



HACK > MADIA

Gamifying The Future

Survival Sheet

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Before the start of the Hackomania

Get connected to the Wifi!

SSID: **r-internet**

Password: **Believeinthefuture**

Register and collect your SWAG bag + name tag at the registration booth (please flag out to the registration booth if you do not have a team yet)

Read through the schedule, rules, and challenges

Key in your team name and challenge that you would be attempting here:

<https://goo.gl/forms/5uMnTp6Xn1s8hdPG3>

Download Telegram and join the Hackomania 2019 Channel (this will be our main mode of communication with you and your team)

<tg://join?invite=BSRMLEm6rCM7gnABEvvvzw>

Follow Hackomania (@HackOManiaSG) on [Facebook](#)

Register for the mentoring sessions, workshops and the Nerf Challenge (More info * links are below)

Mentoring Session:

Forms will be closed by 1.45pm



Workshop Session:

Forms will be closed by 2.00pm

Nerf War Challenge:

Forms will be opened at 5.00 pm

DAY 1 23 Feb, Saturday

11.30 am	Registration & Lunch
11.45 am	Event Briefing
12.05 pm	Opening Address by AI Singapore
02.30 pm	Opening Address by Wanted
02.30 pm	Mentoring Sessions Starts
03.30 pm	Workshop 1: Data Analytics & AI
04.30 pm	Workshop 2: Rakuten Rapid API
05.00 pm	Workshop 3: Building Flappy Bird with Unity
05.30 pm	Nerf war challenge opens Dinner

DAY 2 24 Feb, Sunday

08.00 am	Breakfast
12.00 pm	Challenge Closes + Lunch
01.00 pm	Setting up of Exhibition Booth
01.30 pm	Judging Elimination Round 1
03.30 pm	Judging Round 2
05.00 pm	Prize Presentation
05.30 pm	End of Hackomania 2019



GUIDE TO RESERVING YOUR SLOTS (MENTOR & WORKSHOP)

BOOKING A WORKSHOP SLOT

- Workshop registration forms

*Note: Register = Book your slots, Attendance = Check whether your slot has been secured]

Workshop 1: Building Flappy Bird in 30 mins with Unity

Time: 2.30pm- 3.30pm

- Live demo on game creation with Unity Engine
- Basics of Unity; Physics & collision, input & detection, UI component interaction and state management
- Deploying your ready made game on Android

Register: <https://goo.gl/forms/WIBJaxtOkGksTrvR2>

Attendance: <https://tinyurl.com/y68rsrmb>



Workshop 2: Rakuten Rapid API

Time: 3.30pm- 4.30pm

- Rakuten Rapid API + GeeksHacking API collections
- How to qualify for Rakuten's special giveaway

Register: <https://goo.gl/forms/akkgscmAHmcopZRY2>

Attendance: <https://tinyurl.com/yy2zrxhx>

Workshop 3: Data Analytics & AI - Beyond the buzz

Time: 4.30pm to 5.30pm

- Concepts of why data analytics and AI are important to the society at large in terms of impact
- Live demo: Rapid prototyping to build a simple web app for data collection and processing using analytics/AI cloud services

Register: <https://goo.gl/forms/bmmTxT0jN2CX1IE63>

Attendance: <https://tinyurl.com/y3ytmvvl>



BOOKING A MENTORING SESSION

- Mentoring session registration form
- Do note that this is on a first come first serve basis. The final mentoring session schedule would be out by 2.30pm
- Mentoring sessions will run from 2.30pm-5.30pm
- Each team will have a fixed 20 mins session with the mentors

Register: <https://goo.gl/forms/dSvupu6KqtmKLvCa2>

Attendance: <https://docs.google.com/spreadsheets/d/1qphNyRy0WYUzK9utN2-w3hLX37wGSevqIyh-k7DdiMcQ/edit?usp=sharing>



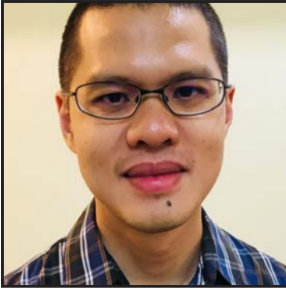
Mentors Details



Maurice Manning
Head of AI Applications @ AI
Singapore

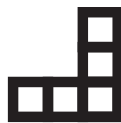
- Drive the design of applications for the 100 Experiments programme
- Extensive experience in software development, systems design and data integration, and has delivered solutions across a wide range of industries including biotech and pharmaceutical, aerospace and finance
- Systems architect on the cyber-infrastructure team at the Ocean Observatories Initiative
- Systems architect on PATH, an intelligent transportation research program at University of California, Berkeley in collaboration with the California Department of Transportation.





William Tjhi
Head of AI Engineering @ AI
Singapore

- Oversees the engagement with local companies and researchers to develop AI-engine MVPs under the 100 Experiments programme
- Practising machine learning and data science for the past 10 years
- Contributed to the prototyping of a national-level government analytics platform and also co-authored a book titled “R High Performance Programming
- Holds a PhD in Information Engineering from Nanyang Technological University
- Prior to joining AI Singapore, he worked for GovTech as the Lead Data Scientist at SPRING Singapore and Traveloka as the Machine Learning Lead for NLP, Vision and Speech.





Subhransu Behera
Principal Software Engineer @
SP Digital

- Manages the iOS team and in-charge of delivery of SP Utilities consumer application
- Before joining SP, he has lead mobile teams at PayPal and SAP where he has built many consumer and business applications.
- He is also the founder of the local iOS meet-up group (iOS Dev Scout) and iOS Conf SG (annual iOS conference in Singapore).





Gautam Anand
CTO & Co-Founder @ TECHCHOIX

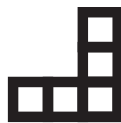
- An experienced hands-on technical leader who has built software projects from ground-up for various companies in the last five years.
- His deep expertise is in designing/developing scalable web solutions (micro-service architecture) with applications in Computer Simulation, Machine Learning, IoT (Manufacturing) and Enterprise Blockchain Solutions.
- He is pro-active involved in the developer community in Singapore and the Philippines.





Jae Lee
CTO @ WorldRoamer

- Currently CTO of OTA platform company in Singapore.
- Serial tech entrepreneur with exit experience; previous startup acquired by Samsung group.
- Cheil Worldwide alum; ran global hackathon for Samsung mobile.
- Public speaker at tech conferences including SXSW.
- Contributor to Axway Appcelerator Developer Relations program and startup mentor for Action Community for Entrepreneurship in Singapore.
- API Author





Jason Choo Yan Sheng
Tech Lead @ pslove

- Technopreneur, product developer and system/database administrator on a variety of professional, freelancing and startup projects
- Over 10 years in the areas of e-commerce, productivity tools and enterprise software systems.





Bryan Phang
Founder @ Sentience.ai & Plezo-Plus

- I am a software developer and I love to travel and learn about culture and businesses in different countries.

- I am a fitness enthusiast, and I love to share with others on what they can achieve in their personal fitness goals.

- My moto in life is be open-minded to the world of possible, the sky is the limit, don't limit yourself because limits are set by yourself.

- Also, I love to meet new people, you never know what they might offer and in return you offering back to them.



GUIDE TO RELAXATION CORNER

1. SELFIE BOOTH

SHOW THE BEST 'YOU' BY FOLLOWING THESE STEPS:

Step 1: Grab a prop and strike a pose

Step 2: Take a picture

Step 3: Hashtag your picture on social media
#hackmonia2019, #SPGroup

Step 4: Get your picture printed for keepsake

2. NERF WAR ARENA - Nerf War registration form:

Register: <http://tinyurl.com/y5ypt9ws>

Indemnity form (for nerf war challenge):

<https://tinyurl.com/yyl4sj8g>

SP subsidiaries read up: <https://tinyurl.com/y5om88bj>

SP subsidiaries read up: <https://tinyurl.com/y5om88bj>

Gameplay

Gameplay time: 15 minutes for full found (7.5 minutes x 2)

Player headcount: 6 - 10 (3 to 5 players per team)

Reset time: 5 minutes

Turnaround time: 20 minutes

How to determine the winner? The win condition for each team is highlighted below



Team	Conditions to win
Friendly	Eliminate all hostile team members within mission timing OR Ensure that at least 1 defence mechanism has not been destroyed before match timing

Hostile	Eliminate all friendly team members within mission timing OR Successfully destroy all defence mechanisms within match timing
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Scoring system.
We will adopt a point system to score each team.

Action	Points awarded
Kill opponent team members	1 point for each team member killed
Match victory	3 points for winning team



GUIDE TO SELECTING THE WINNERS (JUDGING)

Elimination Round

- At least 1 representative from each team will proceed to pitch
- Team's pitching schedule will be flashed on your Telegram on Day 2, so keep a look out!
- While the remaining members will manage the exhibition booth

Pitching Format

- 2min pitch + 1min Q&A

Final Round

- Top 6 teams will be selected

Pitching Format

- 4 mins pitch + 3 mins Q&A



How are the winners judged?

USEFULNESS (20%)

- Did the team understand the problem?
- How does the MVP relates to gamification?
- Is the team building something that people want? How well does the team understand their customer and their customer needs?

CREATIVE (20%)

- Did the team come up with a radical approach or did they follow current patterns and solution?
- If the team follow existing models and trends, is it justifiable?

TECHNICAL POLISH (40%)

- Refers to the completeness of the hack, does it work, can it demonstrate seamlessly
- Overall smoothness of the project
- The product does not have to be complete or production ready, but does the idea come to life during to demo?

USER EXPERIENCE (20%)

- Is the product well designed? Did the team think about the user interface or user experience?
- Does it require a lot of training to master the demo?

Who will be judging the winners?

Laurence Liew

Director -AI Singapore

Laurence is the Director for AI Industry Innovation at AI Singapore and is driving the adoption of AI by the Singapore ecosystem through the 100 Experiments and AI Apprenticeship programmes. Laurence graduated from the National University of Singapore (NUS) with First class Honours in Engineering and holds a Masters in Knowledge Engineering from NUS

Reagen Hwang

CoFounder - Wanted

Reagen is the co-founder and product manager of WantedLab. Previously, he was a senior technical evangelist at Microsoft, leading Windows App Store releases across top brands and evangelizing client platforms for developers.

Aaron Lee

CTO- Jaga-me

Aaron is the Chief Technology & Product officer of Jaga-Me (www.jaga.sg), a digital healthcare platform which bridges a patient's transition from hospital to home, by making professional healthcare services, medical equipment, and information accessible to patients and their families

Priscilla Nu

Head of UX and Design, digital - SP Group

Priscilla is a Data-Driven Experience Designer, Design Leader, and Facilitator. As the Head of User Experience and Design in SP Group, a leading energy utility company in Asia Pacific and one of Singapore's largest corporations.



How many winners will there be?

1st prize: \$1,500

2nd prize: \$1,000

3rd prize: \$500

Audience Fav: \$500

Woah, wait.. Audience favourite? How does one win audience's fav? (Read on for details.)

RAKUTEN SPECIAL GIVEAWAY - API CREDITS UP FOR GRABS

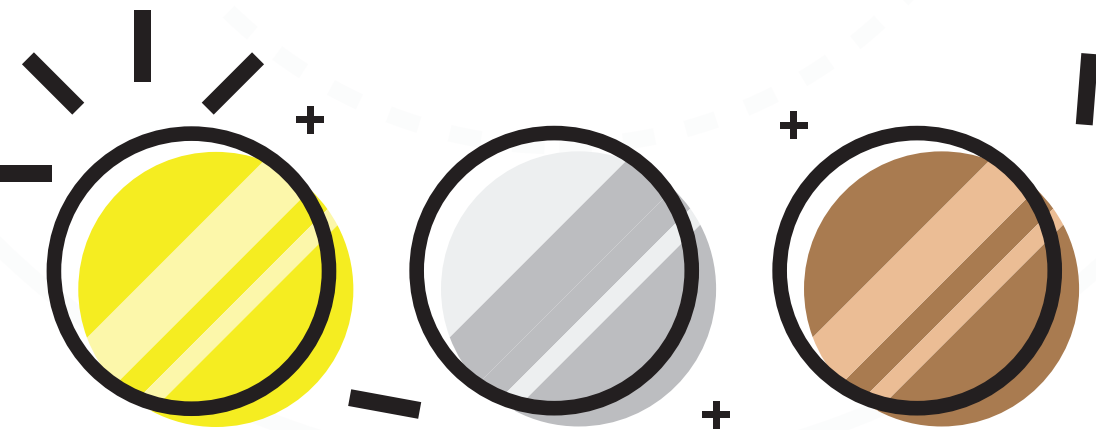
1st prize: \$500

2nd prize: \$300

3rd prize: \$200

Top 3 winners will be featured in a blog article and in a dedicated <Developer Showcase/> post.

CONDITION: TEAMS MUST USE AT LEAST 3 APIs FROM Rakuten RapidAPI TO QUALIFY FOR THE PRIZE



GUIDE TO AUDIENCE FAVOURITE CHOICE



Two main activities will contribute to the Audience Favourite

- Participation in relaxation corner as a team
- Gaining votes during the exhibition

PARTICIPATION IN RELAXATION CORNER

How do you count the relaxation points?

- Selfie Corner - Submitting a photo as a team earns the team 1 point
- Nerf War Arena- A team only earns 1 point when the entire team plays a game. The team has to register for the nerf war game via the link above. Umpire will check for full attendance

*Note: A maximum of 1 point will be awarded per team for each activity

GAINING VOTES BY SHOWCASING YOUR PRODUCT

Set up your “Exhibition booth” at 1.00pm on Day 2

At 1 pm, you will proceed to the main hall to set up your prototype/solution. Each team will get access to one table. Ensure you have:

X 1 chair

X 1 Voting bowl

- All team members are to be at the exhibition booth floor (except pitchers for preliminary)

- Select 1 member to mend the booth (take turns if you're kind, I'm sure you're)
- Remaining members tour competitors' booths + vote for favourite teams

How do I vote?

Each participant will have 3 voting ticket. Each vote is counted as 1 point.



Selecting Audience Favourite

Audience Favourite team will receive the highest number of points accumulated

Score Matrix

Total # of Votes	Selfie Corner	Nerf gun Corner	Total Score
(A)	(B)	(C)	Sum of (A) + (B) + (C)



OTHER USEFUL INFORMATION & LINKS

Floor plan



PLACES TO TAKE NOTE:



[Main Area]



[Workshops]



[Nerf War Arena]



PLACES TO TAKE NOTE:



[Selfie Booth]



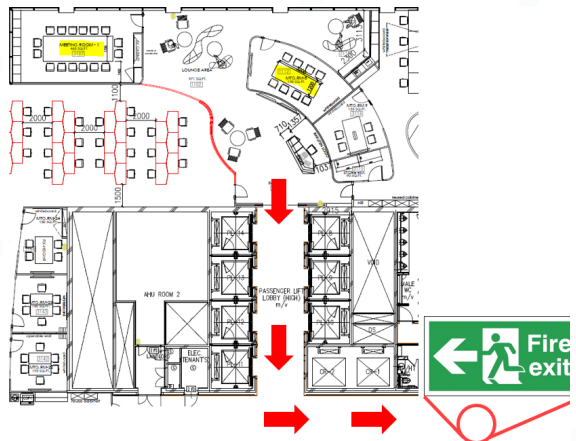
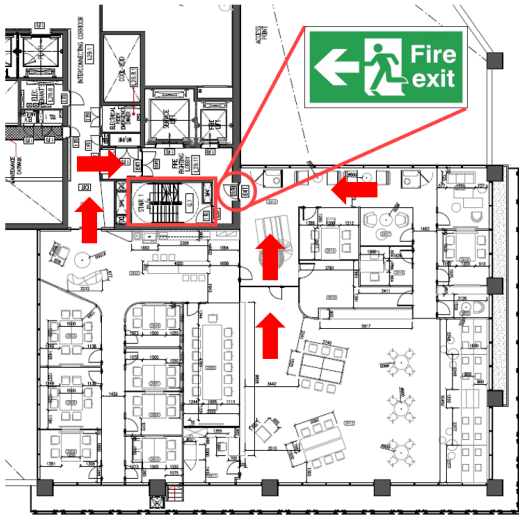
[Meeting Rooms for Brainstorming]



Fire Emergency

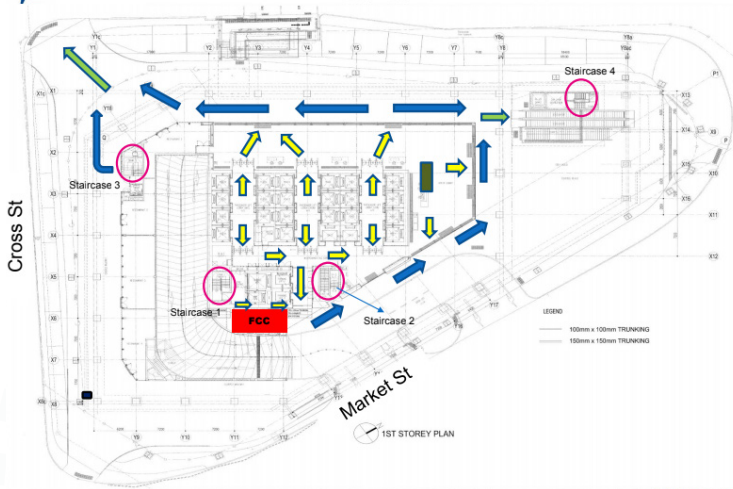
In the event of a FIRE,

- Alarm will sound continuously - prepare for evacuation
- Head for the nearest emergency fire exit and down the stairs to the ground floor



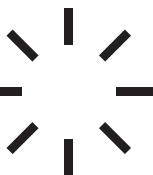
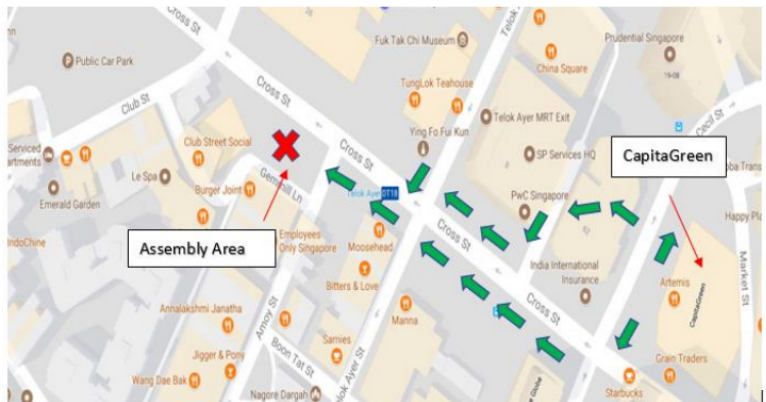
- Exit the building and head toward the assembly area next to Telok Ayer MRT

Means of Escape



Assembly Area

Open space next to Telok Ayer Station



11 Golden Rules

1. The hackathon is open to all.
2. You can join as an individual or up to a team of 5.
3. At least one team member should be present at the event venue throughout the event.
4. Projects must seek to address at least one of the provided challenges.
5. Each participant is responsible for the sourcing and use of data and systems in their own Hackathon projects, and each participant owns the intellectual property they generated during the Hackathon.
6. All work must be finalised during the Hackathon.
7. Teams must stop hacking once the time is up.
8. All teams will be given 2 minutes to present in semi finals and the 6 finalists will shortlisted have 4 minutes to present in finals.
9. Teams can be disqualified from the competition at the organizers' discretion (Reasons might include but are not limited to breaking the rules, or other unsporting behaviours).
10. Teams are not allowed to bring pre-coded work.
11. Participants may be disqualified from the competition at the organisers' discretion (reasons include but are not limited to:breaking the rules, or other unsporting behavior)



Venue Restrictions

- Limited shower facilities (1 cubicle)
- Level 32 work office areas are out of bounds
- Please wear your name lanyard all the times
- When you exit the building, remember to bring your access slip with you
- Don't touch those PANDAS

Emergency Contacts

Ryanne (Food):
8288 0185

Thu Ya (Registration):
9695 4799

Aaron (Logistics, Buildings, Safety):
8228 6852

Alina (Submissions):
8511 8820

Johan (Nerf war arena):
9220 9601

Choon Chia (QR code links/ Survival Guide):
8691 0896

Valerie (Programs/ Others):
8198 3704





PROJECT SUBMISSIONS LINK

<https://goo.gl/forms/yZILR56RW0syp7612>

CHALLENGE ENDS EXACTLY @ 12PM ON DAY 2

Any questions? Contact Alina on
Telegram @alinachua

