



# HACK3

POWERED BY **METAPLAYERS**

## Information Package 2023

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# 1. Challenges & Prizes



## Challenges

The challenges will be provided by Metaplayers and its partners and teams will need to come up with innovative and sustainable solutions to these given problems.

itt inkább: "Each partner will prepare one challenge related to the...

- ❖ Blockchain
- ❖ Web3
- ❖ Metaverse
- ❖ Cryptoworld, etc.

The challenges will be shared with you on the 22<sup>nd</sup> of February, two days before the event starts.

 You will find the exact challenges on the [Website](#) and on our main communication platform, [Slack Workspace](#) as well so stay tuned and do not forget to check them on the 22<sup>nd</sup> of February!

## Prizes

HACK3 will have 2 types of prizes:

<b>3000 €</b> For the Challenge winners	<b>5000 €</b> For the Grand winner of the hackathon
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The winners will receive it in cryptocurrency but we can also convert it into Euros upon winners' requests, but you can read more information about this on the Website at the [FAQ](#).

# 2. Mentoring



The mentoring sessions are available during the following times:

24 February, Friday  
25 February, Saturday

19:00 - 23:00  
10:00 - 18:00

Gamerland and the partners will send **mentors and experts** to help you with the questions related to the challenges. They could help you to **form your development the most suitable to the challenge itself**.



### Here is how you can book the mentoring session:

- ❖ After you determine a suitable mentor for your project with the help of the **Mentor Directory**, **click on the Booking link** to see which available time slot of the mentor fits your schedule. The **directory will be shared with you here in the Infopack and on Slack** a couple of days prior to the event.
- ❖ **Book the time slot in the JunctionApp** via the booking link
- ❖ **In case your team or the Mentor participates online, create a meeting link** on an online meeting platform and put it in the system! (Only one member of the team needs to fill out the booking form!)
- ❖ Attend the mentoring session **online or in person**

### Where does the meeting link come from?

You can **pick a platform and create an online meeting** there which links should be copied into the meeting link field on the booking platform.

Here you can find some **platform suggestions** for the online meeting:

	 Google Meet	
<b>how</b>	Create a Google event for the booked time with a meets link, then copy-paste the meets link into the meeting link field on the booked4us platform.	Register into the zoom platform and create a meeting there for the booked time. You will receive your meeting link, copy-paste it into the meeting link field on the booked4us platform.
<b>pros</b>	No room limit, Unlimited meeting time	No need for a Google account, Useful features, No room limit
<b>cons</b>	Google account to create an event, Only the event creator can start the meeting on google meets	Max 45 minute-long session time

Please attend the meeting you've booked. If you have any technical problems, contact @Laci\_organizer on Slack.

### How to prepare for the mentoring sessions? 🤔

👉 To make the mentoring productive on both sides, we recommend you to prepare for the following questions:

- ❖ What does your team look like, how many of you are on it?
- ❖ Whose and what problem do you want to solve?
  - What is the problem?
  - Who is affected by the problem?
  - What do they think/feel about the problem?
- ❖ What are your ideas, how did you get started?
- ❖ What would you like to achieve by 12:00 on Saturday? (app, prototype, presentation, etc.)
- ❖ What is the difficulty, dilemma, how can the mentor help you in that?

👉 If you are working on an already existing idea/product/service by the partner, then think about:

- ▲ Who uses it?
- ▲ Is it an active idea, product or service?
- ▲ What people say about it?
- ▲ What do people like about the app or service?
- ▲ What direction should you go with your development?

### 3. Language and time zone

#### Language

The event's official language is **English** from start to finish, including the mentorings and the pitch sessions. To be as inclusive as possible, let's try and keep the conversations in English.

#### Time zone

##### **Budapest (CET / GMT+1)**

Please take this into account if you are participating in the hackathon online, as the agenda has been prepared for this time zone.

### 4. Agenda

#### 24 February 2023 - Friday

- ❖ **15:00 - 17:00** - Registration for offline participants (**ARRIVE IN TIME**)
- ❖ **17:00 - 18:00** - Opening ceremony & challenge introductions
- ❖ **18:00 - 18:30** - Team formation
- ❖ **19:00 - 23:00** - Mentoring sessions
- ❖ **23:59** - First draft submission deadline on Junction App

#### 25 February 2023 - Saturday

- ❖ **10:00 - 18:00** - Mentoring sessions
- ❖ **11:00 - 11:30** - Workshop / Team Building game
- ❖ **16:00 - 16:30** - Workshop / Team building game
- ❖ **20:00** - Second draft submission deadline on Junction App

#### 26 February 2023 - Sunday

- ❖ **10:00** - Final submission deadline on Junction App
- ❖ **11:00 - 13:00** - Evaluation period for the jury
- ❖ **14:00** - Live pitch and closing ceremony

About the submissions and evaluation process, you can find more information in the upcoming chapters!

## 5. Offline vs. Online participation

For the 2023 HACK3 hybrid hackathon, teams can apply both online and offline.

### Offline registration

- ❖ Since the venue has **limited capacity**, please note that **registration will be closed as soon as applyings achieve** the limited number - **100 participants**
- ❖ Once you've got your confirmation email, you can start to plan your trip to Budapest (if you are from another country or city)
- ❖ One week before the hackathon, we will send you all the **necessary information** about the offline event by **email** and in the **Slack workspace**
  - Exact address
  - Entry information
  - Technical checklist for your team
- ❖ **Please note that only those can come offline who got a confirmation email from the CraftHub team!**

### Online registration ... is a much easier process 😊

- ❖ For online participants the registration is open until the **22<sup>nd</sup> of February**, so basically until 2 days before the event!
- ❖ Please note that the **agenda and criterias won't be different** for the online teams!
- ❖ The **evaluation criteria will be the same** as well (you can learn more about them on our website and at the [Game rules](#) tab)

### 👉 If you get into the finalists, you will have to present your idea in front of an audience.

- ❖ If you are online, we will **suit you up on Slack** with the most important information and broadcast you via live stream
- ❖ If you are offline, we will do the same naturally, but in a personal way

## 6. Platforms →

During the hackathon, we will use 3 different platforms:



### Slack: Communication, announcements

- ❖ **The main platform of HACK3 is Slack.** You should join our workspace on this [LINK](#) as soon as you apply for the hackathon since this is where you will get the most important details about the competition.
- ❖ If you have any questions this is where you will get the quickest replies from the organizers on the **#ask\_anything** channel.
- ❖ The communication starts before the event itself, so don't forget to join - [HERE](#) you can find a tutorial on how to use slack.
- ❖ You can:
  - use the already existing channels for the purposes listed below
  - send direct messages to anyone
  - create a private channel (group chat) for your team
  - use the video call function with your team

Channel names	Purpose
<i>announcements</i>	general communication and announcements
<i>ask_anything</i>	Q&A before and during the event
<i>team_building</i>	posting ideas to find missing teammates.
<i>fun</i>	maintaining attention and entertainment
<i>*challenges*</i>	We will dedicate a separate channel for each challenge, so if you have a specific question related to one of the challenges, you will be able to ask them here!

### JunctionApp: Registration, submission, evaluation, mentorin

- ❖ This is the platform where you can **register or complete your registration**, if you haven't already, here is the [LINK!](#)



- ❖ **During the event** you will be able to **use the platform to submit your first & second draft, and your final work!**
- ❖ **Mentoring is also going to take place on Junction app**

## 7. How to join a team? 🙌


You can **create a new team or join an existing team** via the [Junction App](#)

- ❖ After you have registered for HACK3
- ❖ In the app, **click on your dashboard and choose this event**
- ❖ Afterwards, on the **left side**, you should see the **Team menu** where you can create, or join a team
- ❖ If you have created a new team, **send the team code to your teammates** so they can join the team as well
- ❖ If you would like all members of your team to participate in-person, **register and apply as soon as possible**, as registration for the offline event will be closed once we reach the maximum of 100 participants.
- ❖ If you are looking for a teammate, **send a message in the #team\_building** Slack channel. Afterwards, wait for others to approach you.

! The teams are limited to a **maximum of 5 members** which is unfortunately cannot be expanded. !

## 8.Submission

### Draft submission:

 There will be **2 draft** submissions and **one final submission** during the hackathon.

**! The drafts are for the organizers** to see how many projects we can count on and to see your progress, **we only evaluate the final submissions (10:00 Sunday)**

 You can fill it throughout the weekend and finish the **final by 10:00 Sunday**.

### How can I submit a draft project?

- ❖ For draft submission, you have to create a project in the [JunctionApp](#) in the HACK3 event, you can easily save this draft project without any completed description
- ❖ For draft submission, **it is enough for us if you only give a name to your project and choose the challenge you will work on**
- ❖ At the draft submission deadlines **we would only like to see how many projects will be submitted** on the different challenges


### Final submission:

To submit your project, please follow these steps:

1. Create **a maximum 2 minutes long video pitch** and **upload it to YouTube** (The video can have you talking, a live app demo (if you have one), some cool animation, etc... whatever fits best)
2. **Make a GitHub repo** and set it to be public
3. **Link the YouTube video and the repo in your submission form**
4. **Create a short presentation** in advance in case you get into the finalists, since you will have to pitch your idea in front of the audience.

**Please, make sure to follow these steps strictly otherwise we will not be able to evaluate your project !**

## 9. Evaluation & live pitch

 **Hungarian tax number:** To participate in HACK3 you **must have a Hungarian tax number**. If you win a prize we can only transfer the cryptocurrency or the money to those who have this documentum.

**We will have different types of winners by the end of the hackathon. The evaluations will have 2 rounds according to the following.**

### First round from 11:00 AM on Sunday:

- ❖ **Challenge winners** will be **chosen by partners**. Each partner will get a judging sheet filled out with the projects submitted to their challenge
- ❖ We will have a challenge winner for each challenge. The exact evaluation criterias will be found in the challenge descriptions on the [website](#)
- ❖ **The finalists** will be **selected by the partners**. There will be **2 finalists per challenge** from which the **Grand winner** will be decided after the live pitches

### Second round after the Live pitches on Sunday:

- ❖ And finally, the **Grand winner** will be **selected from the finalists** by a dedicated jury panel (probably not the same jury from the partners)
- ❖ After the finalists have been announced, **they will have 30 minutes to prepare** for the live pitch
- ❖ Each team will have **4 minutes to present** their projects to the jury and the other teams
- ❖ These live pitches will be **streamed on Facebook** for everyone to follow
- ❖ After the pitches, **the dedicated jury will evaluate the projects** and decide who deserves the 5000 Euros worth of crypto money
- ❖ Challenge winners will be also announced during the closing ceremony

### What are the evaluation criteria?

The exact criterias will be defined by the partners and **published in the challenge descriptions** (22 February). Usually the following aspects are used:


- ❖ prototype



- ❖ feasibility
- ❖ impact/value
- ❖ innovativeness, presentation


**Please note the percentages or aspects can be different according to the partners' expectations in the challenges !**


### **Live pitch details:**

The finalist teams will do a **live pitch on Sunday in a previously decided order**. Here are the most important things you need to know about the live pitch:

 The teams will have to make a presentation with basic information about their solution and **pitch it within 4 minutes**.

 During the live pitch, the teams will hear 2 'gong' sounds. The first one indicates you have 30 seconds left, and the second one means the 4 minutes is up. 

 During the pitches the **audience can ask questions** in the chat/at the venue and if there is an interesting question the MC will ask this from the team.

 Once the teams have presented their ideas, the jury will have a few minutes to decide on the Grand Winner. In these few minutes, we will announce the Challenge Winners.

## 10. Useful links



Website and registration: [LINK](#)



Facebook event: [LINK](#)



Slack workspace: [LINK](#)



Junction App: [LINK](#)

**In case you have any further questions check the [FAQ](#) or reach out to us on Slack in the #ask\_anything channel!**