

The logo for HackHER Gender Equal Hackathon. The word "HACKHER" is in a large, bold, sans-serif font. "HACK" is white, and "HER" is outlined in blue, yellow, and red respectively. Below it, "Gender Equal Hackathon" is written in a smaller, white, sans-serif font. The background is a dark blue gradient with a faint, stylized globe or network pattern.

HACKHER
Gender Equal Hackathon

GUIDELINES

EXPECTATIONS

Deliverable

A Pitch presentation with

- **The business context and the technical challenge - 1mn**
- **The technical solution and delivery - 3mn**

for example : code run, mockups, prototype, interactive screens...

- **The project timeline - 1 mn**

including roadmap, skills needed, budget estimations (MDs)

Duration: 5 mn

Q&A with the Jury : 5 mn

The delivery support must be sent by email to hackher.bucharest@women-in-tech.org **by 6 PM.**

Evaluation

- **Client centricity**
- **Technical delivery : creativity and innovation**
- **Technical delivery : efficiency and feasibility**
- **Quality of the presentation**

PARTICIPANTS GUIDELINES FOR THE TECHNICAL SOLUTION

The **technical solution** can vary depending on the complexity/type of the problem the startup wants to address, such as :

- a high-level solution architecture (diagram)
- business flows
- user-centered interactive screens for a meaningful and intuitive digital experience
- mock-ups
- a prototype
- a screen recording of code running
- or anything else that you find relevant

If the participants need support and feedback they will ask a **facilitator** to find a mentor for their specific needs.

The mentors will then come to them when needed to support them on the solution and troubleshoot together problems that may occur.

MENTORS GUIDELINES

The facilitator will link the team and the mentors, based on the team's needs and the mentor's availability.

Mentors will provide guidance and support to the team from 12:00 to 17:00.

The mentors support all the teams that need help, depending on their skills.



Ionut-Maxim MARGELATU
Computer Scientist
Adobe Romania



Andrada NEACSU
UI/UX
Deloitte Digital



Cristina NEAMTU
President
Women in Games



Adina NICHITEAN
Security & Data Protection
ZITEC



Ilinca PAUN
Founder
Bravva Angels



Roxana PISTOLEA
Web 3 Evangelist
Human.Ai / Fem3.space



Andreea PLESEA
Co-Founder
DRUID AI



Gregory RONDIN
Customer success
Leader & Consultant



Daniela SERBAN
MD Vertik Group
& President ARIR



Elena SIMION
Product Owner
RONIN



Adriana SIPICA BOGZA
Engineering Manager
Google Romania



Silvia TARZIU
Tech Innovation Coach
Adore me Tech



Andrei VADUVA
Lead Engineer
Green Horse Games



Adelaida ZAIM
UI/UX
Deloitte Digital

JURY GUIDELINES

The Pitch will last 5 mn and will be evaluated based on 4 criteria.

1. Client centricity

- *does it meet a customer need? potential to be a business?*
- *How impactful is the idea?*
- *Can it impact the lives of many people in a significant way?*

2. Technical delivery : creativity and innovation

- *How innovative / creative / unique is the idea? Was there a novel approach applied to solve the problem?*
- *Is the project technically impressive? Complex? How technically sophisticated / advanced / elegant was the solution?*
- *user interface (UI) and user experience (UX)*

3. Technical delivery : efficiency and feasibility

- *Does it work? Is it implementable? Engineering skills, code quality*
- *Is the technical planning and budget feasible?*

4. Quality of the presentation

- *Clarity / Storytelling / Originality / Passion / Time management*

After each pitch there will be a Q&A with the team : 5 mn

For each criteria you will provide a score from 1 (Poor) to 5 (Excellent) in the scoring table that you will receive.



Catalina DODU
Partner & Cybersecurity Leader
EY Romania



Marius ISTRATE
Investor
TechAngels



Simona LAPUSAN
CEO & Founder **Mirro.io**
COO & Co-founder **Zitec**



Jeremy de FRANCE
Founder
Graphee



Diana TARFULEA
Director of Engineering
Adobe Romania



Lara TASSAN ZANIN
Head of EIB Group office in
Romania
**European Investment
Bank**

FACILITATORS

Each team has a facilitator that is here to :

- help them with any question
- link them to mentors according to their specific need
- make sure they are on time for the different steps



Georgiana

WOWLAB
qube app



Andreea

Hello MOTUM
Vintello



Ana

Infrared
Ioana Anutoiu



Andrica

eHelper
Sura Tug

TOOLS

Here is a suggestion of tools :

- [GitHub](#)
- [Canva](#) (presentation, visuals)
- [HiSlide](#) (presentation, visuals)
- [Powtoon](#) (presentation, visuals)
- [TinyTake](#) (screen capture/video)
- [Unsplash](#) (photography)
- [Noun Project](#) (icons and photography)
- [Icons8](#) (icons and photography)
- [Ouch](#) (game replay)
- [FreePik](#) (vectors, photos, videos, fonts...)
- [Undraw](#) (opensource illustrations)
- [Artboard.Studio](#) (animations)
- [Google Fonts](#) (fonts)

**But of course, feel free to use
what you consider relevant !**