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CGCC's Coding Club participates in ASU Project Humanities' 2020 Hacks for Humanity

Arizona State University (ASU) Project, Humanities, hosted their 7th annual Hacks for Humanity event on October 9-11. The Hackathon was held virtually and involved participants from all around the world. The event was open to anyone interested in developing a product, solution, or approach for a social need or issue. **Click here** to watch an overview of the Hacks For Humanity event. Various presenters, mentors, and sponsors guided randomized teams for over 36 hours in competition for up to $10K in prizes. Participants took on one of three humanity tracks: aging, safety, or justice.

Students from Chandler-Gilbert Community College (CGCC) were a part of the event's success. Alex Torres, CGCC Coding Club President, and Hackathon participant said, "I had an exciting first Hacks for Humanity event experience. I met some wonderful people from around the country and worked hard to solve a meaningful world issue. Overall, I recommend everyone to try out for this event and give it their best shot." Alex's team won Best Website and played a significant role in creating their **project's website prototype**. Watch Alex's team's entry **here**.

CGCC Coding Club advisors Prema Rayappa and Patricia Baker invited ASU Project Humanities Director, Dr. Neal Lester, and Miguel Fernandez, CGCC Faculty and Drone Club Advisor to one of their club meetings. The meeting was used to educate students about the three-day virtual hacking event and discuss previous projects and experiences to encourage students to join the Hackathon. Rayappa feels the event provides a platform for Computer Programming students with ranging skillsets to collaborate and network with diverse individuals and organizations that advocate innovative solutions for local and global issues.

Dr. Lester was pleased with the event's outcome, stating "I am delighted to see that we were able to pull off this multi-day event with over 100 participants—competitors, mentors, and volunteers—from across the country and the globe. While it was an intense competition, participant feedback reveals that many found it challenging and fun. New friendships were created, and the team-building activities taught a lot about eth rewards and challenges of collaboration. Indeed, we hope that this annual event underscores the reality that there is no success without collaboration."

Fernandez presented the Hackathon plenary on Human-Centric Awareness of Bias and Filter in Technology Design and Artificial Intelligence. "While educational events have become virtual due to COVID-19, the online Hackathon was an amazing achievement that featured local, international, high school, college, industry, and business leaders to work together, illustrating the draw of common humane purpose and cooperation. My main hope is to see even more MCCCD participants next year, with a reminder that Hacks for Humanity is not limited to coders, designers, and engineers. All discipline pathways, academic and workforce, faculty and students, are welcome and valuable as active problem solvers beyond the classroom."

Want to learn more about the Annual ASU Project Humanities Hacks for Humanity event? **Click here** or email **Miguel Fernandez**.

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