



# Schedule

# Codeathon Schedule – Day 1

Volunteer Shift	Time	Description
Setup (1500-1700)	1500-1600	Setup Conference room, Presentation, Music, Tables, Extension Cords, Posters, Flyers
	1600-1700	Registration & Photo Waiver process, Gather Team Names & members, Distribute name tags, and Desktop Setup.
Shift 1 (1700-2300)	1700-1800	Program Begins 1700-1705: Introduce Director 1705-1720: Opening Statement by Director 1720-1735: Opening Statement by SDSU 1735-1745: Reserved for UR&R 1745-1800: Announce coding theme and rubric
	1800-1900	Start Coding -Students can network any time after 1800
	1900	Setup Dinner (100 students)
Shift 2 (2300-0500)	2300-0500	Mostly hanging out with the students....

# Codeathon Schedule – Day 2

Volunteer Shift	Time	Description
Shift 3 (0500-1100)	0800	Setup Breakfast (50 students)
Shift 4 (1100-1700)	1200	Setup Lunch (80 students)
	1300	Announcement and setup demo tables
	1400-1600	Judging Starts <ul style="list-style-type: none"> <li>• 1400-1500: Round 1</li> <li>• 1500-1530: Round 2</li> <li>• 1530-1600: Judge Meeting</li> </ul>
	1600-1700	Announce Winners & Closing Statement <ul style="list-style-type: none"> <li>• 1605-1605: Introduce Director</li> <li>• 1605-1620: Director presents awards &amp; photo</li> <li>• 1620-1635: Closing Statement and Photo</li> <li>• Reserved 25 minutes to adjust between 1400-1700</li> </ul>
	1700-1730	Clean Up <sup>3</sup>



# Judging Criteria

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- 20% Design Planning & Architecture
  - A specific person (the end user), a specific place (environment, etc), and a specific time (life cycle of a product/production). Show us how you planned your project to meet the requirements.
- 20% Presentation of Effort
  - The presentation should state what is innovative and unique about the envisioned product or service. There should be a clear description of how the product idea creates value. What real need does it solve?
- 20% Innovation
  - The process through which new (or improved) technologies. In the spirit of innovation, what is cool about your project?
- 20% Technology
  - Technology and the product should be clearly defined with emphasis placed on functions. If the technology is at a very early stage idea phase, the team should offer assurances that it is feasible to create the product/service.
- 20% Overall Product Completed
  - Innovation within the team is highly valued. We also want to recognize invention in terms of creating a match between a market and the technology. Does it robustly solve the problem?