Survival guide
UHACK 2023

Competition Venue

Main Hall | Alexandre-Taché Campus
Enter through Door #1

Address

Université du Québec en Outaouais (UQO)
Alexandre-Taché Campus
283 Alexandre-Taché Blvd.
Gatineau, Quebec
J9A 1L8

Parking

You can park your car for free in PARKING ZONE #2 of the Alexandre-Taché Campus. Volunteers will be available to guide you, if needed.

Prepare for UHACK

- Form a team beforehand (if you can).
- Gather information about our major sponsors: Ville de Gatineau and CREDDO. They will be presenting UHACK's Grand Challenges.
- Get familiar with the event schedule (available at uhack.ca).
- Read the Code of Conduct carefully.
- Subscribe to our Instagram page @uhack_2023 and stay informed!

What is provided:

- Free parking (zone #2).
- WIFI Internet connection.
- Meals on March 18th (breakfast, lunch and dinner) and March 19th (breakfast and lunch).
- Snacks and beverages.

You'll need to bring:

- Your laptop.
- Your own equipment (extension cords, power strips, etc.).
- Your own software.
- Your water bottle.

Please write to uhack@uqo.ca if:

- You have any food allergies or intolerances.
- You have questions related to the event.

Game plan – UHACK 2023

Networking and team formation

Upon your arrival at UQO, you must confirm your presence at the registration counter (Main Hall, Alexandre-Taché Campus, Door #1). You will then be given your gift bag.

The 9 a.m. to 10 a.m. period is for networking. You will have the opportunity to chat with your mentors, visit partner booths and build relationships with other attendees. **This is an opportunity for students who don't already have a team to form one or join an existing group.**

Challenge reveal

At 10 a.m., the organizers will present the event's schedule and the rules of the competition. Next, UHACK's major sponsors (Ville de Gatineau and CREDDO) will each present their challenge. A question period will follow these presentations.

You and your team will then have to choose one of the challenges presented and confirm this choice to the organizing committee. As soon as your team is officially registered to a challenge, hacking can begin.

"Cheat Code" workshops

In addition to your main project, you can choose to attend one of UHACK's "Cheat Code" workshops. These 30 minutes workshops cover a variety of topics related to the design of a digital solution (project management, electronic circuits, data analysis and management, cybersecurity and user interface design).

By attending one or more "Cheat Code" workshops, you can check whether your project meets the criteria assessed by the jury. Your participation can also allow you to acquire new personal skills or an expertise that is not held by any member of your team, which maximizes your chances of designing the best solution possible!

Hacking period

Hacking can begin as soon as a team is officially registered for the challenge of its choice and can continue until 10 p.m. on Saturday evening. Work resumes on Sunday at 8 a.m. and ends at 12 p.m.

First elimination

Between 1 p.m. and 2 p.m., members of the jury will visit each work station to get to know the projects and select which teams will move on to the next stage (pitches). Teams that are not chosen by the members of the jury will be eliminated.

However, we encourage participants to stay put, as other prizes are up for grabs (other than those related to the Grand Challenges).

Pitches, deliberation and announcement of winners

Each of the chosen teams will have to appoint a spokesperson who will be responsible for presenting the project on stage, in front of the audience. A maximum of 3 minutes is allowed for each pitch, followed by a 5-minute question period.

Next, members of the jury will leave the room to deliberate behind closed doors (from 3 p.m. to 4 p.m.). During this time, attendees will take part in a surprise activity.

At 4 p.m., the winning teams will be announced, and prizes will be awarded. Acknowledgments and closing remarks will follow.

Hackathon Rules
UHACK 2023

Teams and projects

- Each team shall consist of 2 to 5 participants.
- Participants cannot work alone on a project.
- Any team of more than 5 members will be automatically dissolved (participants will have to join other teams).
- It is strictly forbidden to use a team member's previous work or project, to plagiarize or to call on external support (professional or non professional) during the hackathon, under penalty of elimination.

Hardware and software

- Attendees provide their own hardware and software.
- Participants are responsible for their equipment throughout the duration of the hackathon.
- UHACK 2023 is not responsible in the event of theft, breakage or fire.
- Participants who use equipment or software that does not belong to them must ensure that it is free of copyright.

Assessment

- The jury will assess the projects with neutrality using a scoring grid.
- Each Grand Challenge has its own scoring grid.
- For each Grand Challenge, the team with the highest score wins the challenge and gets the associated prize.
- In the event of a tie, the winning team will be determined by drawing lots.

Prizes and appeal

- Prizes will be handed over in person to the winning teams during the closing ceremony of the hackathon.
- A team can only receive one prize awarded by the jury.
- No appeal is allowed following the designation of the winners by the jury.
- The prizes offered are as follows:

Ville de Gatineau Award
Best project – Ville de Gatineau Challenge
1 Meta Quest 2 Immersive All-In-One VR Headset offered to each member of the winning team.

CREDDO Award
Best project – CREDDO Challenge

1 Immersion Glamping package (2 nights) at Dômes Outaouais offered to each member of the winning team.

Antidote Award
Quality of written and spoken French
1 copy of Antidote + Personnel offered to each member of the winning team.

Intellectual property

- The solutions designed during UHACK 2023 are the property of the participants who contributed to their development.

Photos and videos

- Photos and videos will be taken during UHACK 2023.
- Participants grant permission and give consent to the use of these images for internal and/or external communication purposes or event promotion.
- People who do not wish to be photographed or filmed must inform members of the organizing committee before Saturday March 18th.

Agreement to follow rules

• By attending UHACK 2023, participants implicitly agree to follow these rules.

Code of Conduct
UHACK 2023

The UHACK 2023 team is committed to ensuring a safe and harassment-free environment for members of the student community, partners and mentors participating in the event.

Harassment is undesirable behavior manifested either by repeated behavior, words, acts or gestures, which are hostile or unwanted, and undermine the dignity, the psychological or the physical integrity of a member of the community and resulting in a harmful working environment.

Harassment can manifest itself, in particular (but not limited to), by the following behaviors:

• comments or actions aimed at scorning, belittling, ridiculing, intimidating, blackmailing, coercive;

• threats, denigration, humiliation, repeated insinuations, baseless accusations, repeated attempts to exclude or isolate, blackmail, undue pressure, insults;

• degrading comments, attitudes or gestures relating to the human potential, the physical and intellectual capacities of an individual;

• improper monitoring of comings and goings, which could lead to shadowing;

• attempts or unsolicited communications.

This Code of Conduct applies to:

• all activities taking place as part of UHACK 2023, including workshops, presentations, demonstrations, participant projects, teamwork and social activities.

• any form of exchange, verbal or written, on any platform, including social networks.

Participants, partners or mentors who violate the code of conduct will be excluded from UHACK 2023.

If you are a victim or witness of harassment, we invite you to report it to an organizer.