Humanitarian & Emergency Logistics Innovation Expo

AHACKATHON | Rules, Criteria & Programme

OBJECTIVES

Platform for **promoting emerging innovations** to address challenges in humanitarian logistics in ASEAN region

Platform for **networking** among humanitarian logistics practitioners, vendors and suppliers, and the wider humanitarian community in the region.

HELIX EVENTS

AHACKATHON
8-10 October 2021

Competition to develop software or codes to solve society's problems – in this case, challenges faced by ASEAN governments in humanitarian logistics. All teams will have 48 hours to finish the application.

ASEAN FORUM
24-25 May 2021

Provide a platform for discussion on the emerging innovations and networking among humanitarian logistics practitioners, vendors and suppliers, and the wider humanitarian community in the region.

IPITCH
25 May 2021

Opportunity for innovators to pitch their ideas to potential sponsors or adopters of their ideas. Each innovator will be given 7 minutes to present their idea and how it can help solve the problems of ASEAN Member States in humanitarian logistics.

INTERNATIONAL EXHIBIT
24-25 May 2021

To showcase products, services, technologies and innovative solutions to reducing disaster risks and enhancing humanitarian logistics in the region.

REGISTRATION IS FREE

AHACKATHON **is open to both coders** (those who know how to develop software) **and non-coders** (those whose background are in disaster management, business management, arts and humanities, social science and hard sciences, architecture and engineering, fine arts, etc.).

The AHACKATHON competition is free (no fees). To register, go to **ahacentre.org/ ahackathon_applyhere**

AHACKATHON

A hackathon is a competition to develop software or codes to solve society's problems – in this case, challenges faced by ASEAN governments in humanitarian logistics. The teams competing will propose software or application-based solutions to the identified problems in humanitarian logistics. During the actual hackathon, all teams will have 48 hours to finish the application. The best app solution will be announced on 13 October (final date yet to be confirmed).

Dates to Remember   GMT +7:00 (Jakarta/Hanoi/Bangkok)

1 Oct 13:30-14:30   ▶   **Kick-off meeting** for all competition participants

8 Oct 13:00-14:00   ▶   AHACKATHON competition **start**

9 Oct 09:00-17:00   ▶   AHACKATHON continuation

10 Oct 09:00-18:00   ▶   AHACKATHON last day and **end**

10 Oct 23:59   ▶   Apps and Pitch **deadline**

13 Oct 13:30-15:00 (tbc) ▶   **Awarding** Ceremony

What you can expect

▶   Opportunity to **meet new friends** from ASEAN and across the globe

▶   Experience **how apps are designed and built**

▶   Coaching from **professional coaches** using design thinking methodology

▶   **Mentoring** from disaster management and logistics professionals

▶   **Exposure to potential app clients** from governments, international organisations and investors

▶   Win exciting **prizes**!

AHACKATHON PARTNERS

HELP LOGISTICS   impact week   launchlabs

SUPPORTING PARTNERS

ANGIN — ANGEL INVESTMENT NETWORK INDONESIA   TEMASEK FOUNDATION   UPS

AHACKATHON RULES

1. Individuals and teams can join. All participants must register as individuals first. [Register here.](#)

2. The team must have a minimum of 5 individuals and maximum of 7 members. At least 2 members of the team should be nationals from the ASEAN Member States. There will be an opportunity or a period to form teams.

3. It is advised that at least 2 members of the team are knowledgeable about developing software codes.

4. Every individual can be part of only one team.

5. For those who register as individuals only, they will be assigned to teams. Other team members may also be reassigned to other teams.

6. Each team will need to designate a Team Leader. The teams must register as a group.

7. The entire competition will be done fully online.

8. All registered teams must participate in the kick-off meeting or webinar on 2 October 2021 at 13:30-15:00. At least 1 member from the team must be present during this orientation.

9. All software codes must be created during the event and must be completed within 48 hours after the official start of the competition.

10. At the end of the 48 hours, all teams must submit a 2-minute video/demo/presentation showing that the app works.

11. Any intellectual property developed during the hackathon will belong to the team that developed it.

12. All registered individuals and teams shall hold the AHA Centre free from any liability or any claim arising from a dispute on the originality or copyright of software codes or any related component or materials of the team's output for the competition.

CRITERIA FOR THE BEST APP

▶ **Fit-for-Purpose design** (30%)
The software provides a suitable solution in various aspects of the supply chain and can improve humanitarian response. Apps that address the Problems in Humanitarian Logistics.

▶ **Innovativeness** (25%)
The software provides a creative yet feasible solution to the Problems in Humanitarian Logistics.

▶ **Potential to scale up** (25%)
The software has potential to be applied in many settings, for example, in different ASEAN country contexts, or in different situations and working environments in humanitarian work and beyond.

▶ **Social pitch** (20%)
The solution was presented in a clear and convincing manner linking the problem analysis with the benefits of the proposed solution.

3-DAY COMPETITION PROGRAMME

8 OCTOBER		GMT +7:00 (Jakarta/Hanoi/Bangkok)
13:00-14:00	**OPENING CEREMONY**	
	Welcome Remarks	*VNDMA*
	Opening Remarks	*AHA Centre*
	Competition Rules and Mechanics	*Impact Week*
	Team Building	*AHA Centre*
14:00pm	**CLOCK START**	
14:00-18:00	Team Building	
	Understanding the Challenge & Reframing	
	Research Planning	

9 OCTOBER		GMT +7:00 (Jakarta/Hanoi/Bangkok)
9:00am – 5:00pm	User & Desk Research	With Design Thinking Coaches from Impact Week
	Synthesis	
	Ideation	
	Prototyping & Test Preparation	

10 OCTOBER		GMT +7:00 (Jakarta/Hanoi/Bangkok)
9:00am – 5:00pm	Testing & Iteration	With Design Thinking Coaches from Impact Week
	Pitch Preparation	
	Finalization of Prototype and Pitch	
	Concluding Session	
18:00pm	**CLOCK END**	

13 OCTOBER	(to be confirmed)	GMT +7:00 (Jakarta/Hanoi/Bangkok)

AHACKATHON PARTNERS

SUPPORTING PARTNERS

JUDGING PROCESS

Each innovator-finalist shall submit
        (a) a 2-minute video showing how the app works
        (b) a 5-minute video pitch with the team explaining their vision, their output or the app
            and other important information

The panel of judges will select the top ideas. The top ideas will be promoted through AHA social media sites of the AHA Centre and its partners to select the audience favourite.

①	②	③	④
Submission	**Judging by Panel**	**Public voting**	**Awarding**

CATEGORIES AND AWARDS

Awards

Opal Award **3rd Prize**	Sapphire Award **2nd Prize**	Ruby Award **1st Prize**	Diamond Award **Community's Choice** (voted by audience)