

A Hacker's Guide to

LMU HACKS

FAQ

Q: What is a hackathon?

A: A hackathon is an event where teams collaborate to build a minimum-viable product within a short period of time. At the end, teams show off their projects and compete for prizes!

Q: Do I have to be a computer science major to participate?

A: No! All majors are welcome :)

Q: What classroom spaces will be available to work in?

A: Pereira 109, 121, 140, 201, Doolan 219, 222, and the Keck Lab + Annex

Q: What time must projects be completed?

A: Projects must be submitted by 8pm

Setup Guide

1. Join the LMUHacks Slack Workspace: lmuhacksworkspace.slack.com/join
2. Fill out [this photo release opt-out form](#) if you don't want your picture taken during the event. Photos taken may be used to promote LMUHacks on social media.
3. On the CS track? Be sure to create a GitHub account if you don't have one already!
4. Check out the full schedule and workshop descriptions at lmu hacks.github.io!

Code of Conduct

LMUHacks is committed to an inclusive space for all hackers and does not tolerate any misconduct, discrimination, or harassment of any kind. We believe LMU students at LMUHacks should be able to participate in a safe & respectful environment to encourage their learning outside of the classroom.

As the event is held on campus, LMUHacks abides by the Lion's Code and Student Code of Conduct. The Student Code & Policies can be found in more detail [here](#).

The Prompt

This year's LMUHacks focuses on "Hacking for Good" – we challenge you to create something that brings positive change to the world! We encourage your project to be motivated by one or more of the [17 UN Sustainable Development Goals](#).

Workshops at a Glance

Further details about the workshops and overall schedule can be found at lmu hacks.github.io

Time	Workshop Title	Location	Track
10:30am	Intro to the EM Track	Pereira 109	EM
11:00am	Intro to Web Development	Pereira 140	CS
	Intro to Game Development with Unity	Doolan 219	CS
1:00pm	Arduinos and LED Lights	Pereira 109	EM
	Games with p5.js	Pereira 140	CS
	Backend Applications: APIs and Firebase	Pereira 140	CS
3:00pm	Volleyball!	Pereira Quad	All
4:00pm	Intro to Networks	Pereira 140	All
5:00pm	Careers in CS	Pereira 140	CS
	Careers in Engineering	Pereira 109	EM
7:00pm-7:30pm	Final Pitch Workshop	Pereira 140	All

Awards and Prizes

Award	Requirements	Prize
Best Freshman/Transfer Student Hack	At least 2 team members are freshmen or transfer students	\$20 Cinemark gift card
2nd Place CS Hack	Must be in the Computer Science Track	\$15 Starbucks gift card
1st Place CS Hack		\$25 Target gift card
2nd Place EM Hack	Must be in the Electro-Mechanical Track	\$15 Starbucks gift card
1st Place EM Hack		\$25 Best Buy gift card
Best Overall Hack	None	\$25 Doordash gift card