



Hack4Health

22-23 April 2016 at 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

Important dates

Networking activity for interested participants: April 7, 17:00 – 19:00 at Hälsoveteknikcentrum, Halmstad University

Registrations opens: April 7, 18:00, www.hh.se/hack4health

Final registration deadline: April 15, 15:00

Background

Today's healthcare system is designed to treat illnesses, not to support health. Health and quality of life require much more than just a visit to the doctor. Patients enter the healthcare system when a health issue is detected, and they receive treatment to cure or mitigate the problem. Healthy eating and exercising habits, support from peers and informal caregivers, coping with long term illness or disability are some of the factors that affect quality of life on a continuous and daily basis.

Hack4Health will focus on web and mobile applications (apps) that support the concept of person-centered care (PCC). PCC sees patients as persons who are more than their illness. It is a partnership between patients, professional and informal caregivers, for which the starting

point is the patient's narrative. Through this event, we hope to increase knowledge about PCC, and to find good ideas to support the development of future healthcare services in a society increasingly permeated by technology. These ideas are important for developing Sweden's eHealth services and tools such as for example "[Hälsa för mig](#)".

Entry requirements

Registration opens April 7. Participants must register in groups of 4-6 people before the final registration deadline, April 15. Applications are open for students, hobbyists, and professionals. Register on: www.hh.se/hack4health

Only the first 10 groups to register will be guaranteed a place in the event. All participants must sign a participation agreement (which will become available [on the website](#) shortly).

We encourage groups to look for participants with complementary skill sets, such as nursing, engineering, design, etc. Two weeks before the hackathon, on April 7, there will be a networking event where interested participants can meet and create/finalise groups.

Interested participants can also find teammates through our [Facebook group](#).

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.

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) *peers' 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 and Almi. The winner of the *peers' choice* category will be chosen based on evaluation from all hackathon participants, using the same evaluation criteria (see evaluation criteria and prizes below).

Evaluation criteria

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.

Utility and usability:

- 0: Lacks utility and usefulness relevant for the user group.
- 1: Provide some utility and usefulness, but is not easy or intuitive to use.
- 2: Provide some utility and usefulness and is easy and intuitive to use.
- 3: Provide key functionality and is easy, intuitive, effective, and efficient to use.

Aesthetics and stimulation:

- 0: The system is not visually attractive and do not inspire, motivate or stimulate the user.
- 1: The system is somewhat visually attractive, but do not inspire, motivate or stimulate the user.
- 2: The system is somewhat visually attractive and inspires, motivate or stimulate the user.
- 3: The system is visually attractive and inspires, motivate and stimulate the user.

Increment/innovation

- 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.
- 4: the proposed solution tackles new problems that has been overlooked/ignored in the past and provides a good solution.

Impact/potential/sustainability

- 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 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.
- 4: the proposed solution has sustainable life-cycle and it is already working.

Business model

0: the solution is not suitable for commercialization.

1: the proposed solution tackles a relevant problem for the target group/society, 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 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 regarding revenue streams or marketing.

3: the proposed solution tackles a relevant problem for the target group/society and the team has shown that its implementation is commercially suitable.

4: the proposed solution has sustainable life-cycle and it is already working.

Prizes

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

The winning team will receive 3 months of free workspace and business development guidance at the **Halmstad Business Incubator**. Additional support can be provided depending on 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 prize for the winning team of the peers' choice category is yet to be decided.

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. Any tax is paid by the winners.

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.