Hackathon Participation Guide

Overview

"Seeing Into the Unknown" was planned as an in-person hackathon to find novel solutions to problems faced in achieving situational awareness in the Dense Urban Environment. The event was slated to occur in New York City in April 2020, but due to the COVID-19 pandemic, NSIN hosted an online challenge as a lead-up event to an in-person hackathon to be held in the Fall. Due to ongoing public health restrictions, NSIN is now converting the hackathon into a fully virtual event slated for October 2020.

Up to 3 teams will receive contracts of up to **$15,000** each to continue developing their solutions. Participation in the online challenge is not a pre-requisite to compete in this hackathon. Details on the challenge are provided below.

Procedures and Timeline

- The submission window will re-open on **October 1, 2020 12:00 (EDT)** and close on **11:59 PM (PDT)** on **October 16, 2020**. Submissions before October 1, 2020, or after October 16, 2020 will not be considered.
- **Online Challenge Participants:** For those teams who participated in the online challenge, follow the instructions below:
    1. Create a card on the [Dense Urban Environment challenge site](#) on the Dense Innovation Network (DIN). Add in your team name, and the high-level details about your submission. If you already created a card during the online challenge, feel free to edit it based on any changes you made to your solution. ***Disclaimer***: the DIN is publicly visible and solutions can be seen by anyone. You should avoid posting any proprietary or sensitive information.
    2. Before saving the card, add "20-1 DUE Submission" as a tag to your card.
    3. Email your slides and video to kpavgi@nsin.us and mantholt@nsin.us no later than **11:59 PM (PDT)** on **October 16**. If you wish to keep your existing submission, then please let us know about your intention to use your previous files.

- **New Submission:** For those of you who did not take part in the online challenge but wish to compete in this hackathon, follow the steps below:

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2. Before saving the card, add "20-1 DUE Submission" as a tag to your card.
3. Email your slides and video to kpavgi@nsin.us and mantholt@nsin.us no later than 11:59 PM PST on **October 16**.

- A panel of judges will down-select teams between **October 18-23** for a pitch competition to occur on **October 31, 2020**. Teams will be notified on their participation in this pitch competition no later than **October 25.**
- NSIN will announce the results no later than **November 1, 2020.**

Submissions

Submissions should describe your solution concept. The format and content are up to you, but your submission should be responsive to the criteria described in the scoring rubric below. Your project will be evaluated on the content of your submissions, so it is incumbent on you to include evidence that you have met as many of the criteria as possible. Submissions will consist of:

- A PowerPoint or similar type presentation of no more than 10 slides. One slide – not to be counted to the total – should include your team name, team members, and 1-2 sentence description of your solution
- A video presentation of no more than 2 minutes
- A card on the Dense Urban Environment challenge site outlining your team name, and high level description of your solution. Card must also include a tag for "20-1 DUE Submission"

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Scoring Rubric

Submissions will be evaluated based on the following rubric:

1. Impact (35%)
   - Problem Statement: How well do you define and scope the problem that your solution addresses?
   - Problem Alignment: How well does your Problem Statement align with the Challenge Statement and focus areas?
   - Need – DoD: How big is the DoD need for the proposed solution? What benefit does it provide over the status quo?
   - Need – Private Sector: How big is the private sector need for the proposed solution? What benefit does it provide over the status quo?
2. Team Membership and Execution (25%)
   - Diversity of Team Member: How diverse are the team members' experience levels, skills, and backgrounds?
   - Hack Journey: How well did you incorporate new information learned during the online challenge into your solution? How did you use this information to iterate to improved solutions?
   - Customer Engagement: How well did you engage with online challenge mentors and subject matter experts and seek out customer feedback?
3. Product/Service (40%)
   - Product/Service description: How well do you describe your product or service, its beneficial features, and how it is different from other available solutions?
   - Applicability: How well does the proposed solution apply to real-world operating conditions?
   - Practicality for Stakeholders: How practical is the solution for all stakeholders (not just end-users)?
   - Resources required to implement: How reasonable are the resources required to produce, field, and support the proposed solution? Are they reasonable in comparison to the benefit gained by fielding the solution?
   - Technical feasibility: How feasible is the scientific basis for the proposed solution?
   - Innovative approach: Is your approach based on out-of-date technologies or ground-breaking ideas?

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Judging

A select group of online challenge mentors will form the initial judging panel to down-select the finalists. After the online challenge has concluded, each judge will conduct evaluations of the submissions based on the scoring rubric above. The results will be compiled to produce overall scores for each of the submissions. After the results are compiled, the judging panel will hold a deliberation session, and the compiled results will inform the judging panel's selection of finalist teams to move forward for the pitch competition.

A separate and final panel of judges will determine the winners of the "Seeing Into the Unknown" hackathon through a pitch competition on October 31. Further information about the judges and the final round of judging will be announced in the coming weeks.