



## **Post-Hacks for Humanity Hackathon Progress and Impact**

### **Team Update**

#### **ArkHumanity (1st Place Winner 2014)**

Since their group's formation and victory at the inaugural ASU Project Humanities Hacks for Humanity hackathon, ArkHumanity has gone on to win various social enterprise competitions: 1st place in ASU Changemakers Central's Changemaker Challenge, top 3 in the WP Carey Pakis Social Entrepreneurship Challenge, top 5 in the CPSCS Innovation Challenge; have participated in major conferences such as Stanford University's MedicineX, the international online Disruptive Innovation Festival, and have formed their own for-profit called HumanityX.

#### **Drive as Local (1st Place Winner 2016)**

After winning first place at the ASU Project Humanities 2016 Hacks for Humanity hackathon for the social good, Drive as Local was selected to be in ASU Venture Devils program during 2016/2017. Thanks to their venture mentor provided by the W. P. Carey School of Business, they were able to form an LLC in early 2017 and received \$1,000 in seed funding in October 2017. They are expected to make the app live by February 2018.

#### **Gabby (2nd Place Winner 2017)**

GABBYai.com utilized resources by the ASU Venture Devils program such as their Venture Devils Orientation, Financial Workshop and mentoring program. GABBYai.com was selected as 1 of 60 teams out of 350 Startups to present in ASU Venture Devils "Demo Day" on December 1, 2017, at ASU Sky Song. The team received \$1K eSeed Challenge grant.

### **Participant Update**

#### **Ari Sokolov (2014, 2016)**

At the age of 13, Ari Sokolov is the youngest participant of Hacks for Humanity hackathon for the social good. She enjoyed the experience so much that she participated twice, first in 2014 and then in 2016. The opportunity provided her a platform to exercise her skills and interests, ultimately paving a path for her future. Now a high school junior, Ari will bypass graduating high school next year and begin her studies at the University of Southern California in the Computer Science and Business Management program. Since participating the hackathon, Ari's other achievements include:

- Winner of Founders Bootcamp for team submission of Trill Project, an encrypted social media platform to support LGBT+ teens; prize was \$50K investment and mentorship



- Winner, National Center for Women IN Technology (NCWIT) Aspire IT award, 2018
- Winner, NCWIT Aspire IT Award, national honorable mention, regional winner, 2017
- President, Girls Who Code, Harvard-Westlake, 2017-2018
- Communications Lead, Harvard Westlake Venture Entrepreneurship Club, 2016-2018
- Grant Recipient, Aspire IT, taught summer robotics program to girls in East LA subsidized housing through LA Housing Authority
- Winner, Congressional App Competition, 2016, 2017
- Apple Scholar and WWDC participant, 2016, 2017 and 2018
- Selected to attend Apple Engineering Technology Camp, 2018
- Attended MIT Launch, selective high school summer entrepreneurship program
- Apps created:
  - Gameish
  - BeaconX
  - Coding Sticker Pack
  - Roof-Hopping Emoji's
- Founded Logical Nonsense, LLC which provides consultancy, web-development, app development and other technological services

### **Wendy Wang (2016, 2017)**

As part of the first place team in 2016, Wendy and her team went on to receive a \$1,000 seed grant and mentorship from a business advisor on how to turn their idea into a business. “Driveaslocal, LLC” has now been in existence since 2017. After learning about entrepreneurship, Wendy is now considering getting an MBA in the next few years. She is a designer, but from her participation in the hackathon, she realized that thinking creatively doesn’t always mean creating something; it’s also about developing innovative solutions for problems. From working with diverse teams, learning about innovation and entrepreneurship, and mentoring others, Wendy has credited her experiences with the hackathon in boosting her career.

### **Testimonials**

“On October 8, 2016, I attended the Hacks for Humanity by Project Humanities at ASU. Our team Six Sigma developed an app called Synapse, a habit building app for Android. As the role of designer, I was responsible for designing the user interface (UI) for the app, making the prototype of the app using proto.io for designing the user experience (UX), and I also participated in developing the idea of the function of this app by working with one of the team members, who is a neuroscience specialist. During our experience of all development and workshops, I learned a lot including UI/UX design, programming, and entrepreneurship. The most significant thing for me is that I got to know a lot of friends that have the same interests as me and who love developing apps. The wonderful time I spent with them during this hackathon is one of the best memories in my college life.” – **Junshu Liu, 2016**



“This is my second time coming in as a mentor and I’ve learned quite a bit mentoring other people and seeing things from others’ perspective. It was also incredible seeing middle school and high school students attend. They were phenomenal – their coding, execution, design. It was really amazing overall. I’ll definitely come back next year if given the opportunity.” – **Binhong Lee, Software Developer, workshop leader (2017), and mentor (2016, 2017)**

“Participation from a diverse group of people in a platform such as Hacks for Humanity creates a paradigm shift in technology development, giving everyday people the power to co-build the ‘next big thing’ that may affect our lives.” – **Pat Pataranutaporn, inaugural hackathon participant (2014) and Humanity X co-founder**

### **Participant Feedback**

This was new to me, but definitely an adventure, learning experience and network builder!

Organizers are amazing and dedicated people with boundless energy. Excited for the opportunity to work with them on future projects.

I have drank the Kool-Aid! Dr. Lester's model will be incorporated into my non-profit right away for Arizona!

Mentors and staff are caring, which definitely helps participants develop better products.

Because of attending the hackathon, I learned methods on team building and the processes of coming up with a workable idea.