EcoHacker Info Sheet & Rules

Welcome, 2017 EcoHackers: "You're our only hope!"

Thanks for joining us this Earth Day weekend— the Public VR Lab, Brookline Interactive Group (BIG) and all of our partners, at the first ever VR EcoHack!

Your mission, should you choose to accept it, is to raise awareness for climate change education through the storytelling mediums of VR, AR and 360 video. If you succeed, you'll be rewarded

with new friends, cash, equipment and trophy prizes, and knowing that your efforts are making a difference to our home planet and the humans and life. In fact, one special project may be chosen to be presented to the UN's that could be played by participants at the UN Environment Assembly which will be happening this December in Nairobi, Kenya. This is a meeting of representatives from organizations across the globe focused on discussing how to address sustainable development goals.

In this packet you'll find:

- The VR EcoHack Rules (below)
- The Ecohack's climate change mission (i.e "lesson plans") you must integrate within your game, story, experiences, campaign, app, etc.)
- A map of our facility and spaces and the hours of the hack
- Who to ask for help: Identifying BIG staff, mentors, and volunteers
- Don't forget to pick up your t-shirt on Saturday morning!

The Problem: How can we create compelling content that shows educators how climate change education can happen using VR, AR and 360 video?

The Solution: Hack participants will choose one of three science and ecological-focused lesson objectives to create a simple, easy-to-use lesson for teachers in one of the three VR-related technologies (VR, AR or 360 video).

Hours: The VR Eco Hack will start on Friday April 21st, 2017 at 5:30pm with free public demos of VR, AR and 360 content and enjoy some refreshments before the Hack begins officially at 7pm with incredible speakers from Harvard, MIT, Emerson, CareerdayVR, the Public VR Lab, and Before It's Too Late talking about communicating science, environmental education, and how we can make a difference NOW!

Friday, April 21st: Hack Kickoff!

5:30-7pm: Check out VR, AR and 360 demos from some of our partner organizations, nosh, and meet your fellow ecohackers.

7-9pm: Our speakers will briefly present and inspire us; we'll hear your pitches for why folks should be on your team, hack teams can form and choose which lesson plan to focus on, and begin brainstorming their approach for Saturday and Sunday's hackathon!

Saturday, April 22nd, 2017, 10am-1am: Hack away! Mentors from the VR industry, food and caffeination will be ever present.

Sunday, April 23rd, 2017, 10-6pm: At the end of the day on Sunday, at 4pm EST, participant teams will be expected turn in their content ("pencils down!") and be judged by industry creatives and innovators. No more work can be done after this time. The top three in each category will receive prizes and recognition for their hack projects, as well as an opportunity to share your content with environmental leaders at the United Nations! Mentors and judges will start walking around to review content at 4pm sharp, so plan to have a final draft to show them. An upload link will be created for your projects.

Note: All volunteers and mentors will be wearing BLACK t-shirts with the EcoHack logo. Please ask them any question you have about needing help, directions, or finding resources!

Winner Selection/Judging Criteria

Winners will be judged based on the following criteria:

- Quality and innovative nature of the idea/demo

- Utility of the idea/demo

- Compelling use of the technologies and tools

- Use of the climate change curriculum/educational value

All projects will be reviewed by mentors on Sunday between 4-5pm. The contest winners will be selected by a panel of judges.

Awards

Contest prizes are non-transferable by the winner. If you accept a prize, you will be solely responsible for all applicable taxes related to the prize.

Teams

Teams may include three to five members. Each team must have at least one coder, builder, developer, or editor with technical skills to create VR, AR or 360 video.

Code, Design, SFX, Music, etc

We'd like to ensure equal opportunity to all participants. Therefore, all code, design, art, music, SFX and all other assets must be created in the duration of the hackathon. This is to preserve the nature of the hackathon, and make sure everyone gets the same opportunity. However, you may make plans, create wireframes, and brainstorm ideas prior to the hackathon.

The only items you may collect before the hackathon are those which are freely available to the public. Those include public domain images, Creative Commons music and open source libraries. Please note that violating this rule may result in disqualification.

If your work merits a prize or is included in the top five, your project will undergo a code review to ensure fair play.

APIs, Services, and Open Source

During the event, you will get access to libraries of items such as Wayfair's API. You are encouraged to use these assets in order to make your job a little easier. We're also including some links to web sites that might be helpful as well.

Ownership

The teams will have full ownership of what they have created during the hackathon, however, as a nonprofit VR/AR incubator, the Public VR Lab reserves the right to show off the great work you have done on our web site, to teachers, at events, in our reels, and in promotion of next year's hack. (We're here to give you a leg-up, not to steal your work!). We may provide content to the UN or other partners if your project is selected and we'll be in touch about working together on that effort. If it makes sense to keep incubating your work at the Public VR Lab, we'd love to talk about how we can support you and your work!

All teams who are finalists will be invited to demo their project at the April 26th, 2017 Boston VR Meetup!

Please Note: *One project will be awarded a special honor as part of a collaboration with the United Nations (UN). If your project is chosen for the United Nations presentation, special rules may apply.*

Be Respectful

Be kind to others. Do not insult or put down other attendees. Behave professionally. Remember that harassment and racist, sexist, or exclusionary jokes are not appropriate for this event*. We welcome attendees from all backgrounds and skill level. This event is about collaboration and teamwork!

* Harassment includes physical contact as well as offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. What you think may not be offensive could impact the well being of another. Use common sense and courtesy in all of your interactions, and respect the diversity of the event!

**Attendees violating these rules may be asked to leave the Hackathon at the sole discretion of the Hackathon organizers.*

Alcohol: Alcohol will not be served or allowed during the hackathon, nor is it allowed at our location.

Have Fun!

Talk, work, connect - and don't let the time crunch prevent you from having fun! Please remember to take a break now and then and relax.

[see attached sheets for links to helpful technical and ecological resources and tutorials!]

A HUGE thank you to all of our first year in-kind partners on this event!