



Hack4Health - 22-23 April 2016 - Halmstad University

Goal

The goal of Hack4Health is to bring forth new and creative ideas of how digital technologies can support citizens in all aspect of health, in parallel with the healthcare system. Participants will have 24 hours to design and prototype web or mobile apps that support the concept of person-centered healthcare. Participants' ideas should focus on improving health, increasing patients' confidence in their own ability to manage their lives, increasing their ability for partnership with healthcare and social welfare providers, and peer-to-peer support in one of the following topics:

- healthy aging
- parenthood & pregnancy
- youth & mental health
- healthcare

Entry requirements

Registration opens April 7. Participants must register in groups of 3-6 people before the final registration deadline, April 15. Applications are open for students, hobbyists, and professionals. We encourage groups to look for participants with complementary skill sets, such as nursing, engineering, design, etc.

Activities

Hack4Health will take place during a period of 24 hours. Activities will alternate between information sessions and work sessions. Participants will have the chance to give short pitches of their ideas in development and get feedback from mentors. Groups can interact and help each other solve specific challenges. **Final app proposals must be submitted by 12:00 on Saturday.** Final pitches will take place at 13:00 on Saturday.

During the hackathon, participants will follow the development process specified in the checklists, provided at the beginning of the event. Mentors will check the progress of each group at three different gateways, as stated in the timeline document.

Gateways

Participants will have two opportunities to pitch their ideas in development to mentors in order to get feedback and suggestions. Gateways are different from the final pitch session. The purpose of gateways is to allow participants to test ideas, practice their pitch, and get constructive feedback. Judges will not base their evaluation on gateway pitches.

Mentors

Mentors are facilitators that can help guide participants in their development process. Mentors will have different expertise, from design, to business development, to coding. Mentors will be available throughout the day, in particular at gateways, where they can provide direct feedback to participants.

Judges

Each proposed app will be evaluated by a judging panel and by all other participants leading to two winning categories: 1) *judges' choice*, and 2) *developers' choice*. A panel of select judges will evaluate App submissions according to the evaluation criteria to select the winner of the *judges' choice* category. The judging panel consists of representatives from different stakeholder institutions such as Halmstad University, Gothenburg University, Almi, Halmstad Science Park Incubator. The winner of the *developer's choice* category will be chosen based on evaluation from Every One Halmstad.

Evaluation criteria for judges' choice

App submissions will be evaluated based on the submitted material (e.g. code, documentation, presentation slides) and the final pitch. Apps will be judged based on the criteria below.

Impact, potential, sustainability of the idea

- 0: the problem is not relevant to target group/society
- 1: the proposed solution tackles a relevant problem for the target group/society, but it is hard to implement and/or scale and the team does not have a clear plan to move the project forward
- 2: the proposed solution tackles a relevant problem for the target group/society, and it is hard to implement or scale, but the team has a clear plan to move the project forward
- 3: the proposed solution tackles a relevant problem for the target group/society and the team has shown that its implementation is scalable and sustainable

Innovation of the idea

- 0: there is already an existing solution that accomplishes the same goal/functionality
- 1: the proposed solution provides a better/faster/clearer way to tackle the problem than a previous solution
- 2: the proposed solution provides new functionalities that the old solution failed to provide
- 3: the proposed solution tackles a known problem with a new angle / on a bigger scale / on a higher level or the proposed solution tackles a new problems that has been overlooked/ignored in the past and provides a good solution

Utility and usability of the solution:

- 0: The solution lacks utility and usefulness relevant for the user group
- 1: The solution provides some utility and usefulness, but is not easy or intuitive to use
- 2: The solution provides some utility and usefulness and is easy and intuitive to use
- 3: The solution provides key functionalities and is easy, intuitive, effective, and efficient to use

Functionality of the implementation

- 0: The solution is presented as a mock prototype and none of the proposed functionalities are implemented/coded.
- 1: Some of the functionalities of the solution are implemented/coded.
- 2: All of the functionalities of the solution are implemented/coded.
- 3: All of the functionalities of the solution are implemented/coded and have been tested with sample data.

Business model

- 0: the solution is not suitable for commercialization
- 1: the proposed solution creates value for the target group and stakeholders but it is hard to scale and the team does not have a clear plan to move the project forward regarding revenue streams or marketing
- 2: the proposed solution creates value for the target group and stakeholders and it is hard to implement or scale, but the team has a clear plan to move the project forward regarding revenue streams or marketing
- 3: the proposed solution creates value for the target group and stakeholders and the team has shown that its implementation is commercially suitable

Additional points

- +1: if the team consists of people from two or more disciplines.
- +1: if the team includes both male and female participants.

Evaluation criteria for developers' choice

App submissions will be evaluated based on the submitted material (code and documentation)

Overall architecture:

- 0: The architecture is not clearly defined and the implementation is messy
- 1: The architecture is defined but the implementation is messy
- 2: The architecture is clear and the implementation is adequate

Choice of technology:

- 0: The choice of technology is very unfit and will probably be an obstacle to future development.
- 1: The choice of technology is mostly appropriate
- 2: The choice of technology is a good fit

Note: The chosen technology must either be good for prototyping or final product to get 1-2.

Performance (If the code is not in executable state, we will evaluate the way the code is written for performance)

- 0: The code will not be able to handle any simultaneous users and/or executes slowly.
- 1: The code is not optimized for many concurrent users but works rather well for a few.
- 2: The code is well optimized for concurrency.

Code quality:

- 0: The code is not properly structured and is hard to review

- 1: The code is fairly modular but confusing and hard to review
- 2: The code is well structured and well commented, easy to review

User interface:

- 0: The user interface is confusing and hard to use
- 1: The user interface is manageable but not enjoyable
- 2: The user interface is intuitive and aesthetically pleasing

Security:

- 0: The implementation does not take privacy and data security into account
- 1: The implementation partially takes privacy and data security into account
- 2: The implementation has a clear strategy/architecture for privacy and data security

Prizes

Groups will compete in two categories: *judges' choice* and *developers' choice*.

The winning team in the *judges' choice* category will be supported by the organizers and sponsors to develop their idea towards commercialization:

- 3 months of free workspace and business development guidance at the **Halmstad Business Incubator**. Additional support can be provided depending this initial development period.
- **ALMI Företagspartner i Halland** will provide the team with 20 000 SEK to be used in the development of the idea. The group must report its initial development after 6 months.
- **Hälsoteknikcentrum i Halland** will provide the winning team help in further developing the application through an Innovation Project. Innovation Projects are well defined and aim to add new competence and a relevant network to the winning team that will take the idea to the next level of development.

The winner of the *developers' choice* category will receive 8 hours consulting with EVRY Halmstad. This can be arranged in two 4 hour sessions or one 8 hour session at the EVRY Halmstad office.

Winning teams must use their prize within six months from the end of the competition. A prize cannot be transferred, exchanged for another prize, nor exchanged for cash. Participation in this event implies that each participant waives any additional compensation claims other than the competition prizes.

Rights

The rights to any ideas, prototypes, services or other material produced during the event and included in the competition belong to the authors (participants) themselves. Event organizers reserve the right to mention and describe the submitted App ideas to the general public, and to present them on the website and any social media linked to Hack4Health, as well as all the participating agencies and organizations' websites and other communication and marketing channels.

Participant agreement

I, the undersigned, have read and understood the rules and regulations for Hack4Health. I agree uphold the highest standard of conduct, showing utmost respect for other participants, mentors, judges, and organizers.

Name: _____

Signature: _____

Date and Location: _____