

## Hacking AMR 2019

### Draft General Rules and Guidelines

These rules and guidelines are draft and likely to be updated. We advise you to check back from time to time, closer to the event.

- The hackathon is open to healthcare professionals, technologists, designers, programmers from JPIAMR member countries.
- The purpose of this hackathon is to create practical applications (i.e. new or improved software, hardware, processes, policies, guidelines, etc.) to help address the problem of antimicrobial resistance.
- At the beginning of the event, there will be presentations and a discussion that will provide you with additional knowledge of our theme *Using the digital world to fight antimicrobial resistance*.
- Throughout the event, you will have the opportunity to speak to and network with mentors from a wide range of backgrounds that relate to both the AMR and digital world.
- Be respectful of other hackers, mentors, volunteers and judges, in person and through social media.

### Teams

- You should attend if you have programming or design experience, project management or related business skills, have an interest in healthcare or applied health sciences, engineering, software or hardware development, or are interested in making a difference for others in your community.
- Teams can be from 3 to a maximum of 10 people. Teams made up of members with mixed backgrounds are highly recommended.
- You can come as a team to the event or network with other participants and form teams at the event.
- All projects must be registered on Sparkboard by 7:00 pm on Friday, December 13, in Stockholm. The team's lead pitcher must be present at the hackathon location on Friday, December 13.
- Create your profile on Sparkboard here <https://hacking-amr-2019.sparkboard.com>

### Technology and Wi-Fi

- You will have access to free Wi-Fi during the event.
- Bring your computer, charger and extension cords.

- You are required to bring your hardware and software for use during the hackathon (including demos), and anything else you will need to develop and present your ideas.
- For the final pitch challenge, you will have access to a projector/adaptor to present your ideas to the judges.

### **Event**

- Food and beverages will be provided throughout the event. We will do our best to accommodate special dietary needs. You are also welcome to bring your own food and drinks (non-alcoholic only).

### **Rules**

- Team participants may pitch ideas for which intellectual property exists, however, a new feature must be built during the hackathon weekend that is related to the AMR challenge and the Joint Programming Initiative Virtual Research Institute ([JPIAMR-VRI](#)). The feature improvement must be readily identifiable so that the solution is eligible for judging.
- Teams are encouraged to research the topic of AMR in advance, speak to subject matter experts and understand the theme to enrich the quality of the initial pitch ideas.
- All hackathon team participants must be registered on Sparkboard and connected to the project.
- No restriction is placed on the use of hardware, development sites, databases etc. but the participating team bears all associated costs.
- Teams will retain full ownership of what they have developed during Hacking AMR 2019. All matters on intellectual propriety created during the event and how ownership should be separated among team members should be discussed and agreed upon as early as possible.
- There will be a number of mentors with diverse backgrounds at the event. They may share professional and personal experiences with you to help you develop your ideas. Please consider this information confidential and only for the purpose of Hacking AMR 2019. Do not share the names of individuals who shared personal information with you, or what they spoke to you about, outside of this event unless you get permission to do so.
- During the Hacking AMR 2019 hackathon, pictures, audio and video recordings will be taken. If you wish to refrain from being included in images and recordings, please contact a member of the Hackathon support staff when you collect your registration information on day 1 of the event. JPIAMR may use the photographs and videos to promote its activities or for educational purposes. Images or videos may be used in print or on the website of JPIAMR partners. These images and videos will not be sold.

### **Remote participation**

- A team member may join a team on Sparkboard remotely. It is up to the member to organize how they can effectively work remotely.

- The remote team member must still register by contacting [secretariat.ipiamr@vr.se](mailto:secretariat.ipiamr@vr.se)

### **Pitch competition**

- Teams will have four minutes each to pitch their idea to a group of judges followed by a three-minute Q & A. The judges will then deliberate and make the decision on any grand prize and category prizes based on predetermined judging criteria.

### **Preparing your pitch**

- When creating a four-minute pitch, consider the problem, solution, market, traction, team, competition and business model. Try not to spend more than 30-45 seconds on the problem. Ask yourself the following questions:
  1. Why is the problem important?
  2. What is the problem?
  3. What does your solution look like?
  4. How big is the opportunity?
  5. What's your revenue or implementation model?
  6. Who else is trying to do this?
  7. How will you bring this to market/users?
  8. Who is going to make this happen?
  9. What have you done so far?
  10. What do you need from us?
  11. What will happen if we help?

### **Prizes**

The winning team will be awarded post event mentoring. The exact details will be confirmed closer to the event.

### **Judging criteria**

Part of the fun of a hackathon is the competitive element. Teams are trying to win the hackathon and mentoring prizes. Nevertheless, for Hacking AMR 2019, we are prioritizing collaboration and impact towards Virtual Research Institute Digital Platform initiatives under a One Health approach.

The teams will be evaluating using the DFVI framework.

1. Desirability (25 points)
2. Feasibility (25 points)
3. Viability (25 points)
4. Impact (25 points)

### **Desirability**

- Has the solution taken into account the user's needs?
- Will users actually want to use this? Is it sticky?

- Has the team thought about how they will test with their end-user groups?
- Is it innovative and original?

### **Feasibility**

- Is implementation actually possible from a technical, process or change management perspective?
- Has real potential with likelihood for adoption and scale?
- Level of insight the team has into how this solution can be deployed
- Does the solution have a real-world applicability?
- Is the solution taking into account resources limitations, capabilities, health care infrastructures, geographical settings?

### **Viability**

- Quality of the design, user interface/user design (UI/UX)
- Has the team thought about a business model that may work?
- Is there a clear path to sustainability?

### **Impact**

- Who will the solution impact?
- What is the degree of this impact?
- Extent of the impact the solution can have on AMR

### **Bonus points**

The teams that demonstrated the highest quality of their presentation may be allotted up to a maximum of 10 Bonus points. Bonus points may be given to a maximum of 3 teams. The presentations should be done in a way that can be understood by a general audience.