2020 Brain Health Hack

an interdisciplinary hackathon to develop solutions for brain health

Teams of future scientists, clinicians, engineers, and coders compete to create tools that enable better care, more powerful research, or further empower patients to live independent and productive lives.

February 28 – March 1
discovery.osu.edu/brainhealthhack
Presented by the Chronic Brain Injury Program & Human Performance Collaborative

Information Sessions
Atwell Hall Lobby, 1:00PM February 4
Dreese Labs Lobby, 1:00PM February 5
• Develop solutions for brain health challenges
• Design and build projects based on proposed challenges or your own ideas
• Demonstrate your work to a live audience of faculty, industry and community partners, and peers
• Discover careers, training opportunities, and colleagues
Info Sessions
Feb 4 & 5

Coders & Engineers

Multi-disciplinary Team

Health Scientists

Project & Challenge Selection

Open Challenge

Mobile & Remote Balance Assessment

Monitor & Track Concussion Recovery

Judge

Winner!

Follow up

Present @ OSU Conferences

Continue Development

New Opportunities

Hackathon Process
Friday, February 28
6:00PM Welcome
7:00PM Team-building

Saturday, February 29
8:00 AM Check-In & Breakfast
9:00 AM Project Registration
10:00 AM Hacking begins!
12:00 PM Lunch
6:00 PM Dinner
10:00 PM Hacking Hold – Day Ends

Sunday, March 1
9:00 AM Hacking Resumes, Breakfast
12:00 PM Lunch
1:00 PM Judging & Demos
5:00 PM Awards and Prizes
<table>
<thead>
<tr>
<th>Category</th>
<th>SubCategory</th>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Technical</td>
<td>Complexity</td>
<td>10</td>
<td>Did the project consider and execute the technical challenge?</td>
</tr>
<tr>
<td></td>
<td>Feasibility</td>
<td>10</td>
<td>Does the project actually work? Can it scale as a real solution?</td>
</tr>
<tr>
<td></td>
<td>Functionality</td>
<td>10</td>
<td>Did the project perform the tasks promised</td>
</tr>
<tr>
<td>Usefulness</td>
<td>Viability</td>
<td>10</td>
<td>How relevant is the project to the proposed problem?</td>
</tr>
<tr>
<td></td>
<td>User Experience</td>
<td>10</td>
<td>Is the overall user experience intuitive? How quickly does the project's value become apparent upon initial use?</td>
</tr>
<tr>
<td></td>
<td>Impact</td>
<td>10</td>
<td>How helpful is the project to solving the proposed problem?</td>
</tr>
<tr>
<td>Wow Factor</td>
<td>Creativity</td>
<td>10</td>
<td>How creative or innovative is the idea behind the project?</td>
</tr>
<tr>
<td></td>
<td>Uniqueness</td>
<td>10</td>
<td>How novel or innovative is the project compared to current gold-standard interventions or products?</td>
</tr>
<tr>
<td>Teamwork</td>
<td>Contributions</td>
<td>10</td>
<td>Did teammates contribute equally to the project?</td>
</tr>
<tr>
<td></td>
<td>Interdisciplinarity</td>
<td>10</td>
<td>Did the team and project represent contributions from multiple disciplines?</td>
</tr>
<tr>
<td>Overall Score</td>
<td></td>
<td>100</td>
<td>Prizes awarded for best overall scores and best in category</td>
</tr>
</tbody>
</table>