genius challenge

nspire BY 2A

INNOVATE +

HACKATHON GUIDE

REQUIREMENTS, RULES, RESOURCES

Meant for
Genius Challengers

Presented by
Genius Challenge Hackathon Committee

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124+

Number of registrations for the
Genius Challenge Hackathon so far.

ELIGIBILITY

- Attendees from all backgrounds, genders, and geographies are welcome. There is no age restriction to attend the hackathon. In case you are under 18, your parents/legal guardian should contact the hackathon to request a waiver authorizing you to attend the hackathon and submit their plan for your attendance and transportation to and from the hackathon.
- Committee members are not eligible to participate in the hackathon. They may, however, assist teams as mentors during the coding/development phase.

Inspire Week 2022
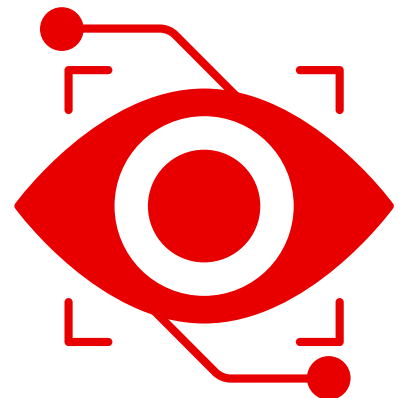
TEAM FORMATION

- Teams can consist of at least two team members to a maximum of five members. Exceptions can be made for teams to have more than five members on a case by case basis. Contact the hackathon committee in case you need to have a team of more than five members.
- All teams should have at least one designer.
- Changes to team members are not permitted after Thursday , 24, at 12:00 Noon. Exceptions can be made on a case by case basis as decided by the rules committee.

IDEAL HACKATHON TEAM TEMPLATE
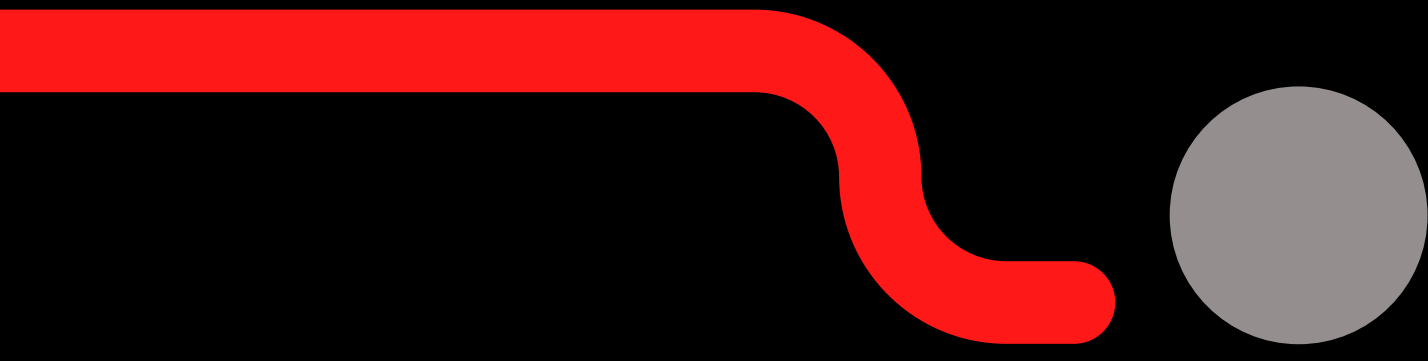
Theme Specialist

Designer

01

01

Developers

03

PROJECT DEVELOPMENT

For the two weeks Nov 11th - Nov 24th, 2022

- No development may start before the actual date and time of the event. Any teams that violate this rule will be automatically disqualified. The first line of code should be written on or after Fridey, November 11, 2022 at 8 pm after the team has registered. However, we encourage you to brainstorm ideas and create wireframes/mockups via our private Telegram group.
- Any software development tools, game engine, IDE, and/or programming language can be used for the event. If a team member uses a purchased tool licensed to him or her and the license is not transferable to other members the member's team must choose one available to all developer teams.
- To ensure a level field for all contestants, all code must be created only within the two weeks meant for the development phase. You are permitted to use publicly developed and openly licensed API's and SDKs for your project.
- You will only be able to use a pre-public release of a product in developing your project if you bring at least one extra version that can be used by other teams in the Hackathon, and provide any user support needed to teams using the device.
- Project design/assets can be created prior to the start date of the hackathon. All assets should conform to the Creative Commons License agreement standard or are freely available and you have permission or license to use them. Proof of permission must be given upon request.
- Assets, SDKs, APIs or other tools or components available under a trial license may be used.

- A team can submit only one entry for the hackathon. Participation at the hackathon is subjected on a "per-team" basis meaning you are not allowed to be on more than one team at the event.
- Any intellectual property developed during and within the scope of the hackathon must be open source and licensed under one of the licenses referenced in https://opensource.org/licenses.
- The license selected by the team must be clearly listed in code (page per page) or a generic page announcing the license the application adheres to. The public code used inside your application should also list the licenses the code is subjected to.
- A team can use multiple licenses in the application. For example, the public code used could be licensed under the Apache license agreement whereas the code written by the team for the application licensed under the MIT license agreement.
- A team may not code applications that violate the code of conduct. For example, Racially insensitive ideas for an application will automatically be disqualified.

PROJECT SUBMISSION

Demo Video Submission on the 24th of November 2022

- All teams should have a team name, and participants must be registered and verified on Binance by the time of submission for the pre-selection phase.

The team final team submission if selected to advance to the next phase must include:

- The team listing should have the following:
- The team lead must fill the online form which will be sent to them.
- All team members will be listed with brief biographies.
- Short abstract of the project
- The hackathon theme (See https://https://genius-challenge.inspire-p2a.com) and category if applicable
- Team origin, organization/school etc...
- The development tools used to build the project
- SDKs used in the project, include sponsors, Binance etc...
- APIs used in the project
- Any assets used in the project
- Any libraries used in the project
- Any components not created at the hackathon
- A link to the team Github repository
- A link to a video of a screen capture of the application on Youtube.
- All projects should be submitted before pre-selection begins on Sartuday November 26 at 2:00 pm. Failure to submit will result in disqualification. should commit regularly throughout the hackathon to the team repository.
- All projects submissions will be randomly code-reviewed. Applications will be spot checked by code reviewers. All the projects selected by the judges as finalists will be code reviewed to confirm that the code is original work created at the hackathon and all components and assets conform to the licenses allowed in these rules.
- When development ends at least one member from each team will meet with the judging team for a brief review of their submission and to confirm that the online form was correctly filled.

JUDGING CRITERIA

Video presentation	Youtube video of not more than 3 minutes and well presented.
African context	To what extent can the solution be applied in the African context?
Innovation	How innovative is it?
Novelty	Is it a novel solution?
Completion	

Hackathon Guide

TIMELINE

REGISTRATION - DEVELOPMENT - PRE-SELECTION - PITCHING - JUDGING

Phase 1
REGISTRATION

Phase 2
DEVELOPMENT

Phase 3
SUBMISSION

Phase 4
SELECTION

Phase 5
PUBLISHING
(40 teams)

NOV 11 - NOV 24

NOV 24 - NOV 25

NOV 26 - NOV 27

NOV 28

DEC 01

DEC 02

DEC 03

Phase 6
PITCHING

Phase 7
PUBLISHING
(12 teams)

Phase 8
PRESENTATION
(Top 4 teams)

Inspire Week 2022

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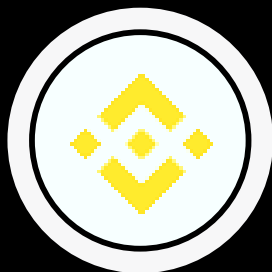
QUESTIONS?
CONTACT US.

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