

APRIL 28-30TH, 2023 | UTM



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# WELCOME TO DEERHACKS 2023!

#### **CONGRATULATIONS ON YOUR ACCEPTANCE!**

DeerHacks is University of Toronto Mississauga's largest hackathon. Students from around Ontario are given 36 hours to demonstrate their creativity and innovation through their hackathon project. We provide hackers with workshops, competitions, and fun activites to enjoy throughout the hackathon. They will have the opportunity to present these projects to a panel of experienced judges and industry veterans, as well as network with our sponsors, win prizes and have a blast. We welcome hackers of all levels, from new Python installers to experienced developers join us for a fun weekend of **prizes, development,** and i**nnovation**.

This package will contain all the information that you need for the event.

#### Stay connected through our various channels:

- O deerhacks
- in deerhacks
- https://discord.gg/AvkjNjGSR7

## **IMPORTANT INFORMATION** EMERGENCY CONTACTS

University of Toronto Mississauga Police (General): 905-828-5200 University of Toronto Mississauga Police (Emergency): 905-569-4333 DeerHacks: deerhacks@gmail.com Good2Talk (Mental Health Helpline): 866-925-5454

### INTERNET CONNECTION

Sign into Eduroam with your uni's information <u>http://eduroam.utoronto.ca/</u>

### COMMUNICATION

Link to Discord: https://discord.gg/AvkjNjGSR7 Discord will be our **main form of communication** for the event where we will relay important announcements and events.

### QR CODES & WRIST BANDS

Each hacker has received a unique QR code via email, which will serve as your identification during check-in and food distribution. **Keep this QR code handy** to ensure a smooth experience throughout DeerHacks.

During check-in, you will also receive a **wristband**. Do not take it off for the duration of the event. If you need a new one, please come to the Organizer Zone (HackLab on DH 2nd Floor).

## **IMPORTANT INFORMATION** CHECK-IN

Check-in will take place **Friday 3-6pm** on the **first floor of Deerfield Hall**.

Please have the following items ready to present to check-in staff:

- A form of ID with your age (ex. Driver's license, OHIP)
- Your QR code sent to your email
- Your unisex t-shirt size!

Once checked in, you will be given some hacker swag and a wristband to identify yourself as an offical part of the DeerHacks herd!

### HACKER SPACES

Please stay on the **first two floors of DH and MN**. Any open areas (that are not separated with doors) are free for you to work in. Please be respectful of noise levels as other groups will be sharing the space.

Rooms with doors on the 1st/2nd floors of MN and marked with signs saying **"Hacking Room"** are also free for you to work in. "Workshop Room" may be used when available, however you may be asked to leave if a workshop is taking place.

Do not enter rooms that do not have this sign as they may be private areas/study spaces. Anyone found working in unmarked rooms may be asked to find an alternative space.

## IMPORTANT INFORMATION

### FOOD AND WATER

Water refill stations are found throughout the buildings. Please **do not eat or drink while in the classrooms**. Water is permitted. Anyone found eating in a classroom will be asked to leave the room or dispose of their food. Eating in any open spaces or outside is permitted.

Meals or available food/snacks locations will be announced on Discord so make sure to keep your eyes out.

For information on ingredients please see this document: <u>DeerHacks Food Information</u>

### MENTORSHIP

We understand that you may need help at some point during the hackathon, and our mentors are here to assist you! You can find them in the **Mentor Meadows**, located on the 1st floor of Deerfield Hall (near the check-in area). Look out for mentors wearing light blue t-shirts, and don't hesitate to approach them for help.

Alternatively, you can submit a "**Code Help**" ticket on the Discord server in the **#ticket** channel. Our mentors will be monitoring the requests and will notify you when one of them is available to assist you. Please be patient as there may be other teams in line for help.

## IMPORTANT INFORMATION

### SLEEP

**DH1060 and DH1070** (located at the back of the first floor of Deerfield Hall) are designated sleeping areas. Please **bring your own sleeping bag** and be respectful to the other hackers in the room.

DH1060 - Women's sleeping area DH1070 - Co-ed sleeping area

### PERSONAL BELONGINGS

Throughout DeerHacks, it is important to remember that you are responsible for your own belongings while on campus. This includes laptops, cell phones, backpacks, and any other personal items you may have with you. Please ensure that you keep your belongings with you at all times, and **do not leave your belongings unattended in public areas** or shared spaces.

While we do our best to provide a safe and secure environment for all students, it is ultimately your responsibility to safeguard your personal belongings. Failure to do so may result in loss or damage to your property, which DeerHacks and University of Toronto Mississauga cannot be held liable for.

## IMPORTANT INFORMATION

### GENDER NEUTRAL AND ACCESSIBLE WASHROOMS

All-gender washrooms can be found in DH. DH and MN both have elevators.

### THINGS TO BRING TO DEERHACKS

- ID proof (Important! You will need to show proof of age for entry)
- Sleeping bag
- Toiletries
- Reusable water bottle
- Power Bank
- Laptop and laptop charger
- Smartphone and phone charger
- Headphones
- Wallet

### PARKING

For attendees who are driving, please park in **P4/P8** (across from the Athletics Center/Davis)

Make sure you purchase a **parking pass** from the Pay & Display machines located in the lot and display the pass on your dashboards.

#### DAY 1

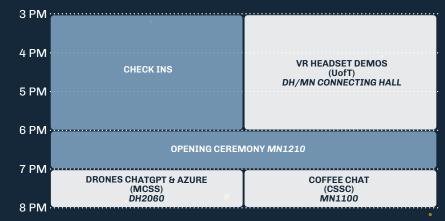
#### 12 PM

12 AM

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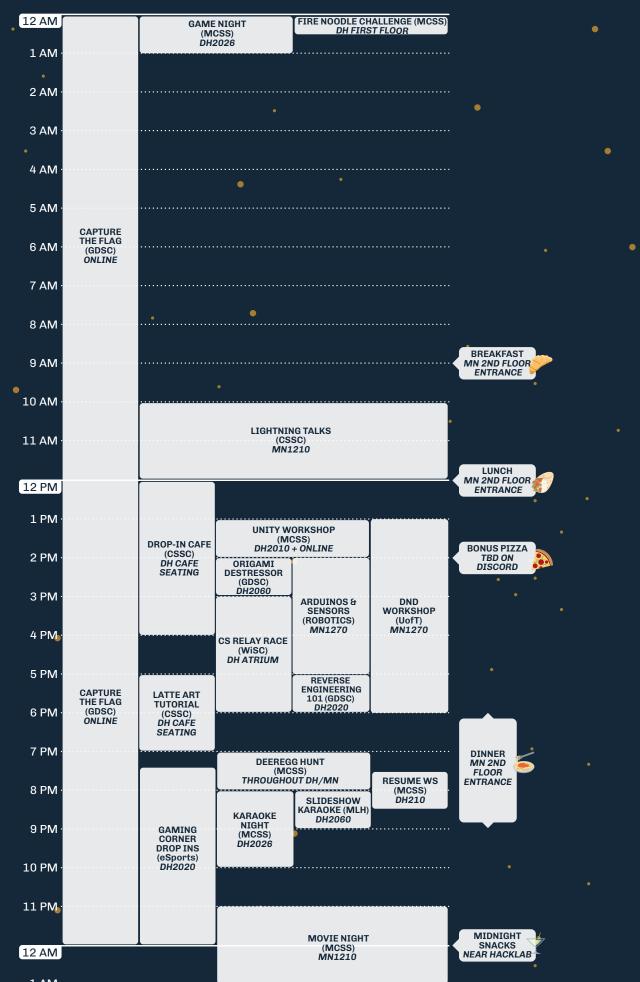
9 PM DISCORD BOT 101 (MCSS) DH2026 STONKS 101 (MCSS) DH2060 HACKING BEGINS 3D PRINTING WORKSHOP (UofT) MN1270 BACKEND 101 (MCSS) DH2010 OUTSIDE DH 11 PM

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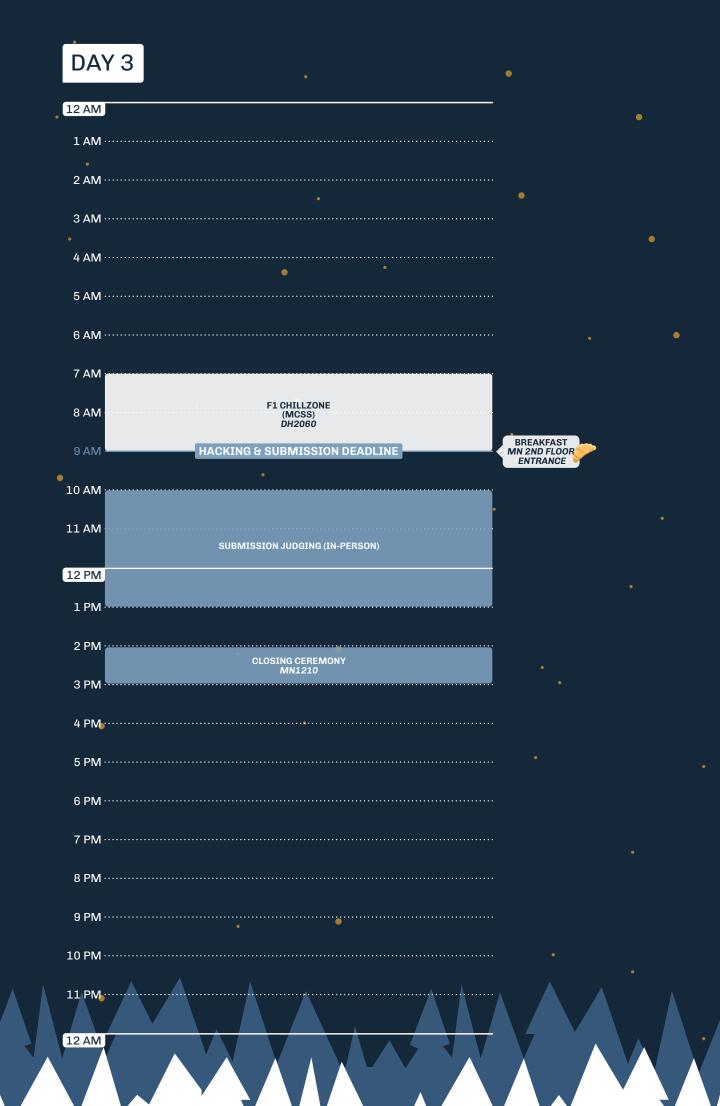
MIDNIGHT SNACKS NEAR HACKLAB

DINNER TBD ON DISCORD

### DAY 2



1 AM .....



### MEET OUR AWESOME SPONSORS AND PARTNERS!















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UTM SOCIETY FOR ALGORITHMIC MODELLING







# **GENERAL GUIDELINES**<sup>11</sup>

**Welcome to DeerHacks,** the largest hackathon at the University of Toronto Mississauga!

This 36-hour event is open to all tech enthusiasts, whether you are a beginner or an experienced hacker. Form a team of up to 4 people and use any technology you'd like to create an innovative project. The best part? There is no theme for DeerHacks, giving you complete freedom to create whatever your heart desires. Once you've completed your project, submit it through our Devpost for judging and the chance to win some fantastic prizes.

We offer a variety of workshops, competitions, and activities to keep you engaged and energized throughout the event. Remember to have fun and follow the <u>MLH Code of Conduct</u> to ensure a safe and inclusive environment for all participants.

So, bring your creativity, skills, and energy to DeerHacks and create something amazing. **We can't wait to see what you come up with!** 

### FREE RESOURCES

As a hacker, you will receive the following (free!) resources to use:



All hackers will be receiving a **free** .tech domain



All hackers will receive **\$50** Twiilio credit



echo3D (www.echo3D.com) is a cloud platform for 3D asset management that provides tools and cloud infrastructure to help developers quickly build and deploy 3D/AR/VR games, apps, and content

All hackers receive **1-month free** access to echoED's platform Premium plan (\$99 value) via <u>this</u> <u>link</u>

For help, see the **#echo3d-help** channel!

## **HOW TO FORM TEAMS?**

During DeerHacks, there are two main ways to form teams.

Firstly, **you can use the #lft (Looking For Team) channel on our Discord** server to find others who are looking for a team to join. This is a great way to connect with other participants who share your interests and skillset.

Secondly, **you can stick around after the opening ceremony to network with other participants.** This is a great opportunity to meet new people, share your ideas, and potentially form a team on the spot.

Remember, DeerHacks is all about collaboration and innovation. Don't be afraid to step out of your comfort zone and work with new people.

## **SUBMISSION GUIDELINES**<sup>14</sup>

- All team members must sign up on Devpost and be added as team members on the Devpost project page.
- Include your GitHub link (Make sure it is public!) in the specified project section.
- [Optional] Add your 3-minute maximum video submission (YouTube link, or Drive link). Please check permissions before submission and add a description of your project in the specified project section.

#### Submit your project to

#### https://deerhacks-2023.devpost.com/

to be eligible for demoing your project to the judges.

To sign up for demos and judging, a Google Form will be announced on Discord. Teams must fill out the form by **Sunday 9:30 AM** to be eligible for judging.

Good luck!

# JUDGING CRITERIA

To ensure fair play and competition, please take note of the following guidelines:

- Any code used in your project must be written between 9:00PM
  EST on Friday, April 28, 2023, and 9:00 AM EST on Sunday, April 30, 2023.
- Any design assets used in your project must be created between
  9:00PM EST on Friday, April 28, 2023, and 9:00 AM EST on Sunday,
  April 30, 2023.
- Your project must be submitted at <u>https://deerhacks-</u>
  <u>2023.devpost.com/</u> to be eligible for judging.
- You are allowed to install software in advance, plan your team and project in advance, and 3D-print parts or prepare structural components for hardware projects in advance. However, assembling hardware projects in advance is not allowed.
- Plagiarism will not be tolerated and will result in disqualification.
- You may use publicly available libraries/packages/assets.
- Final interpretation of all the rules included in this document is at the sole discretion of DeerHacks organizers, and any potential violations will be dealt with privately between the team and organizers.

# **JUDGING CRITERIA**

#### Judging criteria will be based on the following:

**Implementation:** Does the prototype work? (Mockups or no-code tools are allowed)

**Design:** How aesthetic is the design? How easy and enjoyable is the user experience?

**Usefulness:** Does this solution actually solve a problem?

Creativity: How unique is the solution?

(Bonus) Pitch: Did the team present the project well?

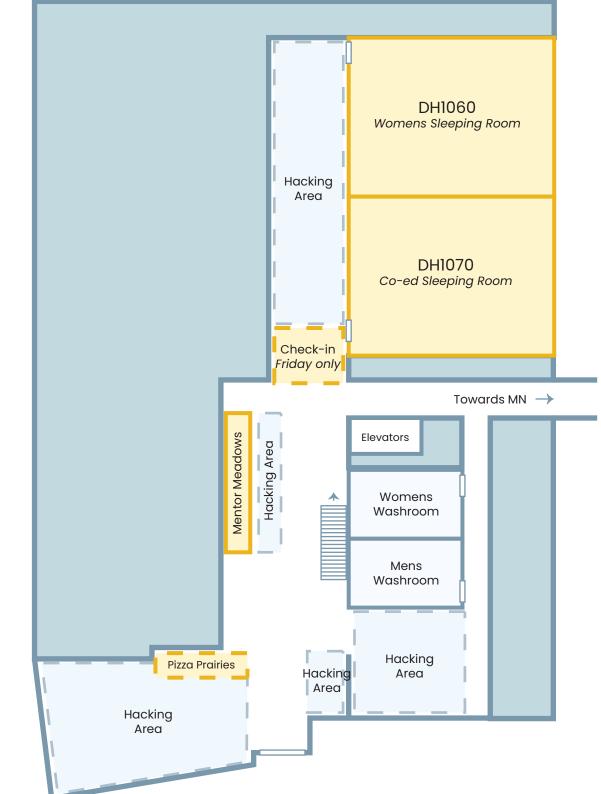
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Good luck!



## DH 1st Floor

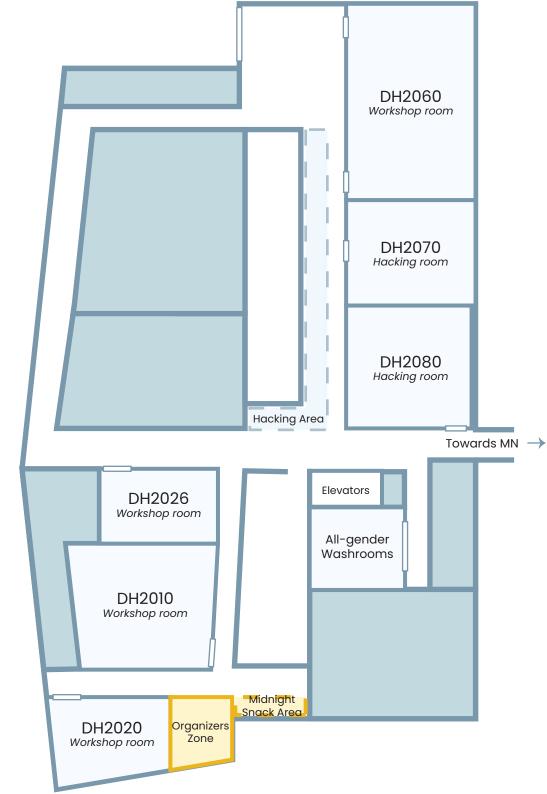
#### Reminders

Please stay within the first two floors of DH and MN

Do NOT eat or drink in classrooms (water permitted)

Classrooms marked "Hacking Room" on this map or public areas can be used by hackers at anytime.

Do not enter any unmarked classrooms.



# DH 2nd Floor

#### Reminders

Please stay within the first two floors of DH and MN

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#### Reminders

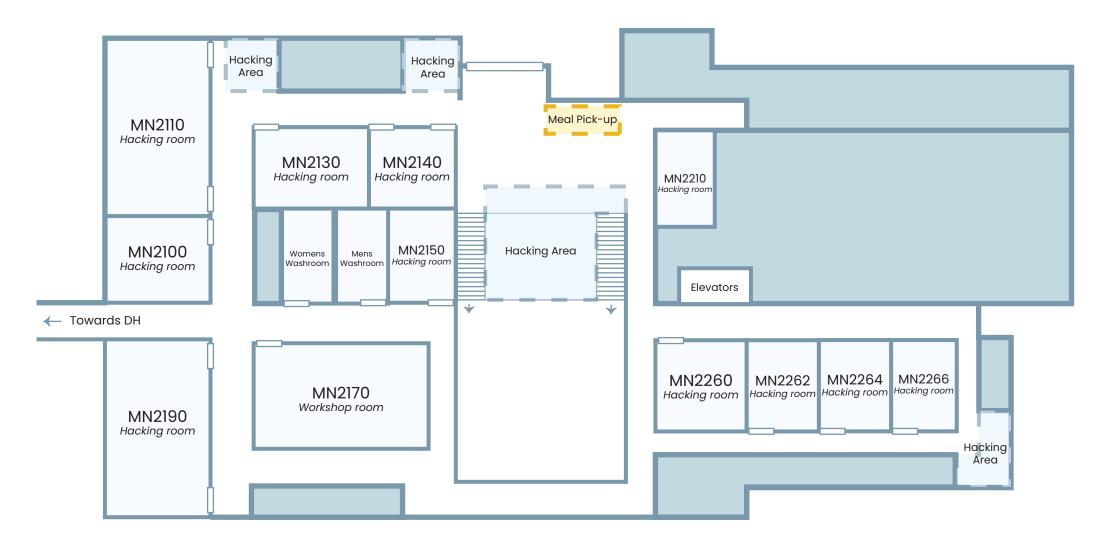
Please stay within the first two floors of DH and MN

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Classrooms marked "Hacking Room" on this map or public areas can be used by hackers at anytime.

Do not enter any unmarked classrooms.

# MN 1st Floor



#### Reminders

Please stay within the first two floors of DH and MN

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Classrooms marked "Hacking Room" on this map or public areas can be used by hackers at anytime.

Do not enter any unmarked classrooms.

# MN 2nd Floor





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