

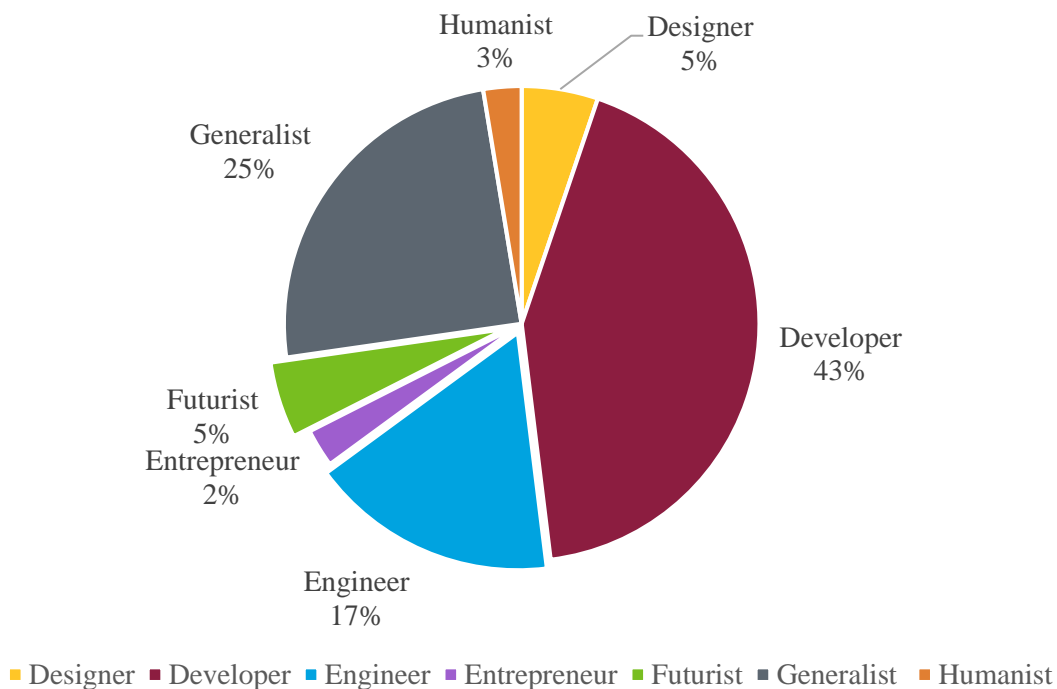
At a Glance

Participants

150 individuals participated in the 36-hour weekend event, an increase from the previous (3) years. In addition to the focus on the (7) principles ASU Project Humanities identifies as **Humanity 101**—*respect, integrity, empathy, forgiveness, compassion, kindness and self-reflection*-- this year's event added three categories to the competition: Earth, education, and healthcare.

- Valley high school students from Xavier College Preparatory High School, McClintock High School, and Westwood High School
- Undergraduate and graduate students from Arizona State University, Mesa Community College, and Chandler-Gilbert Community College; students' majors range from Engineering to Chemistry, from Business to Fine Arts.
- Community professionals included: homemaker, registered nurse, consultant, program manager, consultant, software developer, software engineer; and in the areas of design, marketing, sales, and non-profit management.

Participant Roles

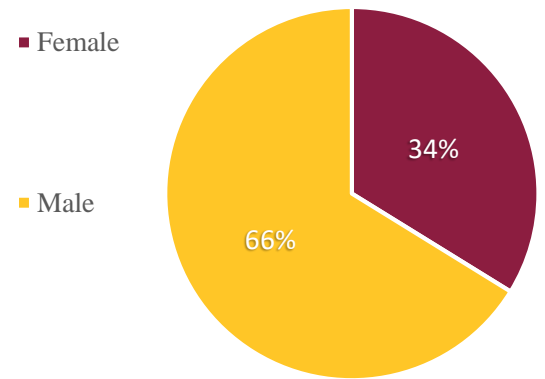


Participant Demographics

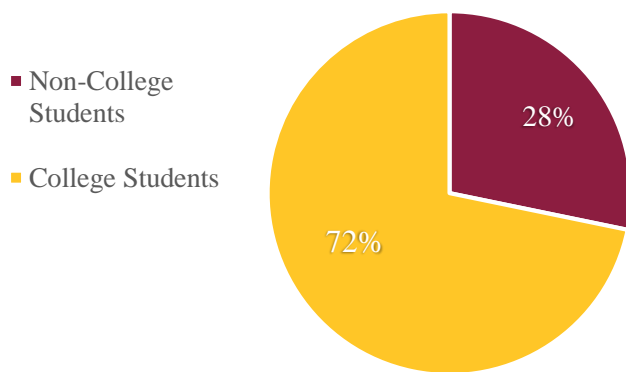
Education



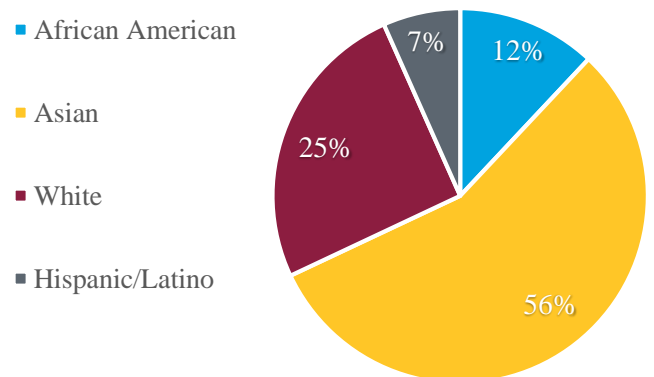
Gender



College Students vs. Non-College Students



Ethnicity





ASU Project Humanities'
4th Annual Hacks for Humanity
Hackathon for the Social Good
October 7 – 8, 2017



Mentors & Volunteers

- (29) mentors & volunteers from Xavier College Preparatory High School, AZ Culture, VelNonArt, Amazon, State Farm, SeedSpot, Arizona State University, and Mesa Community College.

Judges (4) from Amazon, Galvanize, State Farm, and ASU Center for Entrepreneurship and Innovation

Sponsorships and Support

(3) major sponsors: **State Farm**, **Amazon**, and **The ASU Center for Entrepreneurship and Innovation (E+I)**, each provided speakers, volunteers, and mentors throughout hackathon. **State Farm** and **E+I** provided one judge each to determine the winning teams. **Red Bull** provided product on site and organized a very popular a midnight silent disco to entertain participants. **Portello's** provided a chocolate cake break on Day 1. **Tuft & Needle** provided (5) mattresses for first-place team (valued at \$3750). **Union Tempe Apartments**, **ASU Center for Science and the Imagination**, and **ASU School for International Letters and Cultures** provided funding support. **AMC** provided giveaways. An anonymous donor gave away a big-ticket raffle item of (2) tickets to *Lost Lake Music Festival* valued at \$350/ each. **Galvanize** provided swag and door prizes:

- 2 Galvanize Classes
- Echo Dot
- MySQL Ultimate Frisbee Set
- Video Game Box Set
- Github Stickers
- Free DevOps Days Tickets
- Free Startup Weekend Tickets (5 tickets for winning team)

Sessions, Workshops & Activities

- *Individual Icebreaker*: “Getting to Know You” BINGO
- *Team-building Icebreaker*: Balloon Furniture making contest as team-building and pitching
- *Opening Plenary*: “Humanity 101 Entrepreneurship”
- *Opening Panel*: “Brainstorming and Idea Development—Value Proposition”
- *Workshop*: “Your Leadership Toolbox,” presented by **Amazon**
- *Workshop*: “Sustaining your Project after the Hackathon,” presented by **State Farm**
- *Workshop*: “From Ideation to Action: Identifying the Steps to Test and Build Your Idea,” presented by **ASU Entrepreneurship + Innovation**



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- *Workshop*: “Intro to Git,” by ASU Alumni and Hacks for Humanity Inaugural Winning Team (ARKHumanity)
- *Workshop*: “How to Pitch Your Product,” presented by **SeedSpot**
- *Activity*: Midnight Silent Disco
- *Activity*: Rise and Shine Yoga

Winning Teams

1st Place: Envolve

Envolve is a community service web-based application that facilitates volunteers’ communications with organizations and among one another by providing them a platform to filter events based on their interest, set volunteering teams, communicate with other volunteers, and reward them for their work through official certificates of service.

2nd Place: Gabby

Gabby is an interactive support device for seniors who live alone. Through devices such as Alexa, Fitbits, and Google watches, seniors’ movements are tracked to determine when a senior is experiencing crisis and notifies designated contacts when an episode of crisis-- such as a fall--occurs.

3rd Place: RecognizeMe!

RecognizeMe! is a phone application and web platform that bridges the gap between community organizers and their volunteers through an online network that posts different projects within an organization and rewards volunteers for participating in these projects through a points-based system.

4th Place: Dunces and Dragons

Dunces and Dragon is an application that connects students struggling in certain topics to students who are willing to help and capable of answering questions. It is a network that builds peer-mentors’ credibility by awarding them points by asking and answering questions. It facilitates the spread of information and professional relationship building across student networks.



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Additional Awards

In addition to the (4) placing teams, Project Humanities' **Humanity 101** Founders Michelle Mace and Jim Tuton awarded \$100 gift cards to further the progress of (4) teams of their choosing. They have also invited all members of the top 7 teams to a strategizing breakfast at their Ahwatukee home on November 11, 2017.

Winners of this year's social media challenge were awarded swag bags and the grand prizewinner social media challenge winner received (2) tickets to the 2017 *Lost Lake Music Festival*, courtesy of **anonymous donor**.

Post-Hackathon Progress

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-profits called **HumanityX**.

Drive as Local (1st Place Winner 2016)

After winning first place at the ASU Project H2016 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](http://www.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.

<http://www.hacksforhumanity.io/>