



Event Summary

Mid-America Technology Alliance (MATA) hosted the Third Annual **Hack 4 Good weekend** from Friday November 2nd 2018 to Sunday November 4th 2018 at **The eFactory** in Springfield Missouri.

Hack 4 Good includes a one day **High School Programming Competition** that prepares students for collegiate competitions and a three day **Weekend Hackathon** that gives software developers and designers an opportunity to improve their skills in a competitive environment while benefiting a local non-profit. We accept project proposals from local non-profits and select the project in advance. This year, we chose a suicide-prevention app/website project submitted by "Borrow My Angel".

Each team may demo their final project to a panel of judges who score each project based on user interface, creativity, and overall execution. Top three teams are recognized with awards and prizes.

We work with the non-profit to review team projects and identify features and design elements they prefer before transitioning one of the projects to our quarterly Hack Night events, where developers and designers have an ongoing opportunity to help maintain and improve past community projects.

Hack 4 Good is fully funded by our sponsors. Thanks to their support, we are able to provide each participant with free registration, an event badge, an event shirt, meals, snacks, and drinks.

Event Sponsors





Table of Contents

Event Summary	1
Table of Contents	2
High School Programming Competition	4
Weekend Hackathon for “Borrow My Angel”	7
Quarterly Hack Nights	11
Sponsors	12
Food and Drinks	13
Financials	14
Financials - High School Programming Competition	15
Financials - Weekend Hackathon	16
Financials - Quarterly Hack Nights	17
Committee Members and Volunteers	18
Community Project Ideas	19
Solicitation Process	19
Application Process	19
Project Ideas Received	19
Lessons Learned	21
Disclaimer	22
Copyright Notice	22



High School Programming Competition

Friday November 2nd 2018 (8 a.m. to 2 p.m.)

Mid-America Technology Alliance hosted the **Second Annual “High School Programming Competition”** as part of our **Hack 4 Good 2018** weekend at **The eFactory** in **Springfield Missouri**.

Background

This event is designed to prepare **high school students** for future collegiate ACM-ICPC contests. Each team of 2-3 students has 3-½ hours to solve up to 12 problems on a single computer. Once a problem is solved, the team uploads their code solution to a website that automatically judges and scores each solution. The team receives an immediate correct/incorrect response. Everyone can monitor team progress on live scoreboards throughout the building and online. Trophies are awarded to 1st, 2nd, and 3rd place teams. The winning school also receives our traveling trophy for the year.

This Year

This **second year event** saw good increases in both **registration** and **attendance** and almost met our goal of 30 student participants. We intentionally structured sponsorships to cover all costs so that we did not have to charge an entry fee. We were more aggressive and intentional about contacting area computer science teachers and have grown our mailing list to 39 computer science teacher contacts. We were able to provide a team packet with practice materials^[1] several months in advance and online preparation resources^[2] several weeks in advance. As a result, nearly every student who registered attended the event. Visit our Scoring Website^[3] to view final results.

Next Year

Our **third year event** is tentatively scheduled for **Friday, November 1st, 2019** (8 a.m. to 2 p.m.). We will continue growing the event by providing improved study materials, by making contact with even more computer science teachers in advance, and by offering separate contests for “beginner” and “experienced” teams. Our goal is to host 20 teams (50 students) from at least 12 different schools.

The registration form will be updated to allow teams to indicate which language(s) they intend to use. We will not prepare/publish solutions for C or C++ unless participating teams use those languages.

^[1] Team Packet with Practice Materials <https://github.com/matasgf/hspc/>

^[2] Online Preparation Resources <https://hack4goodsgf.com/high-school/developer-tools/>

^[3] Scoring Website <https://score.hack4goodsgf.com/>



High School Programming Competition

Friday November 2nd 2018 (8 a.m. to 2 p.m.)

Registration and Attendance

	Hack 4 Good 2018			Hack 4 Good 2017			Increase (2017 vs 2018)			
	Register	Attend		Register	Attend		Register		Attend	
Schools	6	6	100%	4	4	100%	+2	+50%	+2	+50%
Teams	10	10	100%	7	4	57%	+3	+43%	+6	+150%
Students	26	25	96%	17	8	47%	+9	+53%	+17	+213%

Team Rankings by Score and Time

Rank	School	Team	Teacher	Language	Score	Time*	Solved
1	Ozark	PyGang	Steve Stoll	Python 3	1450	948	10
2	Republic	internetBox	Robin Robertson	Python 3	1300	744	9
3	Kickapoo	CodeApoo	Scott Neeman	Python 2	1250	818	9
4	Central	sudo make me a sandwich	Libby Pendleton	Python 3	1150	808	8
5	Ozark	Code Syndicate	Steve Stoll	Python 3	1050	905	7
6	Kickapoo	HackApoo	Scott Neeman	Python 3	700	554	6
7	GO CAPS	Team Iridescent	Kym Nelms	Java	700	907	6
8	McDonald County	MegaBytes	Jody Richards	Java	500	293	4
9	Republic	The Hack Street Boyz	Robin Robertson	Java	450	616	4
10	GO CAPS	HackDuck	Kym Nelms	Python 3	300	152	3

* Time is the sum of minutes elapsed solving each problem, always counting from beginning of contest.

Programming Languages

Language	2017 Teams	2018 Teams	2019 Support
C	0	0	Yes*
C++	0	0	Yes*
Java	1	3	Yes
Javascript	N/A	N/A	Considering
Python 2	0	1	Yes
Python 3	3	6	Yes

* We will only publish solutions if a participating team uses one of these languages.

High School Programming Competition

Friday November 2nd 2018 (8 a.m. to 2 p.m.)

Photos



Final Scoreboard

RANK	TEAM	SCORE	●	●	●	●	●	●	●	●	●	●	●	●
			PROB01 [100 PTS]	PROB02 [100 PTS]	PROB03 [100 PTS]	PROB04 [100 PTS]	PROB05 [150 PTS]	PROB06 [150 PTS]	PROB07 [150 PTS]	PROB08 [150 PTS]	PROB09 [200 PTS]	PROB10 [200 PTS]	PROB11 [200 PTS]	PROB12 [200 PTS]
1	PyGang Ozark High School	1450 948	2/14	1/23	1/33	1/48	0	3/86	6/184	1/155	1/113	1/108	1/144	0
2	internetBox Republic High School	1300 744	2/9	1/21	1/26	1/35	0	0	1/160	1/115	2/92	1/127	1/149	0
3	CodeApo0 Springfield Kickapoo High School	1250 818	3/29	1/15	1/37	2/58	0	1/170	1/103	1/76	2	1/109	0	1/206
4	sudo make me a sandwich Springfield Central High School	1150 808	1/18	1/24	1/31	4	0	1/200	1/105	1/181	1/122	1/127	0	0
5	Code Syndicate Ozark High School	1050 905	4/67	2/195	5/62	0	0	0	0	1/186	1/175	1/68	2/107	6
6	HackApo0 Springfield Kickapoo High School	700 554	2/17	1/32	1/53	2/79	0	1/161	2	1/202	0	0	0	0
7	Team Iridescent GO CAPS	700 907	3/105	1/115	1/128	2/149	0	0	1/187	1/208	0	0	0	0
8	MegaBytes McDonald County High School	500 293	4/70	1/20	1/58	1	0	0	0	0	1/130	0	0	0
9	The Hack Street Boyz Republic High School	450 616	3/145	3/148	1/162	0	0	0	5/121	0	0	0	0	0
10	HackDuck GO CAPS	300 152	2/24	1/31	3/82	0	0	0	0	0	0	0	0	0



Weekend Hackathon for “Borrow My Angel”

Friday November 2nd 2018 (6 p.m.) to Sunday November 4th 2018 (2 p.m.)

Mid-America Technology Alliance hosted the **Third Annual “Weekend Hackathon”** as part of our **Hack 4 Good 2018** weekend at **The eFactory** in **Springfield Missouri**.

Background

Our annual hackathon gives designers and developers an opportunity to build a simple solution for a well-defined community project over the course of a weekend. After considering 7 projects, we adopted a project for "Borrow My Angel", a local non-profit focusing on suicide-awareness and prevention. We help identify, define, and prioritize features prior to the event and we reveal Project Details^[1] on Friday night. Throughout the weekend, mentors provide technical guidance, staff from the non-profit provide project clarifications, and we provide food and drinks. Teams are invited to demo their projects to a panel of judges on Sunday afternoon. The top 3 teams are recognized with awards. The rest of the teams have a chance to win a variety of tech door prizes.

This Year

This **third year event** saw increased **registration** and **attendance** near our goal of 60 participants. We did not charge a registration fee. Cash and Product Sponsorships covered all costs (food, drinks, awards, prizes, badges, shirts, promotion, etc). We intentionally promoted this as an educational event to **designers** and **developers** by distributing 200 posters and 250+ flyers, announcing at local developer and creative meetings, announcing in various university classes, and frequently posting on social media. In a single weekend, participants, mentors, and volunteers spent over 1200 hours contributing to the project while building teamwork skills and learning about rapid development.

Next Year

Our fourth year event is tentatively scheduled for **Friday, November 1st, 2019** (6 p.m.) to Sunday, **November 3rd, 2019** (2 p.m.). Our goal is to connect 90 designers and developers with two separate community projects. We will offer teams more design and programming assets so they have the option to spend less time on basic project groundwork. We will encourage professional teams to mentor one or more college students. We may evaluate and recognize college teams separately.

^[1] Borrow My Angel Project Details <https://hack4goodsgf.com/projects/borrowmyangel/>

^[2] Recording of Project Demos and Awards <https://www.youtube.com/watch?v=-5HQPPRM4-g>



Weekend Hackathon for “Borrow My Angel”

Friday November 2nd 2018 (6 p.m.) to Sunday November 4th 2018 (2 p.m.)

Event Stats

	Hack 4 Good 2018			Hack 4 Good 2017			Increase (2017 vs 2018)			
	Register	Attend		Register	Attend		Register		Attend	
Projects Received		7			3				+4	+133%
Projects Considered		4			3				+1	+33%
Projects Accepted		1			1				+0	+0%
Registered Teams	11	10	91%	8	6	75%	+3	+38%	+4	+67%
Registered Participants	56	45	80%	30	23	77%	+26	+87%	+22	+96%
Team Members	39	36	92%		20				+16	+80%
Individuals	17	9	53%		3				+6	+200%
Demo Teams		10			5				+5	+100%
Demo Team Members		45			20				+25	+125%
Demo Team Overnights		23								
Demo Team Hours		999								
Committee Members	13	13	100%		8				+5	+63%
Committee Hours*		130								
Volunteers	10	9	90%		5				+4	+80%
Volunteer Hours*		90								

We begin soliciting project ideas in June, receive project suggestions in early July, determine which projects to consider (not too small or too large), and we invite organizations to our Pitch Night event in late July to learn more about their project. We accept a project based on this information and additional research related to specific technical requirements.

Team and individual registrations closed the Monday prior to the event. Individuals grouped into existing and new teams on Friday night. All teams shared their progress on Sunday, though several team members could not be present. We collected number of overnight stays (12am-6am) and total hours from each team.

* Estimated 10 weekend hours per volunteer. Does not include hundreds of hours related to planning and setup.



Weekend Hackathon for “Borrow My Angel”

Friday November 2nd 2018 (6 p.m.) to Sunday November 4th 2018 (2 p.m.)

Team Project Demos

Demo	Rank	Team	Members	Hours	Nights	App	Frontend	Backend
1		Bits & Burnouts	1	35.5	2		HTML/CSS/JS	Node
2		OTC Capstone	5	104	2	Xamarin	.NET	.NET
3		Dramatic Roosters	4	102	2		React/Bootstrap	Java MVC
4		Turkey Ghosts	6	110	0		HTML/CSS/JS	PHP
5		Hackitons	3	60	0	React Native		
6	3	Team Castiel	5	108	2	Swift (iOS)		
7		The Interns	6	92	1		Pug	Node
8		; DROP TABLE teams;	5	100	5	Xamarin		
9	1	Added Innovation	5	130	5	OutSystems	OutSystems	OutSystems
10	2	Sliceline	5	157.5	4	Cordova	Vue	Laravel
			45	999	23			

Team Members (from Top 3 Team Project Demos)

Rank	Team Name	Team Member Names
1st	Added Innovation	Mark Whisler, David Schlum, Austin Cummins, Jason Barnes, Ryan Williams
2nd	Sliceline	Levi Zitting, David Hamilton, Melisa Hamilton, Eric Schuman, Mike Copanos
3rd	Team Castiel	Ben Pomerence, Jordan Mcadoo, Tom Pepe, Caroline Miller, Amber Gillenwaters

Team Project Judges

Name	Role	Organization
Chuck Dow	Founder of Non-Profit	Borrow My Angel
Tim Franklin	2017 Project Lead	Gravitate Solutions
Myke Bates	2016 Project Lead	Eagle Speak
Maranda Provance	Planning Committee	Mostly Serious
Shannon McMurtrey	Planning Committee	Drury University

Weekend Hackathon for “Borrow My Angel”

Friday November 2nd 2018 (6 p.m.) to Sunday November 4th 2018 (2 p.m.)

Photos



Quarterly Hack Nights

Thursday January 17th 2019 (6-9pm)

Tentative - Thursday April 18th 2019; Thursday July 18th 2019; Thursday October 17th 2019

Summary

Our “Hack Night” events provide ongoing development and support for our past projects. We began planning and hosting quarterly "Hack Night" events in 2018. We invite developers and designers to attend these free educational events via Meetup^[1], Facebook^[2], and Slack^[3]. Thanks to our sponsors, we are now able to provide food and drinks to attendees.

This Year

We have been working to document the steps a contributor must follow to download and run the code for each community project. We have also begun documenting open issues that need attention within each community project so that new contributors can pick and choose which features they are interested in learning about and contributing to.

Next Year

Our goal is to collaborate with 12+ active contributors each quarter. We intend to provide sufficient online documentation so each person will be ready to contribute to a project as soon as they arrive, so we can spend more time on advanced training and developing of new features.

Photos



^[1] Hack 4 Good on Meetup <https://www.meetup.com/hack4goodsgf/>

^[2] Hack 4 Good on Facebook <https://www.facebook.com/hack4goodsgf/>

^[3] Hack 4 Good on Slack <http://hack4goodsgf.com/slack/>

Sponsors

Summary of Sponsorships and Fundraising

Summary

Our budget relies on sponsor/advertising income to cover all event costs, so that registration costs are not a barrier to entry for attendees. We were unable to sell the Gold/Silver packages. Feedback suggests we missed sponsors' fiscal year budget cycles for larger spending.

Sponsorship Packages

	Gold	Silver	Bronze	Supporter
Per Sponsor	\$2,000	\$1,000	\$500	\$250
Sponsors	1	2	4	8
Title Sponsor	YES			
Logo on Awards	YES			
Exhibit at Event	YES	YES		
Logo on Shirts	XL	L	M	S
Logo on Flyer	XL	L	M	S
Logo on Website	XL	L	M	S

Sponsors





Food and Drinks

We provided 8 meals and drinks/snacks throughout the weekend, including 2 meals for high school contest. Coffee, energy drinks, and beer were donated. None of our food donation requests were accepted. Our food coordinator picked up each meal to avoid delivery (\$5-10) and tip (10-20%) fees.

Meal	Vendor	Description	Cost	Count	CPP
Friday Breakfast	Dunkin/Panera	4doz Donuts, 1doz Bagels	56.48	42	1.34
Friday Lunch	Big Slice	Pizza 18" x11	186.83	42	4.45
Friday Dinner	Big Slice	Pizza 18" x11	318.11	68	4.68
Saturday Breakfast	Dunkin	6doz Donuts	62.04	68	0.91
Saturday Lunch	Jimmy John	3 Sandwich Platters	191.31	68	2.81
Saturday Dinner	Pasta Express	Trays: 2 Pasta, 2 Salad, Rolls	264.60	68	3.89
Sunday Breakfast	Panera	4doz Bagels	60.49	68	0.89
Sunday Lunch	Whole Hog	2 Meat, Cole Slaw	375.80	68	5.53
			1515.66	492	3.08

Orders based on registration count, which was close to the actual count. Costs do not include drinks (below), chips (Saturday Lunch), or 72 buns (Sunday Lunch). Budget did not afford snacks. Order quantities for each meal were about right, except Saturday Dinner (way too much food).

Drink	Container	Qty	Cost
Water	Plastic Bottle	72	12.00
Orange Juice	Plastic Gallon	2	4.15
Milk 2%	Plastic Gallon	2	2.67
Milk Chocolate	Plastic Gallon	2	2.96
Tea Sweet	Plastic Gallon	2	3.11
Tea Unsweet	Plastic Gallon	2	3.11

Drink	Container	Qty	Cost
Coffee Pots	Brewed Onsite	~20	D
Soda Assorted	Aluminum Can	168	35.00
Energy Drinks	Aluminum Can	240	D
Iced Coffee	Glass Bottle	72	D
Craft Beer	Glass Bottle	192	D

Next Year

- Buy 50% more soda. Request 50% fewer energy drinks and 33% fewer beer per person.
- Order dinner that can sit out as late night snacks (e.g. Sandwiches or Pizza, not Pasta)
- Establish 501(c)(3) charitable non-profit to qualify for food discounts/donations.
- Establish 501(c)(3) charitable non-profit to qualify for food sales tax exemption.

Hack 4 Good Springfield

Annual Report

November 2018



Financials

Income and Expenses related to High School Contest, Weekend Hackathon, and Hack Nights

Summary

Hack 4 Good events are operated by the Mid-America Technology Alliance (MATA). In prior years, these events were also partially funded by the Technology Alliance. This event now operates under a separate budget, funded by event sponsorships. MATA manage Hack 4 Good event funds in a separate bank account. This allows MATA to issue a debit card to the committee member responsible for food purchases, lowering the burden on the MATA Treasurer.

Sponsorship Income

Sponsor	Each	2017 Actual	2018 Budget	2018 Actual	2019 Budget
Gold Sponsor	2,000.00		2,000.00	0.00	4,000.00
Silver Sponsor	1,000.00		2,000.00	0.00	4,000.00
Bronze Sponsor	500.00		2,000.00	4,500.00	4,000.00
Supporter Sponsor	250.00	2,000.40	2,000.00	1,500.00	4,000.00
Tech Alliance		444.16			
Registrations		149.74			
Merchant Fees		-60.00		-127.65	-448.00
		2,534.30	8,000.00	5,872.35	15,552.00

This Year

We raised 75% of our proposed event budget, so we cut expenses to maintain a balanced budget. Additional sponsorships would have allowed us to provide healthier meals and snacks, prizes for mini-contests throughout the weekend, and pay filing fees to establish the 501(c)(3) charitable non-profit entity required to request sales tax exempt status and certain food donations.

Next Year

Our goal is to attract nearly twice as many students for our high school event, and twice as many participants for our weekend event. We will raise our budget accordingly and limit free participant registration based on amount of funds raised. We also need to budget for merchant fees.



Financials - High School Programming Competition

Income and Expenses related to High School Contest, Weekend Hackathon, and Hack Nights

High School Programming Competition Expenses

EXPENSE	2017 Actual	2018 Budget	2018 Actual	2019 Budget
Coding Contest Balloons		100.00	32.00	80.00
Team Trophies (1st/2nd/3rd)	139.75	150.00	140.26	200.00
Travelling Trophy		150.00	75.00	20.00
Shirts		300.00	275.00	500.00
Breakfast (Donuts/Snacks)		150.00	60.48	200.00
Lunch (Pizza/Drinks)		150.00	186.23	300.00
	139.75	1,000.00	768.97	1,300.00

This Year

Similar to ACM-ICPC collegiate events, we deliver a color-coordinated helium-filled balloon each time a team solves a problem. Each team receives one trophy and the first place school will also receive our new traveling trophy with a custom acrylic laptop screen printed to show a keyboard and event logo, mounted on top of a large base with room for over a decade of name plates. Each student and teacher receives an event shirt as well as breakfast and lunch. Many other costs are shared with the weekend event and only appear on that budget.

Next Year

Since we intend to host 50% more students, we expect shirt and food costs to increase accordingly. We also increased our shirt budget to allow for teacher shirts. We increased our award budget to accommodate separate smaller awards for a new “beginner” division.

We would like to add support for the JavaScript programming language. It is unclear if our automated scoring system (DOMjudge) can support JavaScript, so we may have to consider other scoring systems. The DOMjudge software is free (open source) and the server hosting/administration is donated by a committee member. There may be a cost associated with other platforms.



Financials - Weekend Hackathon

Income and Expenses related to High School Contest, Weekend Hackathon, and Hack Nights

Hackathon Weekend

	2017 Actual	2018 Budget	2018 Actual	2019 Budget
Shirts	600.95	600.00	545.00	900.00
Logo Design	50.00			250.00
Dinner (Big Slice)	157.79	180.00	318.11	600.00
Breakfast (Dunkin)	69.83	120.00	68.04	250.00
Lunch (Jimmy Johns)	496.13	240.00	191.31	400.00
Dinner (Pasta Express)	183.39	240.00	227.50	450.00
Breakfast (Panera)			60.49	250.00
Lunch (BBQ)	41.18	180.00	375.80	700.00
Snacks/Drinks/Water	213.29	180.00	230.33	400.00
Event Supplies	197.52	100.00	167.64	200.00
Lanyards and Badges			41.99	155.00
Energy Drinks		200.00	0.00	400.00
Craft Beers		200.00	0.00	400.00
Promotion		200.00	305.15	500.00
Website Hosting		200.00	0.00	200.00
Email Hosting		60.00	0.00	120.00
Contest Awards (1st/2nd/3rd)		480.00	638.75	650.00
Gift Cards (1st/2nd/3rd)	750.00	875.00	875.00	875.00
Tech Prizes		1,500.00	0.00	1,000.00
	2,760.08	5,555.00	4,045.11	8,700.00

This Year

Staying within food budget was difficult. Some expenses were traded for sponsorships. Tech prizes for mini-contests throughout weekend and door prizes were cut. Sponsors donated \$750 door prizes.

Next Year

Increased costs to cover 50% attendance growth. Plan for new logo, larger badges, more promotion.



Financials - Quarterly Hack Nights

Income and Expenses related to High School Contest, Weekend Hackathon, and Hack Nights

Ongoing Hack Night Events

Quarterly Hack Night	2017 Actual	2018 Budget	2018 Actual	2019 Budget
Q3 2018			92.82	
Q4 2018			20.00	
Q1 2019		150.00	120.00	200.00
Q2 2019		150.00	120.00	200.00
Q3 2019		150.00	120.00	200.00
Q4 2019		150.00	120.00	200.00
Project Bounties				1200.00
		600.00	592.82	2000.00

This Year

We began hosting quarterly “Hack Night” events in 2018.

Q2 and Q4 were both hosted at a coffee shop and attendees purchased their own food/drinks, but we found that a coffee shop is not conducive learning environment for small to medium sized group of contributors, each with their own laptop computer.

Q3 included the “Pitch Night” event where we learned more about each non-profit project under consideration. We covered food and drink expense for a small group.

Next Year

Our goal is to work with up to 20 contributors at each event and to coordinate project contributions from at least a dozen contributors each quarter. We are budgeting up to \$120 per event for Q1-Q4 2019 and up to \$200 per event for Q1-Q4 2020. The increased budget will allow us to accommodate larger groups or host events every 1-2 months, instead of only once per quarter.

We have also reserved funds from our top sponsorship tiers to help offer bounties to contributors who complete certain overdue or more complicated issues related to our past community projects. The budgeted Project Bounties will only be funded if our top sponsorship tiers (Gold/Silver) are filled.



Committee Members and Volunteers

Thank you to each volunteer who donated their time to help make Hack 4 Good a success!

Committee Member	Position	Organization
Jason Klein	Event Co-Organizer, Sponsorships	Logic Forte
Greg Johnson	Event Co-Organizer, Public Relations	Classy Llama
Dr. Shannon McMurtrey	Project Coordinator, Judge	Drury University
Maranda Provance	Editor, Flyers, Posters, Judge	Mostly Serious
Paige Oxendine	Facility Coordinator	The eFactory
Jordan Griffin	Shirt Coordinator	Stitch Fix
Tylor Hindery	Website Guru	Peak Collective
Levi Zitting	Hack Night Projects	Mostly Serious
Tom Rankin	High School Planning and Judging	Marlin Network
Myke Bates	Mentor, Judge	Eagle Speak
Tim Franklin	Mentor, Judge	Gravitate Solutions
Bob Graham	Food and Drinks, Treasurer	Audio Acoustics
Sherry Coker	Prior Event Coordinator	OTC Workforce Development

Each of these volunteers committed to meet every few weeks (almost the entire year) to help plan and host our annual weekend of events and our quarterly events.

Volunteer	Position	Organization
Charles Moss	High School Competition Problems	PaperWise
Fredrick Lawler	High School Competition Solutions	Trip Mate
Bjorn Helgaas	High School Competition Solutions	Google, Linux Kernel
Kimberly Cooper	Registration	Ozarks Transportation Org.
Steve Holden	Registration, IT Support	Rocky Point Technology
Jason Arend	Mentor	Eagle Speak
Brandon Cash	Mentor	Self Interactive
Chuck Dow	Founder of Non-Profit	Borrow My Angel

Each of these volunteers also contributed a significant amount of time helping with this year's event.



Community Project Ideas

Hack 4 Good solicited project ideas from local non-profit and community organizations

Solicitation Process

Hack 4 Good sent an email and flyer (PDF) with information about our program and a call for project ideas on Monday June 25th 2018 to Community Foundation of the Ozarks (CFO), Community Partnership of the Ozarks (CPO), Missouri Job Center, and local Tech Group Leaders.

Application Process

Hack 4 Good 2018 project applications were open through Wednesday July 11th 2018. Local organizations were invited to submit project ideas through a Google Form. The committee reviewed projects on Thursday July 12th 2018. Most applicants were invited to discuss their project idea at Pitch Night on Thursday July 19th 2018. The planning committee met multiple times over several weeks to discuss and research project ideas before selecting the 2018 project and issuing a Press Release on August 6th 2018.

Project Ideas Received

1. **Borrow My Angel, Chuck Dow** (borrowmyangel.org) - Selected

Mission: Helping anyone affected by depression & suicidal crisis find strength and hope through online connection and resources.

Project Summary: Develop an app that helps those struggling with depression/suicidal crisis by connecting them immediately with a volunteer who can help.

2. **Farmers Market of the Ozarks, Jessica Blake** (loveyourfarmer.com) - Considered

Mission: FMO operates a vibrant farmers market that contributes to the success of local food growers and producers, strengthens the local food economy and serves as a community gathering place for the Ozarks region.

Project Summary: Create an online shopping system so customers could go online, pick out their local groceries, pay, and swing by the Market to pick them up



Community Project Ideas (continued)

3. **Greene County Family Justice Center** (greenecountymo.gov) - Referred to GO CAPS

Mission: The Greene County Family Justice Center is a community collaboration of public and private agencies dedicated to ending domestic violence and associated child abuse, sexual assault, and stalking through prevention and coordinated response by providing comprehensive client-centered, empowerment services in a single location.

Project Summary: Build a user friendly, informative website for victims to access in order to find out more about our services.

4. **K9s for Camo, John Lopez** (k9sforcamo.org) - Considered

Mission: To provide service dogs for veterans at no cost to the vet.

Project Summary: An app that shows videos on proper training techniques for service dogs.

5. **Lamar, Golden City, Lockwood (LGL, Inc.)** (facebook.com/LGLINC) - Referred to GO CAPS

Mission: Provide transportation to rural, disabled adults who work at Lamar Enterprises, a sheltered workshop. We make it possible for disabled adults who want to work to get to work.

Project Summary: We need a web page. Web page needs to be smart-phone friendly.

6. **Ozarks Regional YMCA, Ginger Stringer** (orymca.org) - Not considered. Solution available?

Mission: To promote Judeo-Christian values through programs that build a healthy spirit, mind and body for all.

Project Summary: Integrate our business software into our website so community members can register for programs, membership and financial assistance seamlessly.

7. **City of Springfield - Workforce Development Board, Sally Payne** (springfieldmo.gov/1007/Workforce-Development) - Considered

The Workforce Development Board facilitates, advocates, and allocates resources for workforce solutions resulting in employer engagement and improved quality of life in the region.

Project Summary: Develop an app that would allow job seekers to view a map of nearby job openings, new and existing businesses and can be sorted by a variety of filters and include notifications of hiring events, new job openings, and other important information.



Lessons Learned

These improvements were suggested during our wrap up meeting.

High School Competition

- Add beginner division with teacher assistance and separate/smaller/no awards.
- Invite college recruiters to attend and display info about their Computer Science programs.
- Help teachers understand how event works. Invite teachers to attend and observe a team.

Project

- Offer **optional** code scaffolding with basic backend, basic web frontend, and basic cross-platform application to help new teams get started. Try to avoid stifling innovation.
- Offer **optional** basic wireframes showing interface flow and features to help new teams get started, and to provide ideas for more experienced teams. Try to avoid stifling innovation.
- Collect existing brand/design. Partner with Springfield Creatives to create/improve assets?
- Project description - Unclear if app was web only or required mobile development.

Promotion

- Recruit dedicated social media volunteer/intern to oversee posts before/during/after.
- Partner with employers, similar to YMCA "Day of Caring". Employees receive a paid day off (e.g. Friday or Monday) in exchange for attending the event?
- Emphasis on Employer Benefit - Learn new software, rapid development, quick turnaround. Promote common open source platforms and tools.

Registration

- Give teams option to mentor/adopt a college student. Help avoid student-only teams?
- Collect skill levels from each person. Frontend, Backend, Mobile, UI/UX, Graphic Design
- Food - Collect dietary requests from each person. Vegetarian, Vegan, Gluten Free, Allergies
- Shirts - Capture shirt fit in addition to shirt size.
- Rule Sheet - Read and sign online. Automatically send confirmation email.
- Conf Email - Automatically send PDF copy of signed rules.
- Conf Email - Include registration details.
- Conf Email - Let team captains click button/link in email to update all details.
- Conf Email - Let team members click button/link to update their details.

Check-In

- Simplify and streamline the onsite check-in process. Too slow with agreement, wristband, etc.
- Separate information booth? Have room assignments. Answer "What to Expect" questions.



Lessons Learned (continued)

These improvements were suggested during our wrap up meeting.

Event

- Offer short talks introducing beginners to Software Frameworks, Cross-Platform Mobile Frameworks, relevant platforms (e.g. Voice/Text Chat).
- Offer Hour of Code session for beginners?
- Publish visit times for Public/Family. Friday 6-8pm, Saturday 12-2pm, Sunday 12-2pm
- Request HVAC run all weekend. Some rooms were cold at night.
- Consider new ways to manage doors at night. People were slow to notice Slack notifications.

Project Demos

- Emphasize anything you produce could be valuable to the organization.
- Total presentation time was too long. Need to adjust if more teams. Separate student demos?
- Most teams only used 5 of their 10 minute demo time. 10 teams w/ Q&A took over 1 hour.

Judging

- Separate demos/scoring/recognition for student teams? Top student team?
- Score viability and sustainability of project. Consider ongoing costs, available talent, etc.
- Provide scoring guidelines and scoring sheets to judges 1-2 weeks in advance.

Disclaimer

Hack 4 Good Springfield (hack4goodsgf.com) and Mid-America Technology Alliance (matasgf.com) make no representation regarding the completeness, accuracy, or timeliness of any information and data included in this report or that such information and data will be error-free. Use at your own risk.

Copyright Notice

This report was prepared by Jason Klein, co-organizer of Hack 4 Good Springfield 2018. This report is published under the Creative Commons “**Attribution 4.0 International**” (CC BY 4.0) license^[1], meaning you are free to share and adapt this information as long as you give attribution as follows:

Hack 4 Good Springfield Annual Report 2018 © Mid-America Technology Alliance ([Licensed under CC BY 4.0](http://www.matasgf.com))

^[1] Creative Commons: Attribution 4.0 International <https://creativecommons.org/licenses/by/4.0/>