

CHIuXiD 2019

HACKSPRINT RULE BOOK

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Quick Facts

Theme

How Digital Transformation Can Help Environment Sustainability

Important Dates

- Round 1: Proposal Submission (11 February 2019).
- Review Results and Shortlist Announcement (18 February 2019)
- Round 2: Prototype Submission (28 February 2019).
- Payment (8 March 2019).
- Round 3: Hacksprint (3-4 April 2019).
- Round 4: Conference and Final Presentation (5 April 2019).

Submission

Team leader register his team (max. 3 person per team) and submit their proposal through [Google Form](#).

Deliverables

- Round 1: proposal.
- Round 2: proposal, video, and prototype.
- Round 3: pitch deck and prototype.
- Round 4: pitch deck and prototype.

Registration Fee

- The registration fee is USD 225 for international team or IDR 1.950.000 for Indonesian team.
- The fee includes 2-day Hacksprint Workshop (3-4 April 2019) + 1-day International CHlUXiD 2019 Conference (5 April 2019).
- The semifinalists who register before 1st March 2019, you will receive 50% Cashback when they attend the Hacksprint Workshop and for the 1st, 2nd and 3rd winners, you will receive 100% Cashback for your registration + Financial Prize.

Prize

Hacksprint is usually not intended as a competition, but to appreciate the passion and efforts of contestants, we offers a prize for the best (IDR 5.000.000), second best team (IDR 3.000.000), and third best team (IDR 2.000.000).

Committee

Auzi Asfarian, Hutomo Budi, Fredy Jingga, Johan Setiawan.

Welcome to CHluXiD 2019 Hacksprint

CHluXiD 2019 Hacksprint facilitates students (high school, diploma, undergraduate, and graduate program) and professional from various design and technology backgrounds (e.g. HCI, UX, ICT, industrial design, product design, visual design, interaction design) to demonstrate their problem solving and design ability to propose a solution for a socio-cultural issue in Indonesia. This year's theme for this competition is "How Digital Transformation Can Help Environment Sustainability".



CHluXiD 2019 Hacksprints will provide refreshing perspectives on how design teams

from different disciplines and different Asia Pacific region approach a common design problem. It will also give you a chance to meet others passionate people working in a similar area and provide the participants with an opportunity to network with HCI and design professionals.

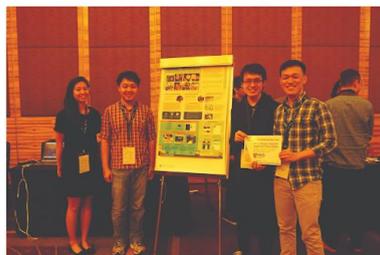
Selected proposals will be invited to conduct two day hacksprint where your idea will be enhanced by international mentors. The best five teams will be presented at the CHiUXiD 2019 international conference. You will gain valuable inputs, comments, and suggestions from conference attendees, speakers, academicians, and the panel of international judges.

Previous Hacksprint Winners

Last year, we have 17 teams join us in the onsite hacksprint in UGM Innovative Academy. The winners are:

Rank	Product Name	Institution	Product Description
1	Patoscan	Gadjah Mada University	Present their products that makes blood analysis easier and faster
2	Makora	Gadjah Mada University	Makora is an application that useful for users who want to shape their body by live healthily.
3	Hey Liz!	Gadjah Mada University	Hey Liz creating a chatbot for depressed people.

Previous Event Highlights



Design Brief: How Digital Transformation Can Help Environment Sustainability

Sustainability is one of today's hottest topics. With the initiation of [Sustainable Development Goals](#) (SDGs) in 2015, the world efforts to develop while still responsible for environment catch massive media coverage and positive public interest. These days, many institution, government, private, communities, event individual, has innovate to develop a creative solutions to replace not environmentally friendly practices to more sustainable way.

The theme of CHluXiD 2019 is digital transformation. We will see how various researcher and company implements human-computer interaction (HCI) and user experience (UX) practices to transform their core business process. Through these hacksprint, we challenge you to develop a prototype of technologies that will transform existing practice into more kinder to the environment and have a positive impact on society. For example, in Surabaya, you don't need cash to ride the bus. [You can instead pay it with your trash.](#)

The scope of this design is very broad. You can focus on one of seventeen SDGs goals related to environment, e.g. no hunger, clean water and sanitation, renewable energy, responsible consumption, climate action, life below water, and life on land. You also can solving waste problems in the ocean, improve education, improve tsunami early warning system and many more ideas you can think of. You can also gain inspiration from the environment problem you found in small scale, because a small things that done in a long period of time also will have a great impacts. The sky is the limit.

You can work with an existing community or even creating a new community. You can target various community to work with your solution, for example people in the same region, community of practices in professional fields, rural communities, or even a group of people with same interest. We encourage, even require, you to used HCI and UX practices to involve your users in your development process. You can use various user research techniques available to you to understand the problem and develop empathy to your audience. We also encourage you to use UX methodologies when you develop your design. Lastly, don't forget to test your prototype, even in the lowest fidelity form to make sure your solution works.

You can used emerging technologies as you like, even if doesn't have access to it yet. You can use fabrication technologies like 3D printing, sharing economy, big data analytics, internet of things, gamification, or even extended reality. However, experience and various cases has show us that the best solutions may born from a simple and yet sharp insight that come from tedious research and only required

minimal technology. India has their own term on this, *jugaad*, which basically means a simple hack.

From this hacksprint, we hope you can elevate your design to the next level and become an innovator on environment sustainability. We provide you access to a board of international reviewers and experienced mentor that will give you feedback and wisdom to make your design even better. We also give you an access to our conference in Surabaya, where you can enjoy a good networking session and widen your knowledge through keynote speech and workshop. Do your best to create a positive impact to the world!

What You Will Get in CHluXiD Hacksprint

Access to CHluXiD 2019 Conference in Surabaya

CHluXiD 2019 Hacksprint is a part of one week [CHluXiD 2019 Conference](#). Your registration fee includes three tickets (valued USD 750) to attend CHluXiD 2019 Conference in Surabaya. We invite distinguished speakers from around the globe that will share their groundbreaking works.

Connection and Exposure to International HCI/UX Communities

[ACM SIGCHI](#) (The ACM Special Interest Group on Computer-Human Interaction) is the world's largest association of professionals who work in the research and practice of computer-human interaction. The members include a computer scientists, software engineers, interaction designers, graphic designers, sociologists, multimedia designers, and anthropologists, What brings us together is a shared understanding that designing useful and usable technology is an interdisciplinary process, and when done properly it has the power to transform persons' lives. Through this event, we invite you to join us and gain the benefit from our communities and make your purpose heard.

Access to Experienced Mentors

We invite experienced mentors in various field from various countries to help you sharpen your design. The mentors are ranged from Google Developer Experts, researcher, academician, and professionals on this field. This is a very rare opportunities, especially in Indonesia.

Prize Money and Certificate

Hacksprint is usually not intended as a competition, but to appreciate the passion and efforts of contestants, we offers a prize for the best (IDR 3.500.000) and second best team (IDR 2.000.000). All team participate on the on-site hacksprint will received a digital certificate.

Hacksprint Facilities

With your registration fee, you also get an access to hacksprint kit that you can use to make your solutions. You also will gain access to lightning-talks deck and the all important delicious lunch to make sure you have enough strength to enhance your solution.

Hacksprint Structure

The hacksprint is divided into four rounds: proposal submission, prototype submission, hacksprint, and final presentation. Through each round, your design should show notable improvement.

Round 1: Registration and Proposal Submission (2 February)

Team leader register his team (max. 3 person per team) and submit their proposal through [Google Form](#) at least 2 Februari 2019, 23:59 anywhere on earth. The proposal is presented in [ACM SIGCHI Extended Abstract](#) and contains at least:

- Submission title and team identity.
- Abstract (max 150 words).
- Introduction.
- User experience design methodologies.
- Persona.
- User research results.
- Prototype (low fidelity is acceptable).
- Technology used (optional).
- Testing.
- References.

Review and Shortlist Announcement (18 February)

All proposal will be distributed to our international board of reviewers. The reviewers will select the proposal that suitable to hacksprint theme and deemed eligible to join the hacksprint. You will also received, regardless of your results, the commentary for the reviewers. The shortlist will be announced at 18 February 2019 by email and CHlUxiD 2019 channels.

In this steps, you also will received a letter of invitation to CHlUxiD 2019 hacksprint. If you are students, you can use this letter as one requirement to request funding to your university. Please contact us if you need any additional documents.

Round 2: Prototype Submission (28 February)

After you improve your initial design based on the reviewers feedbacks, you must submit the revised proposal, prototype, and a video to introduce your prototype.

- **Proposal:** please update the proposal with second iteration of your design process (what your team do after you get the reviewers feedbacks).

- **Prototype:** develop at least medium fidelity prototype of your works. You can send the prototype by submits the public URL or send the compressed file of your prototype. In both case, we also asked you to provide a manual on how to setting the environment to use your prototype; simple explanation is okay if it is obvious enough. If your products contains physical parts or other interaction that cannot be shown in prototype, you can explain it in the video.
- **Video:** create a short video (max. 5 minutes) that demonstrate how your design works. This video must be uploaded to YouTube and set as public. We encourage you to share the video to get a feedback from as many audience as possible. The viewers responses will become one of our consideration when we selecting the best design. Friendly note: The quality of feedback and comments from your viewers are more valuable to us than the number of view and likes. So, please encourage your peers to send constructive feedbacks in your video.

We request you to use opening and ending screen that shows CHluXiD identity. We will send the high-resolution images to you by email on the later date. We also will reach you by email to send you the online form to submit your proposal, the prototype, and URL to the video.

Payment (8 March)

The registration fee is USD 225 for international team or IDR 1.950.000 for Indonesian team. This includes an access to two days hacksprint and also CHluXiD Conference in Surabaya. We will inform the payment process to all team that submit their works in the second round by email. We will send you the digital invoice after we confirmed your payment.

Round 3: Hacksprint (3-4 April)

Finally, in this steps, you will conduct the hacksprint with our experienced mentors. The hacksprint will includes several lightning talks to introduce you to hacksprint culture and design sprint methods. You also will have a discussion with variety of mentor to gain feedback and suggestions related to your design. In the end of the second day, you will presents your works in front of all mentors and participant (2 minutes preparation, 5 minutes presentation, 5 minutes QA).

Round 4: Final Presentation (5 April)

In the conference, we will announce the top five teams that will presents their works. Each team will have 10 minutes to present and demonstrate their design and 5 minutes to answer the question from the judges. After the presentation, the judges will have a meeting to select two winners that will be announced in awarding ceremony. All certificate will be send to you by email at least a week after the awarding done.

Judging Criteria

Impact

How important the problem in society? Is this a new problem to solve, or already solved by other products? How many people will be affected by it?

UX Methodology

How well the team perform UX methodology includes user research, persona, user journey, and insight driven design, etc.

Solution

Does the solution have interesting interactions and are able to engage users well? How well prototypes are made depicting the envisioned product?

Pitching

Are participants able to present their work clearly, concisely, in the given time? Are demonstrations able to show the value proposition of the proposed work?

Venue and Schedule

Venue

The hacksprint will be conducted in Surabaya. The specific venue will be announced later.

Schedule

Day 1: Wednesday, 3 April 2019

Time	Activity
08.00 - 08.30	Registration
08.30 - 09.00	Opening Remarks
09.00 - 09.30	Lightning Talks #1: Hacksprint Onboarding and Mentor Introduction
09.30 - 10.00	Lightning Talks #2: Design Sprint
10.00 - 12.00	Hacksprint
12.00 - 13.00	Break and Lunch
13.00 - 16.00	Hacksprint

Day 2: Thursday, 4 April 2019

Time	Activity
08.00 - 11.00	Hacksprint
11.00 - 12.00	Pitching Preparation
12.00 - 13.00	Lunch
13.00 - 16.00	Pitching (2 mnts preparation, 5 mnts presentation, 5 mnts QA)
16.00 - 16.15	Closing

Day 3: Friday, 5 April 2019

At 11 AM, we will announce and invite five best team to presents their products in the front of conference audience. At the end of conference, we will do awarding ceremony to two best solutions. So, you might want to stay until the end and enjoy all the benefits of the conference.

Rules

- Each participant is only registered in one team.
- One team is only allowed to submit one submission.
- The ideas must be original and free of plagiarism.
- Submission must cite and attribute all references used properly.
- All team member must participate in hacksprint and presentation. If one or more team member are unable to come, the team must contact the Chair at least three days before the event.
- All team must attend the awarding ceremonies.
- Any violation of these rules will caused your team disqualified from the hacksprint. In this case, the registration fee is non-refundable.
- All decision by judges is final and cannot be nulled.