You tell us how you would like to help, and we'll tell you how to pitch in.

Volunteers will undergo a vetting process that includes:

1) A short interview regarding professional background and experience working with students under the age of 18
2) A criminal background check. Teachers who have been fingerprinted and had their criminal history examined in accordance with state regulations may be exempt from this requirement depending on local practices.
3) Signing a waiver.

To apply to be a volunteer, simply go to www.buildingsteam.we-connect-the-dots.org/hackathonvolunteer and register! All your waivers and registration materials are included in the form, so once we have your information we can begin processing your application and get you started!

WANT TO HOST A HACKTHON OF YOUR OWN? WE CAN MAKE IT HAPPEN!

One of the greatest things about the International Back-to-School Hackathon is that it is a low cost, fun way to teach students a variety of important skills, and it can be done just about anywhere that has internet access, space, and electricity. High schools and colleges make excellent sites for this kind of event!

To set up a hackathon, you will need:

1) Students: Each site must have 100 students register to attend. We ask that if a school decides to become a host that they open their doors to students from other districts to attend. That will ensure a satisfactory enrollment.
2) A Contact Person: Someone that WCTD can coordinate with on a regular basis. That person may have his or her own team on the ground, but we just ask to speak to one of them to make sure everyone has the information they need to make the Hackathon a success!
3) Space: You need enough space to hold 100 students. A gymnasium, cafeteria, or other large open space that can accommodate tables, chairs, and laptops is best. Students will work in teams of four, so in considering your layout options, account for 25 tables and enough chairs for the students to sit in. How will they be arranged? How will you get power to all the work station?
4) Internet Access: Can the wifi in your location handle 100 students using online tools and downloading material at the same time? Does your location require a complicated authentication process to access the internet, or is it a simple interface?
5) Sleeping Quarters: A designated area for students to rest should be organized before the event. Separate accommodations need to be made for male and female students. Do you have the resources for students to get the rest they may want?

6) Equipment to Receive Broadcasts: We will be broadcasting instruction, important talks, and information from our home base on Long Island and from other locations around the world! The location should be set up to allow students to watch these broadcasts as they happen. Projection equipment and speakers is the preferred method, provided that it can be synched to our broadcasts over the internet. If you would like to have speakers broadcasted to the other locations, you may, but you must provide the equipment.

7) Devices: Students need a laptop with which they can code their projects. Their devices should meet the following minimum requirements: 1.6 GHz or faster processor, 4GB RAM, 20 GB available hard disk space. Depending on the program you would like to use, we suggest Windows 8.1 operating system at minimum.

8) Volunteers: You will need at minimum 25 adult volunteers per shift. Good resources include college students, teachers, parents, and local community members.

We Connect the Dots will provide each location with a unique registration page for students and volunteers. We will also give students all the information they need to learn to raise money. If you would like, We Connect the Dots will set up a night to come speak to students, parents and teachers (in person or virtually depending on the distance from our location) and let them know not only what the Hackathon is all about, but how they can become fundraisers! We're here to help.

FREQUENTLY ASKED QUESTIONS

WHAT ARE THE LOCATIONS FOR THE HACKATHON?

There are several locations. Please find the location that corresponds with your registration:

Walt Whitman High School, 301 W Hills Rd, Huntington Station, NY 11746
St. Joseph's Academy, 80 Willoughby Street, Brooklyn, NY 11201

WHAT ARE THE OFFICIAL DATES AND TIMES OF THE HACKATHON?

The Hackthon runs from 4:30PM Friday, January 8th to 4:30 PM Sunday, January 10th. The event runs through the full 48 hours and students will stay on site the whole time.

HOW ARE STUDENT TEAMS CHOSEN FOR THE EVENT?

Student teams are chosen based on an algorithm that we have developed which arranges students based on age, location, skill level, ability, and gender. This allows as level a playing field as possible when student teams are competing during the event. In short, students do not form their own teams, but are placed on teams arranged by We Connect the Dots. Students may form their own teams for the Fundraising Contest, but those are not the teams they will be on during the Hackathon.

WHAT SHOULD STUDENTS BRING TO THE HACKATHON?

Students should bring two days' worth of clothing, toiletries (toothbrush, soap, toothpaste, washcloth, towel, etc.), comfortable clothing, a sleeping bag, pillow and a laptop. Students may also wish to bring a headset or earbuds to listen to presentations and speeches broadcast over the internet.

ARE STUDENTS ALLOWED TO SLEEP?

Of course they are! We encourage students to get properly rested during the Hackathon. Students will work out a sleep schedule with their teammates during the event. Hackathon locations will provide space for students to sleep safely and comfortably.

WHY DO STUDENTS HAVE TO STAY ON SITE FOR THE FULL 48HRS?

Being with their teammates and working together is very important to the overall success of the students' projects. Splitting the team apart not only derails the team's progress and slows them down, but it interrupts their creative process. We want students to be able to focus on their projects without having to worry about how they will get back and forth to the event, or how long their other teammates will not be around.

IS THERE ANYTHING THAT IS NOT ALLOWED AT THE HACKATHON?

Yes, no outside food or beverages are allowed! We will provide everything you need.