

Hacks for Humanity 2018 Report



Summary

On October 6-7, 2018, ASU Project Humanities hosted its 5th annual Hacks for Humanity hackathon for the social good on ASU Tempe campus. Roughly 200 individuals attended the 36-hour event. Teams competed to create technologies for the social good, each product embodying at least three of the seven **Humanity 101** principles as defined by Project Humanities—*respect, integrity, empathy, compassion, kindness, forgiveness, and self-reflection*. This year's event further incorporated three tracks: Mobility, Parenting, and Social Justice. Hacks for Humanity 2018 was made possible by the following sponsors: **State Farm, ASU Entrepreneurship + Innovation, Amazon Tempe, ASU School for the Future of Innovation in Society, PayPal, Silicon Valley Bank, and Union Tempe Apartments.**

Unique this year, Project Humanities linked with **University of Texas at Dallas (UTD)** to host our hackathons synchronously. UTD followed Project Humanities' model by incorporating the goal of working towards the social good via **Humanity 101** principles, along with the same tracks to guide participants' creations. Both Project Humanities and UTD livestreamed workshops to share with each other. To find photos from the UTD event, <https://tinyurl.com/utdphotos>

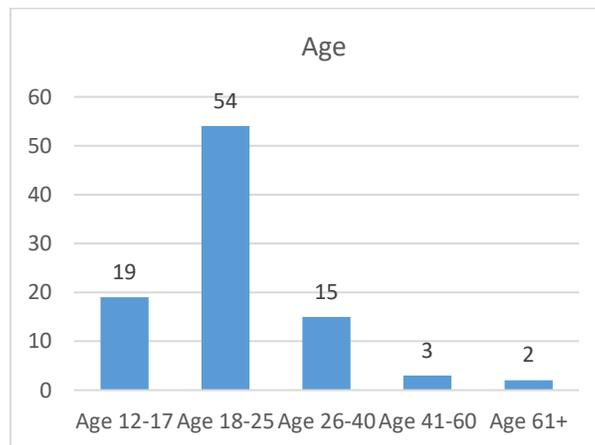
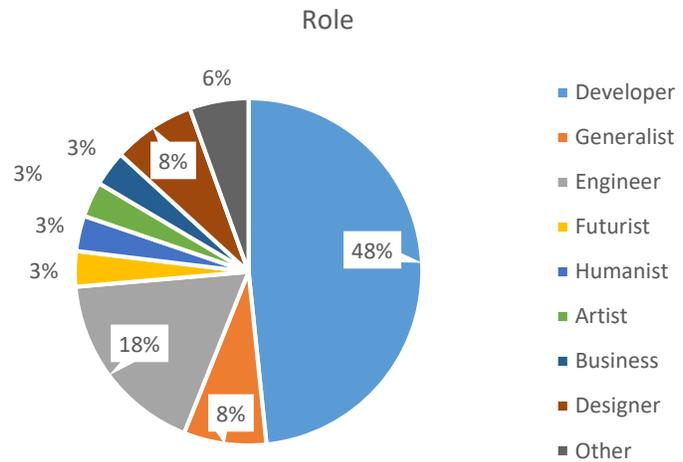
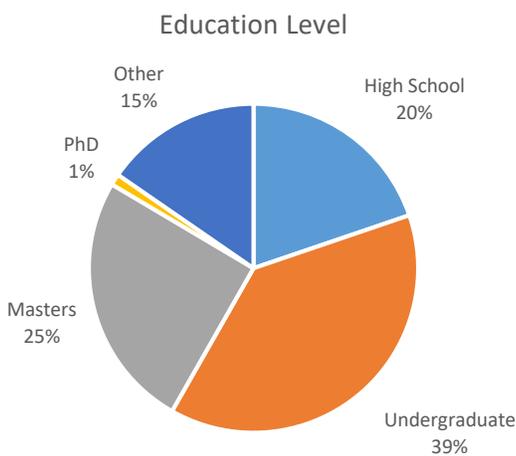
Other highlights this year include interactive teambuilding activities for diverse team formation, yoga, therapy dogs, midnight dance and pizza party, raffle prizes, and meals catered by Citron Catering.



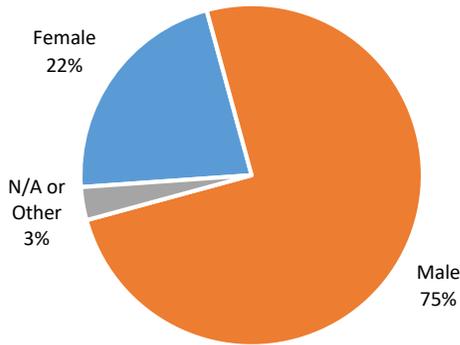
University of Texas at Dallas

Participants (91) –

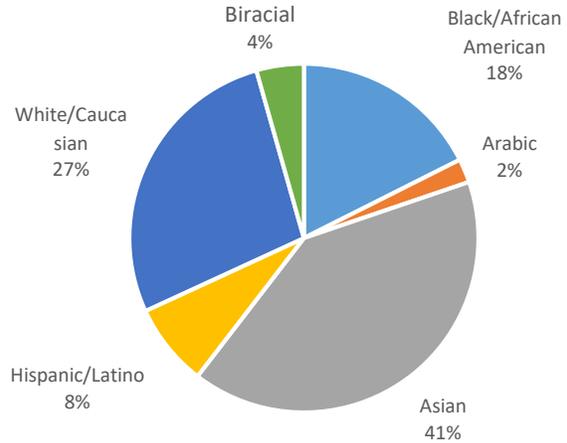
- Valley high school students represented Western Maricopa Education Center, Mountain Pointe High School, Desert Vista High School, North High School, Westwood High School, Xavier College Preparatory High School, Bioscience High School, Hamilton High School, BASIS Phoenix, McClintock High School, Camelback High School, Central High School, and Chandler Preparatory Academy
- Undergraduate and Graduate Students represented Arizona State University, Northern Arizona University, and Grand Canyon University; students’ majors ranged from Global Management to Justice Studies, from History to Conservation Biology
- Community Professionals included: consultant, artist, software engineer, software designer, financial service professional, web developer, banking and education, realtor, entrepreneur, philanthropist, computer engineer, nonprofit management, and lead development engineer
- Alumni from Arizona State University



Gender Identity

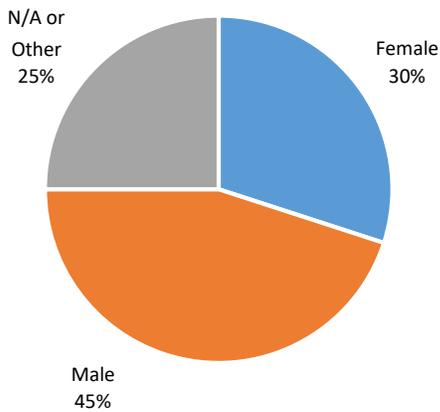


Race/Ethnicity

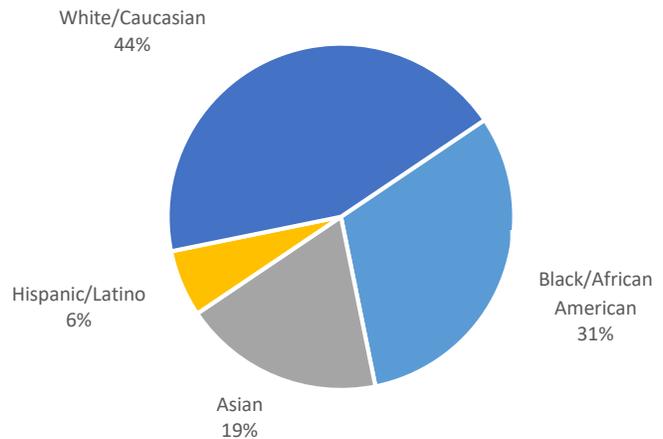


Mentors (23) – Individuals who commit to a minimum of 2-hour blocks in which they test teams’ ideas and offer guidance. Mentors are anyone interested in utilizing their expertise to help teams spark creativity, generate ideas, problem solve, and develop final presentations.

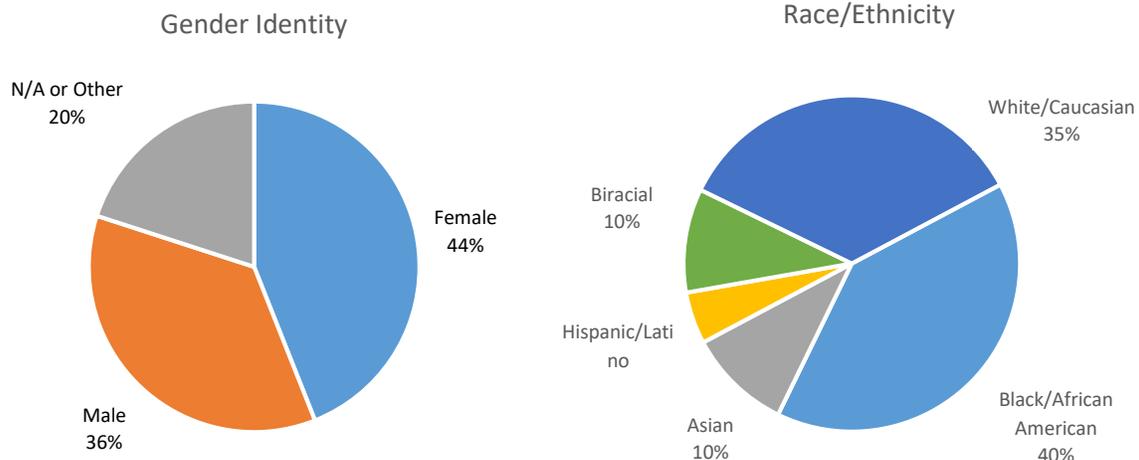
Gender Identity



Race/Ethnicity



Volunteers (27) – Individuals who sign up in 2-hour blocks to assist in all areas of hackathon implementation, including set-up, registration, team formation, distributing supplies, clean up, and other event logistics.



Judges (4) – Ryan Winkle (Innovative Urban Solutions), Kate Hastings (Frank Lloyd Wright Foundation, Group of Three Inc.), Lisa Lloyd (Lloyd Marketing Group), Jackie Thompson (State Farm)

Sponsorships (6) – State Farm, Amazon Tempe, ASU Entrepreneurship + Innovation, ASU School for the Future of Innovation in Society, PayPal, Silicon Valley Bank

Supporters (27) – ASU School of International Letters and Cultures, KIND Snacks, Portillo’s, Alamo Drafthouse Cinema, Lou Malnati’s Pizzeria, House of Tricks, Desert Botanical Garden, Phoenix Rising, American Paintball Coliseum, Spinelli’s Pizzeria, EventKey, Co+Hoots, Rachel Defurio Wellness, Original Geno’s, Union Tempe Apartments, Arizona Cardinals, OdySea Aquarium, Phoenix Zoo, Sprouts Farmers Market, ASU Alumni Association, Galvanize, ASU Wellness, ASU Health & Counseling Services, Phi Beta Kappa, Arizona Science Center, Reality Dreams, Alliance of Therapy Dogs

Sessions, Workshops, and Activities

- *Icebreaker: “Getting to Know You”* Bingo
- *Team-building Icebreaker: “Talk Better Together”*
- *Opening Plenary: “Non-Profit vs. For Profit,”* presented by Michelle Mace and Jim Tuton, entrepreneurs
- *Workshop: “Front End Development,”* presented by UTD
- *Workshop: “Back End Development,”* presented by UTD
- *Workshop: “From Ideation to Action,”* presented by Brent Sebold, ASU E+I
- *Workshop: “Anticipating Social Change,”* presented by Jameson Wetmore, ASU SFIS
- *Workshop: “App Development/Git Skills,”* presented by UTD
- *Workshop: “Pitching Your Product,”* presented by Sheri Heins and Jackie Thompson, State Farm
- *Activities: Yoga, Therapy Dogs, Midnight Dance and Pizza Party*

Winning Teams

Tied for First Place: My Siren

Individuals who are deaf or hard of hearing are at risk of harm from emergency vehicles, especially during the day when flashing lights are not easily visible. This vibrating siren detection phone app alerts deaf and hard-of-hearing individuals to nearby emergency vehicles. It operates for both pedestrians and drivers, especially those in urban areas. Of the **Humanity 101** principles, this one embodies **empathy, kindness, compassion** and **respect**, and enhances the lives of those using the product by providing safety and mobility solutions that do not depend on others around them. No other safety-focused resource like this serves this underserved population. *The first place prize for each team member included an Oculus Rift VR headset, Osprey backpack, stainless steel water bottle, and a 3-month Frequent Flyer membership to Co+Hoots.*

Tied for First Place: Noobs: Self-driving Humans

Mobility for the visually impaired is a reality for some 285 million individuals globally. This app goes beyond the existence of service dogs, smart walking canes, and mobile guidance apps. This app improves mobility for the visually impaired by allowing more independence and safety. Our product improves and simplifies these individuals' daily tasks while allowing them to be more independent and secure. This technology embodies these **Humanity 101** principles: **compassion, empathy, integrity** and **respect**. It allows these individuals to be better integrated into their environments with greater confidence to perform daily tasks and to be at one with their physical environments. *The first place prize for each team member included an Oculus Rift VR headset, Osprey backpack, stainless steel water bottle, and a 3-month Frequent Flyer membership to Co+Hoots.*

Second Place: AlloParenting

This app connects individuals who have shared interests and exposes children to more diverse perspectives and experiences, thus creating **respect, integrity, empathy, compassion**, and **self-reflection**. A communal parenting app for those families without immediate communal support, this app builds trust and allows others to become more engaged. This instrument allows parents to create a bio that can be found by other parents within a given neighborhood. Parents will update a website with upcoming events or experiences they will be putting together or doing, and other families can choose to join them or have their child join them. Kids will be able to meet and see many other cultures and ideas this way and learn to respect differences. *The second place prize for each team member included an Amazon Echo Show, Osprey backpack, stainless steel water bottle, 1-month membership to Galvanize, and admission to DevOps Days Phoenix.*

Third Place: The LINK

Millions of children all over the world are victims of child labor. Over 10 million children drop out of school every year. This app is a crowd funding app for children to attend school, embodying these **Humanity 101** principles: **compassion, empathy** and **kindness**. This solution is an opportunity to save children who fall through the proverbial crack, because they can't afford an education. This product further reduces the gap between various NGOs and underserved children who cannot afford education, allowing everyday people to step in and support. This creates a data pipeline to promote children's education, especially for corporations and government agencies. It's both a social awareness campaign and a community-building vehicle. *The third place prize for each team member included a JBL Bluetooth speaker, Osprey backpack, stainless steel water bottle, and an ASU E+I t-shirt.*

Post-Hackathon Opportunities

- One of the four judges, Lisa Lloyd of Lloyd Marketing Group, Inc. of Scottsdale (AZ), has offered a free 30-minute phone consult to each of the hackathon teams.
- Hacks for Humanity sponsor, Silicon Valley Bank (SVB), is developing a new client onboarding platform and is seeking hackathon participants with a business background to gather user feedback to refine the application. Participants will receive a \$50 gift card for their time, and the demo will be held live at SVB's Tempe location.

Participant Feedback

- “Continue to show the value of leading with humanity and showing how it intersects with entrepreneurship.”
- “Awesome event. Thanks for dedicating all this time to our youth, it's a great investment.”
- “This was a fun-filled event that has challenged me mentally, physically, and emotionally.”
- “The diversity was amazing. High energy, friendliness, and no need to be high tech to contribute.”
- “The theme of the hackathon is unique. It helps build solutions which benefit the humanity as a whole.”
- “I loved how we had yoga in the morning and the therapy dogs to keep us sane.”
- “This hackathon has a greater emphasis on impact and sustainability rather than the ‘programming prowess’ required.”
- “I find that the set up for the hackathon is very unique. Usually teams are formed based on people you already know, but this hackathon encourages people with different backgrounds and skills to meet and form teams.”

Media

ASU’s Hacks for Humanity spawns new innovations for social good (KJZZ)

<https://theshow.kjzz.org/content/709785/asus-hacks-humanity-spawns-new-innovations-social-good>

Hacks for Humanity grows, inspires others in academia (ASU Now)

<https://asunow.asu.edu/20181007-arizona-impact-hacks-humanity-growing-and-inspiring-others-academia>

ASU professor’s ‘hackathon’ is an exercise for humanity

- East Valley Tribune http://www.eastvalleytribune.com/local/asu-professor-s-hackathon-is-an-exercise-for-humanity/article_72e1bfe8-c698-11e8-9ac2-6be314f30953.html
- Ahwatukee Foothills News http://www.ahwatukee.com/news/article_a27ef4b8-c1b7-11e8-abee-1b712bc455fb.html
- Gilbert Sun News http://www.eastvalleytribune.com/local/asu-professor-s-hackathon-is-an-exercise-for-humanity/article_72e1bfe8-c698-11e8-9ac2-6be314f30953.html

ASU Hackathon seeks to create technology to solve problems (Arizona PBS)

<https://azpbs.org/horizon/2018/09/asu-hackathon-seeks-to-create-technology-to-solve-problems/>

Hacks for Humanity 2018 (The Alvin Galloway Show)

<https://www.youtube.com/watch?v=et2ALB3kKdU>



ASU Project Humanities
5th Annual Hacks for Humanity
Hackathon for the Social Good
October 6-7, 2018



Hacks for Humanity 2018 - ASU's Project Humanities - October 6th & 7th, 2018 (AZ Culture)
https://www.youtube.com/watch?v=WEpO96U_8Jw&feature=youtu.be

ASU prof's Project Humanities rolls out programs for fall (San Tan Sun)
<http://santansun.com/2018/09/05/asu-profs-project-humanities-rolls-out-programs-for-fall/>

Hacks for Humanity Hackathon for the Social Good (Reddit – r/ASU)
https://www.reddit.com/r/ASU/comments/9dd1iy/hacks_for_humanity_hackathon_for_the_social_good/

Sunday Sunrise with Host Mini Solis, 101.5 FM, 9/22/18

Facebook mentions: Tempe Chamber of Commerce, ASU University Service Learning

Event Calendars: ASU Thrive Magazine, Arizona Informant, Greater Phoenix Chamber, Chandler Chamber of Commerce, sunhacks, HackHub

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