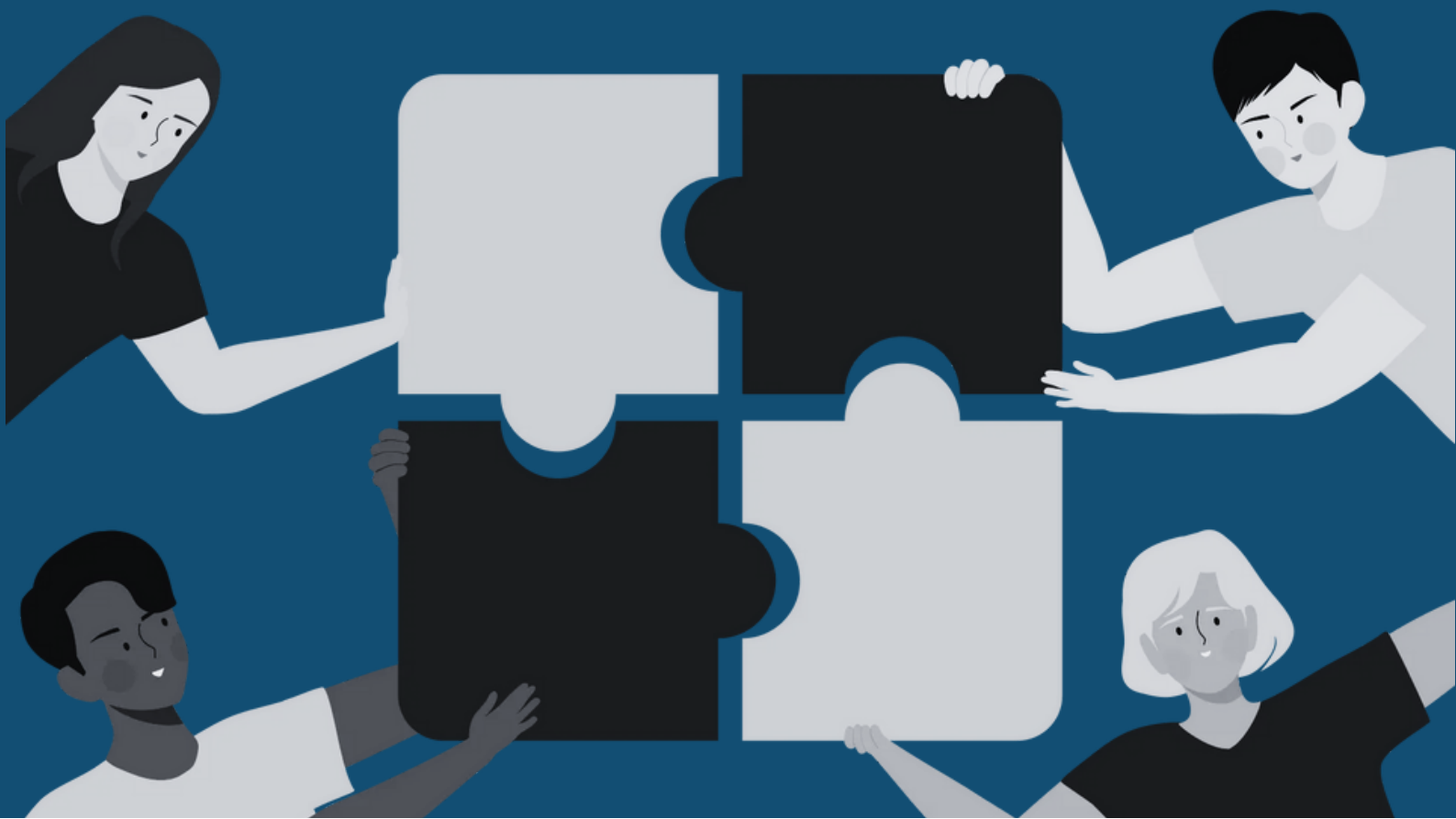# ENVISIONING THE FUTURE OF WORK: HACKATHON 2023

11-12 December, 2023

Rules of Engagement and Eligibility

Rules of Engagement Overview

This document lays out how the hackathon will work, what counts as a deliverable, and the eligibility criteria for participation.

Purpose of the Hackathon:

Participants in this two-day hackathon will produce potential outputs and/or actionable recommendations for creating more accessible and equitable hybrid work environments for neurodiverse people.

The outcomes of the hackathon will serve as a catalyst for future research, innovation, and real-world impact in the field of inclusive design and neurodiversity.

How the Hackathon Will Work

- You will be working in a multi-disciplinary team of up to 5 people, tasked with producing a Deliverable that will be presented in a showcase on day two (see below).
- Teams will work in a respectful and collaborative manner towards producing a deliverable. Decision-making should be done democratically by a show of hands.
- Each team will name a lead communicator, who is responsible for coordinating with the event organisers during the event and reporting any problems.
- Each team will nominate a timekeeper who is responsible for making sure the group is aware of how much time is left in each segment.
- The team will collectively decide on the type of key deliverable they will work on and assign tasks equitably, based on skill and enthusiasm.
- Projects will be new: the hackathon time is not for progressing current projects (although you may try to persuade your team to take up an idea you've thought up before the event).
- Participants will participate in stand-ups during the event, where they will report on progress, and a showcase on day two, where they will present to a panel of judges for prizes.

Deliverables

Deliverables can be, but are not limited to, the following types (We'd love to see prototypes and mock-ups):

- A short research report (can be in PowerPoint format)
- An infographic or set of informative materials, like instructions for managers
- A game in the form of collateral (rules, board designs, avatars, decks of cards, etc.)
- Object(s) to help people navigate the workplace
- A new business process or induction scheme
- A piece of software - or specifications for the same
- An event design and plan
- A film or animation
- A business plan

Each team must declare what type of deliverable they are working on by the end of day one.

Participation Criteria

- This hackathon will be mostly for people involved in research at Cambridge University (either staff member or research student) and representatives from Google and BBC on each team.
- Participants agree to attend for both days, 9:30 am to 4:30 pm, on 11-12 December 2023 in person (exemptions can be made for chronic illness or caring duties).
- All participants agree to take part in a pre-hackathon team meeting - to be arranged by each team and can be done online.
- Participants will bring their own laptops or devices; all other equipment will be provided.