A.S.O. 13

2nd Annual Hackathon Spring 2021

Date Introduced to ASOC Legislature: 02/12/2021

Event Coordinator Nudurupati introduced the following bill

An ASO BILL

-2nd Annual Hackathon Spring 2021 -

Primary Authors:
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Contributors:
Radhakrishnan Arunkumar

Description

This bill legitimizes the Hackathon event put on by the R & D branch as well as appoints one individual to lead the planning and execution of the event.

2020-21 ASOC President’s Signature:

Upon approval by the Senate, shall be signed by the Chair of the Senate.

ARTICLE I: Full Description

Section 1: Bill Description

Section 1.1: The purpose of this bill is to authorize and explain the event coordinated by the Research and Development Branch of the ASOC Student Administration known as the “Hackathon” or “OhloneHacks”.

Section 1.2: This bill will also appoint Hiren Patel as the Program Director and Amijot Singh as Deputy Director who will oversee the Ohlone Hacks event. President Shah and Vice President
Panjwani have interviewed Hiren Patel and have concluded that they have the necessary skills to execute this event successfully.

Section 2: Definitions
Section 2.1: A hackathon is a weekend-long/daylong event centered around a team-based programming/coding competition where coders, software programmers, developers, designers, and anyone who is interested in technology all collaborate in creating projects pertaining to real-life issues. At the end of the allotted time, the participants with the most efficient solutions (to these issues) win prizes for their contributions.

Section 3: Background
Section 3.1: Last year, we organized first-ever community-college run hackathon in the Bay Area. The event allowed engineering and computer science majors, at community colleges, as well as others, to show their passion for technology to network with other people in the same fields. Additionally, it proved a safe, inclusive, and friendly environment to share ideas, build and learn more about technology.

Section 4: Logistical Information
Section 4.1 Length/Size: The Ohlone Hackathon will be a forty-eight hours-long event with an expectation of 150 (plus more) attendees.
Section 4.2 Location/Time: In order to comply with the current state of social distancing and spread of the pandemic, the Ohlone Hacks will be taking place virtually. This way students will be able to stay safe and have fun at the comfort of their own location of residence,
Section 4.3 Attendees: The event is free and open to all Ohlone college students as well as neighboring community college students who register in advance when the registration forms are released online. We hope to open the attendees to college/high school students.

Section 4: General Info
Section 4.1: The Ohlone Hacks will feature two days of coding events where teams will build projects to compete for a grand prize.
Section 4.2 Money: Currently, the total amount of money needed from the ASOC is unclear, but a request in the form of another bill will clarify this at a date closer to the actual event. This is due to the fact that the Hackathon is still in early development and the budget is a rough estimation.
Section 4.4: There will be volunteers facilitating the event. These volunteers can be anyone interested in volunteering. Members of the ASOC and club councils/students are examples of those who may assist at the Hackathon.
Section 4.5 Proposed date: The anticipated date of Ohlone Hacks is April 23th-25th, 2021. THIS DATE IS SUBJECT TO CHANGE BASED ON THE 2020 SPRING SEMESTER SCHEDULE. IN RESPONSE, THERE WILL BE A DATE UPDATE BILL IN THE FUTURE

Section 5: Director Appointment
1. Hiren Patel

Section 6: Deputy Director Appointment
1. Amijot Singh

Section 7: Event Coordinator Appointment
1. Brian Yu
2. Radhakrishnan Arunkumar
3. Fayaz Shaik
ARTICLE II: Mission Statement
Section 1: Proposed Mission Statement
   Section 1.1: The mission of “OhloneHacks” is to create opportunities for college students and provide them with the resources and collaborative space to create a project. The overall theme titled ‘Financial Empowerment’ to improve financial health and planning skills to maintain one’s emotional well-being.

ARTICLE III: Timeline
Section 1: Timeline Planning
   Section 1.1: R&D has set up monthly goals and objectives to create “Ohlone Hacks”. Once this bill is passed, R&D will put all plans into action.
   Section 1.2: By the end of April, the hackathon event will have all of its main workshops and speakers planned out.
   Section 1.3: By the end of February, the event schedule will be finalized and registration will be open to those interested in attending. Any money that the R&D does not have but needs will most likely be requested for during this time period and beyond.
   Section 1.4: By April, headcounts and workshops will be adjusted and accounted for. Roles regarding volunteers and staff will be assigned. Any last-minute adjustments to all aspects of the event will be made to accommodate for the hackathon.

ARTICLE IV: Goals and Objectives
Section 1: The main goal of this bill is to ensure the authorization of the 2021 Ohlone Hackathon, and to grant permission to the R&D team to take the necessary steps to facilitate the planning and execution of the Ohlone Hacks event.

ARTICLE V: Funding Options
Section 1: Funding
   1. Existing Funds
      a. There is $723.71 from the Hack Club, an organization that provides banking and bookkeeping. The account is secured in Section 501(c)(3). In order to avail their services, they take a 7% commission of all revenue which is collected through a HackBank account.
   2. Sponsorship
      a. The R & D Branch has stated that they will be looking for funding from sponsorships of local businesses and companies that support other student lead events.
   3. ASOC
      a. Since it is unclear the amount of money needed by R & D, a future bill (closer to the date of the event) will clarify an amount that the R & D branch might need.
      b. After the Hackathon event has been approved, the Hackathon event program will begin reaching out to organizations/businesses. Once all communications with the external organizations conclude, the Hackathon program will report back to ASOC and report how
much funds they receive from sponsors and how much they would like to request from the ASOC if any.

ARTICLE V: Additional Notes:

Section 1: A Hackathon is an event that can be authorized and funded by the ASOC based on A.S.O. 18, Section J. The Hackathon represents and addresses the needs of students interested in technology to find better opportunities in the field of programming.

Section 2: The Hack Club’s website for further reference.

Section 3: More information of the Section 501(c)(3) from the IRS