Welcome to #hack4no 2017

#hack4no is primarily conducted in Norwegian. But there is no reason why English speakers cannot also participate.

Below you will find competition rules, programme and practical information.

At #hack4no, all information and virtually everything said on stage will be in Norwegian. However, the majority of Norwegians speak good English and it should be no problem either communicating with them or asking some friendly persons to translate. Our secretariat will also be able to (verbally) communicate all important information in English.

And if you want to present your pitches in English, that's just fine!

Competition rules

General

The jury will select five winners based on the judgement criteria below. In addition to the 1st, 2nd and 3rd prize, the jury will award two special prizes in which they can place greater emphasis on one or more of the judgement criteria, for example, the X factor. The special prizes have been created to permit all types of participants and teams to have a chance of winning, both students and established parties, those starting with a clean sheet at #hack4no and those who have honed an idea beforehand, as well as those

who focus mainly on programming and technology and those who attach importance to ideas/concepts.

Minimum requirements

- Use of at least one open dataset from data.norge.no or geonorge.no
- The solution cannot have been launched or have been available to the general public prior to the competition

Implementation and pitching

At the start of the competition on Friday morning (27/10), those who want to may present ("pitch") their idea to the rest of the participants with a view to creating a team. The pitch can last a maximum of one minute and you are not permitted to use PowerPoint, etc. The teams will then be registered. You can also establish a team beforehand. The teams work up to the deadline on Saturday (28/10) at 14.15. Immediately afterwards, the semi-finals will take place in which the expert teams function as juries and 10 teams will progress to the final on Saturday afternoon/evening with a dedicated
final jury. The pitch in the semi-final and final may last up to 4 minutes and there will be an option to use PowerPoint, etc. In the semi-final and final, all teams will receive direct feedback from the jury.

The following must be submitted:

- A written account of the competition entry.
- In the semi-final/final, a pitch of up to 4 minutes must be delivered. Part of the pitch shall include a section in which the team displays what they have made, either through the idea/solution being visualised or through a demo/prototype/working application being demonstrated

Judgement criteria

- User utility value: Clear requirement/problem. User involvement. Solution that addresses the need.
- Good code work: Quality in programming and use of technology, illustrative demo/prototype.
- Market potential/social benefit
- Degree of innovation
- User-friendliness and design: Appearance. User experience.

- X factor. "That little bit more". Presentation. Enthusiasm. Humour

Prizes

- 1st prize: NOK 10,000 (gift card), second prize: NOK 5,000, 3rd prize, NOK 2,500 (gift card) and two special jury prizes of NOK 2,500 (gift card) each.
- In addition, all winning teams will receive travel/accommodation expenses to Oslo (up to NOK 10,000 per team) for a 1-day innovation camp at the StartupLab on 17 November, where they will receive start-up help to further develop their solution. The teams will be able to choose consultancy services/expert help from a menu created by the organisers.
- One of the teams will be offered up to a six-month stay at the StartupLab, at the expense of the Norwegian Mapping Authority.
- NAV will create a prize of NOK 2,500 (gift card) for the best use of its data
- The Norwegian Petroleum Directorate will create a prize of NOK 2,500 for best time-line concept and NOK 2,500 for best use of its data. Further information on the Norwegian Petroleum Directorate's website.

Rights

- Ideas, prototypes, services or other material produced during #hack4no and which form part of the competition, belong to the participants – subject to internal agreement. Participants are encouraged to clarify rights in the team before submission of the competition entry.
- After the competition, #hack4no and agency/agencies that have submitted data, may display and make reference to submitted entries for marketing purposes or to illustrate the value of open data.

Frequently asked questions

How do I join the competition – and what will we actually be doing?

We start on Friday morning with a programme item in which you can "pitch" (present) your idea to the rest of the participants and invite others to form a team with you. You will then work on the idea over the weekend, for example, on choice of technology, programming, design, user involvement and business model. You will be coached by our expert teams along the way. On Saturday afternoon, the team pitches the result of the weekend's work in a semi-final. 10 teams progress to the final.

Do I have to have an idea to join the competition?

No. If you don't have your own idea, you can listen to the ideas pitched at the start of the competition and register with an idea/team that sounds exciting to you.

Can we form a team beforehand?

Yes, this is totally possible but you do not register the team before you arrive at #hack4no. If you have begun to form a team beforehand, this is only positive. However, we recommend that you don't "lock" the team completely before you arrive. Many talented people attend #hack4no and perhaps you will find the very person/s who complement you?

How should a team be composed?

The best teams are those that are composed of people with different skills, backgrounds and characteristics. We recommend that you aim to include IT skills, someone who has a good eye for design and someone who is good at business development and idea development. But creative people are worth their weight in gold, regardless of their background.

How large or small can a team be?

There is no precise answer here. However, we recommend a minimum of three people on a team and no more than six

Is #hack4no actually an IT competition?

Yes and no. It is equally an idea competition and a entrepreneur competition. It is a requirement that the team uses open data from the public sector in some way, but this does not mean only IT people are needed. To make a business idea viable, it is also important to include people who know about finance, entrepreneurship and marketing. And to

make a digital solution or an app user-friendly and attractive, people with an eye for good design can be crucial.

I have an idea I would like to pitch at #hack4no. Can I be certain that people will join my team?

No, there is no guarantee of this. It can therefore be smart to begin putting together a team beforehand. Include a colleague or an acquaintance. If – once the introductory round with idea pitches is over – you are left with no others on your team, you should consider joining another team. Even if you don't get to develop your specific idea, you will learn much about teamwork, innovation, open data, design and business development.

The business I work for wants to develop an app. Can anyone at #hack4no help us with this?

Of course, but you also have to participate yourselves. We propose that one or more people from the company pitch the idea at the start-up and invite people to form a team with you. You can also form a team comprising just yourselves. Regardless of your *modus operandi*, the team will receive help from our expert teams throughout the weekend.

As students and novices, do we actually stand any real chance when we risk competing against established companies who send their specialists?

Yes. Previous experience indicates that students are amongst the top participants. The teams that do best are often those that have a multidisciplinary composition, comprising people from different communities. Moreover, this year we have created two special prizes that will ensure that all types of participants and teams will have a chance of winning, both students and established participants, those starting with a clean sheet at #hack4no and those who have honed an idea beforehand.

Who owns the rights to what the team develops?

You will have to talk about this on the first day. If you are bringing an idea with you and will not be including the rest of the team once the #hack4no weekend is over, you should make everyone aware of this the first time you pitch the idea. But remember that if you close the door for further cooperation right at the start, you could risk not getting the best people on your team – people who could otherwise have actually contributed to the

idea being realised. #hack4no will prepare an information sheet and agreement templates that you can use as a basis, if you like.

Is there a risk that my idea could be stolen if I present it in public at #hack4no?

Sort of. You cannot avoid such risks when you share an idea. But we live in an age of sharing, and there is a much greater chance that by sharing the idea with others, you will receive input that will make it even better. Maybe this will mean that you will attract precisely the people you need to realise the idea.

Programme

Thursday 26 October

Kick off for students

Friday 27 October

08.30: Registration
09.30: Opening: Greeting/practical information
09.45: Review of competition rules, expert teams' role, etc.
10.00: Data owners present their data sets
10.45: Pitching of ideas, teams are formed and hacking starts
18.00: Dinner

Saturday 28 October

08.00: Hacking/breakfast
09.00–09.30: Gathering of participants – a breather, questions and requests from the hall
09.30–10.00: Crash course in pitching by Professor of Innovation, Sjur Dagestad (Innoco)
11.45: Lunch
14.15: Deadline for submission
14.30: Semi-finals
17.00: Grand finale including final, prize ceremony, hot dogs and physics show. Speech and Kahoot by Kahoot founder, Johan Brand. For both adults and children (junior hack). Master of ceremonies: Selda Ekiz
20.00: Official part of programme is over. Participants going home will

depart. Those who are staying until the Sunday, meet at the campus bar "Joker" for pizza, quiz, etc.

Sunday 29 October

08.00–10.00: Breakfast
10.00–12.00: Departure. The campus closes at 12.00.

Practical information

Dates

#hack4no starts on the morning of Friday 27 October and ends at 20.00 on Saturday 28 October. A code day for school classes takes place during the day on Friday. Junior hack opens on Friday afternoon. For students, the kick off/student day is Thursday 26 October.

People travelling to the event may stay overnight on the campus from Thursday to Sunday.

Location

University College of Southeast Norway, Campus Ringerike, Bredalsveien 14, Hønefoss

Price

Participation in #hack4no is free.

Meals

On student day, Thursday 26 October, a free lunch will be provided. On Friday 27 and Saturday 28, lunch and dinner is on us. It is possible to buy breakfast and other food in the campus canteen.

How to get there

Driving time from both Oslo and Gardermoen is around one hour.

A free bus is available on Friday morning (27/10) from Oslo and Gardermoen. Tick the appropriate box in the registration form if you wish to take advantage of this offer.

Please note that no free return bus is available on Saturday evening or Sunday morning. You can use the scheduled Askeladden bus to Gardermoen (airport bus service) or Brakar bus no. 200 to Oslo (Brakar bus timetable here).

Travel grant

Travelling students, school classes and code clubs may apply for a travel grant or that we provide a free bus so that travel costs will be as reasonable as possible and, in the best case, free. There is a check box for this on the registration form.

Accommodation

- **Hotel:** There are a number of good hotels in the vicinity. See an overview of hotels at Booking.com and accommodation options at Airbnb.
- **Staying up all night:** You can stay up all night at Ringerike Campus, if you like.
- **Dormitory:** If you bring a sleeping bag and sleeping pad, you can stay for free in a classroom/gymnasium on the campus or at a nearby school (tick the appropriate box in the registration form). You can arrive on Thursday evening and stay until Sunday.

Registration

Register here!

Special information for students

We would like to have more students at #hack4no and are holding a separate kick-off day for students on Thursday 26 October, the day before the hackathon gets going.

On Thursday 26 October professionals from the University College of Southeast Norway (HSN) will conduct a number of inspiring lectures on IT, innovation, finance and law. The lectures will be run in parallel so that students can choose which topics they are interested in and decide which lectures to attend. We will also serve a free lunch on this day. The location is the same as the rest of #hack4no, University College of Southeast Norway, Campus Ringerike (Hønefoss).

The day will conclude with a social event, led by student organisations in Ringerike. For travelling students, we offer free accommodation on campus or in nearby premises (bring a sleeping bag and sleeping pad) so that you will be able to join the hackathon on Friday morning. If you are travelling to the event, you can also receive a travel grant to get to #hack4no and Hønefoss, or we will provide a bus if there are a sufficient number of people from the same place of study.

It is also possible to only take part in the student day if you are unable to join the rest of #hack4no on the Friday and Saturday.

Contact

Contact us via email post@hack4.no

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