ECSA's HACKATHON FOR SOUTH AFRICAN UNIVERSITIES

Invitation

Dear Universities,

We would like to invite you to participate in ECSA's upcoming Hackathon. The time commitment indicates two weeks to prepare proposals, and four weeks to develop the package after successful university teams have been chosen.

The ECSA ICT University Hackathon is the first of planned hackathons where participants are expected to create solutions addressing an assigned theme.

The University teams will work together under the guidance of ECSA and will leverage some of ECSA's Microsoft-based technologies to help develop the solution. The solutions will be judged by a joint panel of industry experts and ECSA's Leaders.

This brochure contains the event details. If you are interested in participating, please register your interest by sending us an email at hackathon@ecsa.co.za.

Hackathon Structure

Key Highlights
Structured sessions that are led by business process owners and the ECSA technical team to guide the participants through various implementation phases.
Make use of ECSA's current business process maps for existing business processes, methodologies, and digital offerings.

Develop a working solution and pitch it towards the end of the Hackathon. The evaluation will be based on a defined evaluation criterion.

Overview	
Approach	- Bring together the best students to develop practical solutions to real-world problems leveraging the ECSA environment. - Use ECSA's available resources to solve real-life problems and be able to work on systems that will help to shape students' future.
Participants	- Postgraduates and/or final-year university students with experience and training in digital technologies. - Teams of not more than 1-10 students.
Outcomes	- Mentorship from ECSA stakeholders. - Exchange of latest ideas. - Solutions that meet ECSA requirements. - Opportunity to further develop the best solutions.

Objective

The outcome of this hackathon is to ensure that the ECSA has a newly built website that aligns with its corporate identity. Also, ECSA wants to have a Knowledge Management (KM) system in place that can make use of the Microsoft SharePoint libraries.

Hackathon Important Dates

a. Virtual Briefing Session

- A virtual briefing session will be hosted on **16 October 2023**.
- After the briefing session 2 days will be given for proposal submissions.
- Evaluation of proposals – ECSA will communicate the decision after the evaluation has been completed

b. Pre-workshop and Hackathon

- A pre-hacking workshop will be hosted on **18 October 2023.**
- The hackathon will officially kick-start on **18 October 2023**.
- 2-weeks will be provided to participants to develop the solutions. Teams will be working on the solution remotely in their respective places. ECSA will assist with the information needed.

c. Virtual Progress Sessions

- The virtual progress sessions will be conducted to track progress amongst the participants.
- The sessions will be hosted on **20, 24 & 30 October 2023**.

d. Solution Presentation Week

- Participants will be required to submit the solutions by the **31st of October 2023**.
- Presentations of the solutions by all teams partaking in the hackathon will take place on the **02nd of November 2023**.

e. Evaluation of Solutions

- The solutions will be evaluated from **the 03rd of November** until the **09th of November 2023**.

f. Results, Awarding and Debriefing Sessions

- The results will be announced on the **10th of November 2023**. The awarding and debriefing sessions will be on the same date.

Benefits for the Universities

Co-create a solution for ECSA's problem using tried and tested business processes and methodologies that will assist your development. Students get to connect and network with ECSA's stakeholders and demonstrate their skills by developing real-life solutions for the organisation.

Experience the results of a real-time, interactive, and innovative approach to problem-solving, this will ensure that information will be disseminated timeously and effectively. The products developed will always bear the acknowledgement of the university that developed the solution/platform, building a legacy of cooperation.

Participant Profile

We would love to hear from your university if you:

1. Have an open mind to learn and a passion to make an impact.
2. Are a post-graduate student or final year undergraduate in Science, Technology, Engineering, or Math.
3. Can think outside the box and be a creative thinker.
4. Have demonstrated innovation, leadership, teamwork, and creativity through your academic projects, extracurricular activities, and work experiences.
5. Have an interest in improving the technologies and your knowledge.

Registration

For the Hackathon, you can register in teams of 1-10 students and not more than 10 students in a team. A letter of support from the Dean's office is required as evidence of approval from your university. A faculty member can oversee the team(s), but he/she will not form part of the team.

Registration Process:

- All teams interested in partaking in the ECSA ICT University Hackathon are required to complete the form by accessing this link: https://forms.office.com/r/E5aiJUqqMg
- Also, the teams are required to submit a cover letter and presentation to hackathon@ecsa.co.za. The slides should present a proposed solution in line with the theme.
- For team registration, please indicate at the beginning of your cover letter who your other team members are. In your email, please highlight any relevant information about the university you are attending and the phase in your studies.

Attendance and Communication

All registered participants will be required to attend all the sessions to gain all the information necessary for the development of the solutions.

A communication platform for the hackathon will be communicated during the briefing session.

Correspondence will only be sent to the successful applicants!