Cupertino Library’s Teen Hack-a-thon

Created by Matt Lorenzo
Relax....we are not coders
Why did we do this?

2014 Aspen Institute Report: The role of the 21st century public library in the digital era on its three key assets: people, place and platform:

- **People**: Libraries build human capital, relationships and knowledge networks in the community.

- **Place**: Physical presence of the library anchors it most firmly in the community.

- **Platform**: an interactive entity that can facilitate people operating individually or in groups.
Nuts, Bolts, Wires, Widgets

• Hackathon definition
• Goals
• Timeline
• Liability
• Budget
• Partnerships
• Staffing
• The Event
• The Results
"The teens are hacking in the library?!?!"
- a concerned relative
What a Hackathon IS

PROBLEM SOLVE

COLLABORATE

EXPLORER

COMMUNITY

CODE

CREATE
INCENTIVES
GOALS

• Connect teenagers to the library
• Community Engagement
• Attract non-library users
• Address teen needs (see Prompt)
• Foster STEAM learning skills
• Provide platform to collaborate & create
• Promote Teen Summer Reading
• Register teens for library cards
• HAVE FUN!!!
CU HACKS TIMELINE

5 PM
Doors Open

6:30 PM
Opening Ceremony

7:00 PM
Hacking Begins

Web dev. and iOS Workshops

6:30 AM
Judging Starts

5 AM Project Submission Opens

10 PM – 1AM
Advanced Coding Workshops

9:00 PM
Dinner, Robotics Demo

7 AM
End Hack, Breakfast

9 AM
Final Pitches, Judging

10 AM
AWARDS Ceremony

11 AM Cleanup Starts, BYE!!

5 AM Project Submission Opens

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AWARDS Ceremony

11 AM Cleanup Starts, BYE!!
LIABILITY

• Consent form needed approval:
  1) Administration
  2) County Counsel
  3) City of Cupertino Attorney.

• County Insurance

• Safety measures (check-in, check-out) etc.
BUDGET
(for 175 people)

- Food (Dinner + Snacks) $1900
- Event T-shirts $1700
- *Prizes $2400
- Misc. $200
- Award Ceremony $800

Total Event Cost = $6000

Original Total Estimated Cost = $7000

Donations/discounts from local restaurants – tea, pizza, breakfast items.
PRIMARY FUNDER

Cupertino Library Foundation

Your Support Enables Life-Long Learning and Self-Improvement

The mission of the Foundation is to enable the Library to continually evolve to meet community needs. Our vision for the Cupertino Library is to encourage life-long learning and self-improvement.

http://cupertinolibraryfoundation.org/
Partnership Opportunities

• Teen Advisory Board
• Teen Mentors
• Local schools
• Partnership with the City of Cupertino staff members
• Involvement of the Mayor of Cupertino and City Council members
• Local Newspaper coverage
STAFF

- Over 31 staff members
- Structure staff schedules
- Address liability issues
- Supervise volunteers
- Work in 4 – 8 hour shifts
- Manage Registration & Check-Out
- Crowd Control
- Sign up teens for Summer Reading
JUDGES

Shobana Radhakrishnan
Vice President of Engineering - Mindflash Technologies Inc

Jerry Liu
Research Manager
HP Labs

Darcy Paul
Cupertino City Council

Jon Howe
Principal Engineer - Video Clarity
CU HACKS RULES

• Eligibility: teens ages 14 – 19
• Liability waivers signed by parent/guardian
• Teams consist of 1 – 4 people
• Create a working application in 12 hours
• Hardware and software hacks accepted
• No prewritten code
• Film a 90 second video demonstrating your app
• Select one category to submit your project
Hackers,
Bring your coding experience and innovative ideas together to develop an application that assists local teenagers in their everyday lives. Think about the average day-in-the-life of a Cupertino teenager. What would help fellow teens with the following:

- Family obligations
- School
- Homework
- Test preparation
- Group projects
- Stress reduction
- Music recitals
- Health
- Hanging out with friends

.......and much more.
CATEGORIES

SOCIAL HACK

EDU. HACK

GAME HACK

1ST HACK

PROMPT
SCORING CRITERIA

• Originality
• Technical Difficulty
• Potential Positive Impact
• User Experience
FINAL PITCHES

• Top 2 teams from each category
• 2 minutes
• SELL YOUR PROJECT!!!
# BEGINNER HACK

## What type of stress do you have?

**By RCFRESH**

<table>
<thead>
<tr>
<th>Family</th>
<th>Counseling</th>
<th>Drawing</th>
<th>Exercise</th>
<th>Forums</th>
<th>Meditation</th>
<th>Music</th>
<th>Miscellaneous</th>
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<tbody>
<tr>
<td><strong>Take a Walk</strong></td>
<td>Sometimes taking a walk around the neighborhood after long sessions of studying can help a lot. It gives you time to think about life and just relax. A good way to help relieve stress!</td>
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<td><strong>Play some sports</strong></td>
<td>A good way to keep your mind off something is to keep it occupied with something else! Just walk to the nearest park or go out into your backyard and start kicking a ball around.</td>
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<td><strong>Go shopping!</strong></td>
<td>If you're a girl, this is your go to option! Not only is this fun and exciting, it is a good way to keep your mind off things and exercise at the same time. Often times when your mind is engaged in something you love, you don't notice how tiring or problems in life.</td>
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EDUCATIONAL HACK

CUHack

NIGHT OWL
CREATE A TO-DO LIST!

TO-DO LIST

- Finish math homework
- Do physics hw
- Read Twelfth Night

SpeechActivity

WAKE UP!
Recite your to-do list:
- Finish math homework
- Do physics hw
- Read Twelfth Night

RECITE!
GAME HACK
Welcome to Spot! This app makes it easier to find friends and get outside. Get started by either creating your own hang-out Spot or browsing other Spots. Let's go!

Find a Spot

Make a Spot
THE RESULTS

- 113 teen participants
- 30 teen mentors
- 14 community partnerships
- 6 coding workshops
- 2 robot demonstrations
- 55 pizzas
- 64 first-time hack-a-thon participants
- 47 female coders
- 576 cans of soda
- 31 projects submitted
- 8 top finalists
- $1600 in prizes
- 18 hours running time
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