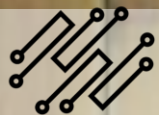


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Husky Hackathon

<2021>



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PARTICIPANT GUIDE:

Tracks, Schedule, Tools & Resources



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OVERVIEW

May 7-9, 2021

Welcome to the Husky Accessibility Hackathon!
This document has the links and resources you'll need throughout the Hackathon.

Challenge Prompt

The Husky Accessibility Hackathon aims to bring to life creative and innovative solutions to empower people with disabilities and create a more accessible world by leveraging the power of Artificial Intelligence and Cloud Computing

Track A

Reimagine Accessible Education

Students with disabilities face many challenges in the classroom and remote learning. Accessible technologies can improve the learning experience of students with disabilities by addressing a diversity of needs that include learning, visual, hearing, mobility, neurodiversity, and mental health.

*Examples; Learning: Autism, Visual: Blindness, Hearing: Deafness, Mobility: Arthritis, Neurodiversity: Dyslexia , Cerebral Palsy, and Mental health: Anxiety, Depression

- How to create an inclusive, student-centered learning environment and increase success by empowering every learner to achieve more, regardless of their abilities or disabilities.
- How to help students with disabilities gain equal access and equity by addressing diversity of needs.
- How to make remote/e-learning more accessible to all students

Track B

Improve Accessibility in Employment

Application, interviewing and hiring processes must be accessible to enable applicants or employees with disabilities to participate in the process and enjoy benefits and privileges available to other applicants and employees.

- How to help people with disabilities fulfill their professional goals.
- How to investigate, understand, and improve employers' perspectives in employing people with disabilities.
- How to improve the job application and interviewing process for people with disabilities.

Track C

Increase Quality of Life with Tech Accessibility

In recent years, mobile and web-based applications have made a huge impact on people's lives. They have impacted almost all aspects of our daily life. Web accessibility is an important factor for people with disabilities, as technology has become ever more integrated into our daily lives.

- How to enable a secure and easy online shopping experience for people with disabilities.
- How to enhance navigation for people with disabilities.
- How to empower people with mobility and physical disabilities to do daily activities more independently.

Schedule

Friday, May 7th

4:00 pm (now!): Problem Statement Released

4:30 pm: Hackathon begins!

Saturday, May 8

12:00 PM Mentors Hours Open

4:00 PM Mentor Hours Close

Sunday, May 9

- 12:00 PM Final presentation decks due
- 12:30 PM Final presentations to Judging Panel
- 4:00 PM Judge deliberations
- 4:15 PM Winner Announced/Closing Remarks by AWS
- 4:30 PM Note of thanks by Jessica Hatz/Wyatt Wenzel
- 4:45 PM CHALLENGE ENDS

Tools for Virtual Communication

Tools for Virtual Communications



Slack will function as the primary form of communications throughout the Hackathon. It will be integral to your engagement with mentors, team-members and our team.

You should have received a Slack invitation. If not, please request one **here**.

A guide to Slack can be found **here**.



We will host several Challenge-wide Zoom webinars (see the schedule for details). All sessions will be recorded for participants who cannot join synchronously.

Mentors

Mentors

Would you like an expert opinion or viewpoint? Connect with experienced mentors from a variety of professional backgrounds by using the dedicated Slack channels.

The mentors will be available on May 8 to provide feedback on your idea, bring real-world experience to share, and listen to your practice pitches to help you prepare for your presentation before the judges.

Crafting a Pitch

Pitch Decks

Two great resources for crafting a pitch deck:

<https://www.sequoiacap.com/article/writing-a-business-plan/>

<https://guykawasaki.com/the-only-10-slides-you-need-in-your-pitch/>

Technical Resources

Amazon Web Services (AWS)

Amazon Web Services (AWS) provides cloud computing and virtual machine access with a variety of free and paid options.

AWS will provide **free AWS credits** and **dedicated support** to all teams.

Access Instructions

- Engage with the AWS team via Slack channel: #aws_educate_help
- <https://aws.amazon.com/blogs/industries/why-accessibility-is-the-hotel-industrys-most-overlooked-asset/>
- <https://aws.amazon.com/blogs/industries/how-lekker-energie-improves-customer-service-productivity-and-accessibility-with-amazon-connect/>
- <https://aws.amazon.com/blogs/publicsector/aws-educate-students-create-app-to-solve-healthcare-accessibility-issues-around-the-world/>

Submission Guidelines

Submission Guidelines

Presentation should be submitted in MS PowerPoint format **to** wyattw26@uw.edu **no later than 12:00 pm on Sunday, May 9th at 12:00 PM PST**

10 minutes to present your pitch.

5 minutes of Q&A from the judges.

Judging Criteria

Judging Criteria

Impact	Implementation	Business Scope	Presentation
<p>Does the solutions solve a real problem?</p> <p>Does it have the potential to improve the quality of people's lives?</p> <p>What is the scope or depth of impact of this solution?</p> <p>Does low socio-economic background or most vulnerable population benefit from this solution?</p> <p>How does the solution attack the problem of accessibility in tech?</p>	<p>Is the solution feasible right now vs future?</p> <p>Can it be implemented at a scale which will actually impact people's lives?</p> <p>Does the team provide convincing rationale why this solution will work? Do they address significant technical issues?</p> <p>Does the solution consider user experience, interface, and service design/scalability?</p> <p>How did the team address accessibility while designing the solution?</p>	<p>Does this solution have a potential of holding up as an actual business?</p> <p>Is the business plan well thought out and feasible?</p> <p>Is it sustainable? Does it face intense competition?</p> <p>Is the current political, societal or business context right for such a solution?</p> <p>Does the business plan address the accessibility track chosen by the team?</p>	<p>How effective was the presentation?</p> <p>Were they able to provide enough evidence to back their solution?</p> <p>Were they able to effectively deliver the idea of accessibility through their product and the presentation?</p> <p>Were they able to answer questions posed by the judges in a satisfactory manner?</p>

Policies

Photos/Videos

Photographs and/or Videos may be taken during the event.

By entering and attending this virtual event, you acknowledge and agree that your likeness may be included in photos and videos of the event and used by University of Washington, Foster School of Business and Foster Tech Club in connection with communications about the Husky Hackathon or in other such communications.

If you do not agree, please do let us know.

Next Steps

Next Steps

After the challenge, selected teams will have the opportunity to bring their solutions to life with the support of our partners.

Thank You!

We appreciate your time and effort you committed to making this event a success and to make tech more accessible and inclusive!