

5th Annual H2O Hackathon

Guidelines and Procedures

The H2O Hackathon is an **app building** and multi-media campaign creation competition and event. Teams will build a **mobile app prototype or create a multi-media campaign** that addresses water conservation.

Here are some important guidelines and procedures:

- Teams consist of **4 students and 1 coach**
- Teams must be from San Joaquin County
- Each team will be required to submit a **working app** created in by the end of the competition. [Code.org's APP LAB](#) is available, but any software platform is acceptable as long as a link can be provided to judges at the end of the competition.
- For the multi-media campaign should include one 30 second “viral” video for and a digital infographic, meme, or poster that includes a catchy slogan. You are free to choose any software to create your campaign.
- If there is certain functionality not available with App Lab, features can be “**simulated**” or teams can demonstrate how a final version would work.
- Teams will present their apps and campaigns using [FLIPGRID \(click the link for more information!\)](#). Presentations will be limited to 5 minutes. Your multi-media video should be edited into your group presentations.

We created a [Hackathon Toolkit Page](#) that includes rules and guidelines for the event, as well as new lessons, tutorials and courses to prepare your team for the Hackathon!

If you have any questions about the guidelines and procedures feel free to Contact us at ielove@sjcoe.net