#SafeCities Hackathon Event

**Mechanics & Criteria**

**Event details:**
Date: Sat, 21 May & Sun, 22 May (24h Event)
Location: Korea Philippines IT Training Center Quezon City Polytechnic University, 673 Quirino Highway, Novaliches, Q.C

**Participants:**
- We expect to have 50 participants. They have to register online before the event and can compete individually or in a team of maximum 4 persons. Women-only teams are encouraged to apply. All teams have to have at least 1 female member in order to be eligible.
- There will be 2 categories of the competition: (1) Students and (2) Professionals

**Pre-Event:**
- All participants will be required to attend a pre-event scheduled for 14 May
- They will get an overview of the Safe Cities Programme, women safety apps and the need for it, mobile app design & functionalities. They will also be presented with the challenges, in order to ensure a thorough understanding before the actual competition.

**Event:**
- The event will run for 24 hours and the agenda will include a presentation/ Q&A session on MySafetyPin.
- The teams will be allocated Mentors who will assist them with any technical questions they might have.

**Challenges:**
The participants will have to develop mobile apps to answer all 3 challenges:
1. Develop new modules in order to improve user engagement and reporting of safety apps used to combat street harassment and sexual violence of women and girls in public spaces such as MySafetyPin. These functions can be related, but not limited to: gamification, as well as finding innovative ways to use the data for the end-users (in addition to existing functions of safer routes, tracking, and alerts, etc).
2. Develop offline functions for safety apps to improve user experience and benefit, even when internet is not available.
3. Develop a new stand-alone app for women’s safety in emergency situations.

**Submission of entries and Pitching of Ideas:**
At the end of the competition:
- Participants will have to submit an entry that responds to the 3-challenges and pitch these to the panel of judges. Max: 5 minutes per pitch
- The entire idea need not be fully implemented however, but the submission should be functional so that it can be reviewed by the judges.
- The individuals or teams are expected to demonstrate their work to the panel of judges using their own devices.
- Submissions can be in your language of choice, but note that having it one of the native programming languages for Android or iOS increases the likelihood of sustainability.

Evaluation of entries:
A Panel of Judges will evaluate the entries and choose one winning individual or team per category: 1 winner for Students and 1 Winner for Professionals.
The team with the highest score (made up of a sum of the scores for each app developed) will win.
Each entry will be evaluated based on the criteria below.

Criteria:

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Criteria</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>30%</td>
<td>Utility &amp; Impact</td>
<td>The app provides a practical and feasible solution to challenge presented.</td>
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<tr>
<td>25%</td>
<td>Code Quality &amp; Functionality</td>
<td>The app is functionally complete, stable, and efficient.</td>
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<tr>
<td>15%</td>
<td>UI / UX - User Experience</td>
<td>The app is not only beautiful, but also intuitive, and easy to use.</td>
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<tr>
<td>15%</td>
<td>Innovation</td>
<td>The app idea is unique, interesting, and creative.</td>
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<tr>
<td>15%</td>
<td>Data</td>
<td>The app collects or processes data well or represents data meaningfully.</td>
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