## Hackathon Schedule

Day 1-2: Discover

Following the launch event, the teams should come together to explore the challenges to open space access. The teams will meet in-person (or online) to brainstorm ideas as to how they can improve access to open spaces and outdoor nature for blind and partially sighted (BPS) people. Teams will identify the target user, explore the user needs, which can be translated to be relevant in the local context of QEOP.

Day 3: Define

Develop with feedback from the BPS team member, domain expert, and GDI Hub disability innovation coach.

Day 4-9: Develop

Teams will develop a functional prototype of their proposed idea and field test the prototype with the help of their BPS team member. They will evaluate the strengths and weaknesses, reporting in the pitch deck to be presented in front of the hackathon panel.

Day 10: Deliver

Submit prototype and the pitch deck for the judges panel’s assessment of inclusion and the extent to which the challenge has been addressed. Teams can use our Devpost Hackathon Website to submit their prototype and presentation. An alternative submission method can be arranged as needed with the teams.

Closing day: Final Presentation and prize ceremony

An in-person event at UCL Here East for 2 hours. The event will include:

Team presentations,

Team leader panel with public Q&A while judges make their decisions,

Award ceremony,

Announcing LLDC and GDI Hub partnership, and the upcoming events.