

Assistive Devices Hackathons



**Invitation to makers
and manufacturers**

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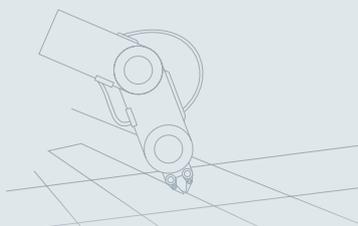
**Queensland
Government**



The Assistive Devices Hackathons, held in three regional locations on three different dates, are two-and-a-half-day intensive making marathons. People with a disability – and a well-identified need – will work with a team of makers to develop a prototype that meets their need.

With assistive devices expected to be worth \$1 billion by 2020, the Queensland Government is looking to put our makers and manufacturers on the fast track to being involved in this exciting industry.

Event details



	Mackay	Toowoomba	Townsville
	CQUniversity Mackay (Ooralta campus)	TAFE Queensland South West (Toowoomba campus)	TAFE Queensland North Townsville (Bohle campus)
First pre-event workshop	20 June	4 July	17 July
Second pre-event workshop	3 July	18 July	1 August
Hackathon event	21-23 July	4-6 August	18-20 August

How it will work



Nominations are sought from people with a disability, or a professional within the disability field, for challenges in two categories:

- independent living
- community involvement.

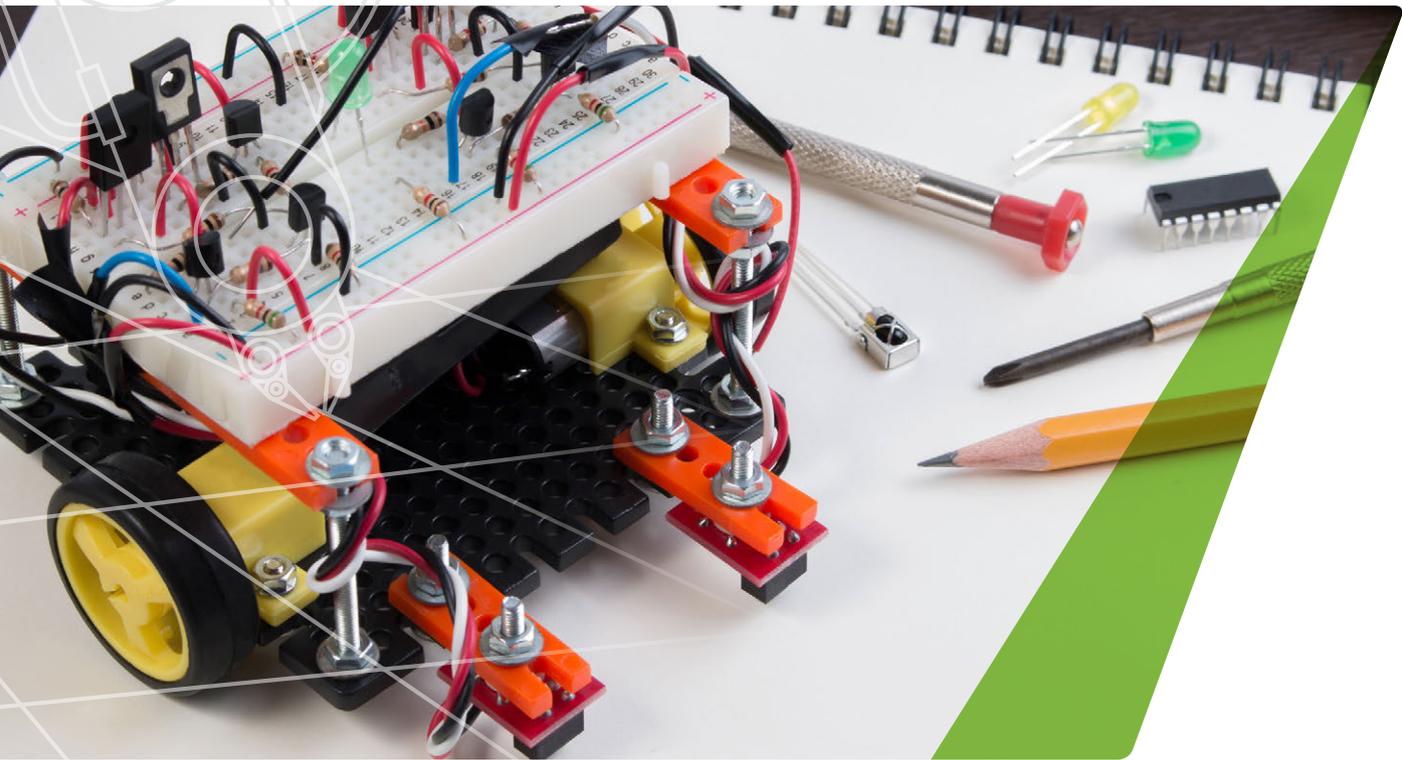
A panel will assess the nominations and select up to 10 projects in each region which will be matched with a team of makers with relevant interests.

Makers will be educated or experienced in relevant areas such as biomechanical engineering, occupational therapy, fabricating, design or coding. The person with a disability (and, if appropriate, a carer) will be an active member of their project team and make a critical contribution to the development of a device prototype. Each team of makers should consist of a minimum of three and maximum of six members. At least one of the members needs to have manufacturing or making experience.

If the team requires trades-related equipment (e.g. welding equipment), for use at the venue workshops, a designated team member must possess a current qualification in that field. Copies of certificates of currency must be provided when submitting a team nomination.

Each team's leader will be the key contact and responsible for providing direction, maintaining team cohesion, reporting team progress and, at the conclusion of their hackathon, presenting outcomes to other attendees. Mentors from the manufacturing industry, occupational therapists and National Disability Insurance Scheme (NDIS) leaders will also be involved in the hackathons. They will assist teams to develop their ideas while considering the practicalities of manufacturing the device and its usefulness to the disability community.





Preparation for the hackathons

Teams will be formally brought together at two evening pre-event workshops. They will be briefed on the conventions of the hackathons; participants with a disability will present their challenge (via video, in-person demonstration, presentation); and teams will begin defining projects within the hackathons' available time and resources.

Teams will also identify tools and equipment required to develop their prototype.

Hackathon events

Each hackathon event will be two-and-a-half days of high-energy making, testing and prototyping. At the end of the event, each team will have a prototype that can be judged during a closing presentation. The winning team will receive support to further develop their product, with a view to potential commercialisation. Each team will retain all intellectual property generated in the making of their prototype.

A workshop supervisor will be present throughout the event to maintain safety and ensure appropriate use of machinery, tools and equipment.

Catering will be provided during the pre-event workshops and the final event. Participants will need to advise of any special dietary requirements.

Observers from government, disability organisations, the manufacturing industry and educational institutions will be invited to attend the final presentation.



Rules for participation

- Teams must submit a list of required materials prior to their hackathon event.
- Teams must not bring their own equipment with the exception of laptops and mobile devices.
- Teams must complete all manufacturing during their hackathon event. Partially completed components brought to the event will not be permitted.
- Teams must include manufacturing processes to develop their assistive device. Standalone software platforms will not qualify as a solution.
- Teams can only submit one solution (concept) for judging.
- If the assistive device is not completed during their hackathon event, the team may still be eligible for judging provided they can present a partially completed device and a concept.

Judging criteria

The judges will be assessing the teams based on the following criteria:

Innovation

- Does the assistive device properly respond to the stated challenge?
- Is it based on out-of-the-box thinking?
- Does it use advanced manufacturing processes in a creative and new way?

Scalability

- Is the team close to a functional prototype?
- How many potential users exist for the assistive device? Is there a potential market for it?
- Is the assistive device inclusively designed?

Affordability

- Is the proposed product cheaper to produce than current market options?
- Is the product extremely affordable?

Prize

All team members will receive a fully-funded registration to the Advance Queensland Ideas Driven Business Workshop which will be held locally soon after their hackathon.

The winning team will be provided with a business networking, technical assistance and training package valued up to \$10,000.

Expressions of interest

Interested teams of makers should complete the online form, nominating the challenge category of most interest.

Successful applicants will be notified and then required to enter into an agreement with the Queensland Government regarding their involvement in the Assistive Devices Hackathons. This agreement will cover:

- a team's commitment to the duration of the project
- intellectual property
- terms and conditions of participation
- permission for the Department of State Development to take photos/videos.

No payment is required for participation. Participants should be 18 years or over.

Interested maker teams should complete the online form, nominating their team for this interesting event.



Submit your team application here

Key dates and times

	Mackay	Toowoomba	Townsville
Opening date for submissions	2 May	2 May	2 May
Closing date for submissions	26 May	6 June	19 June
Successful teams notified	6 June	19 June	4 July
First pre-event workshop (6pm – 9pm)	20 June	4 July	17 July
Second pre-event workshop (6pm – 9pm)	3 July	18 July	1 August
Hackathon event	21-23 July	4-6 August	18-20 August

Each hackathon is held over a three-day weekend

Friday 12pm – 9pm
Saturday 7am – 9pm
Sunday 7am – 4.30pm

Teams must be able to commit to attend both pre-event workshops and the hackathon event.



Further information

Please contact
adhackathons@absoluteevents.com.au
or call +61 7 3848 0089.

www.statedevelopment.qld.gov.au/adhackathons

