M Gmail   **Md Swaid Sameh <sameh.purno1998@gmail.com>**

Confirmation | Preliminary Project Successfully Submitted at NASA Space Apps Challenge 2021

bsfbasisorg@bsf.basis.org.bd <bsfbasisorg@bsf.basis.org.bd>   Sat, Aug 14, 2021 at 11:23 PM
Reply-To: bsf@basis.org.bd
To: sameh.purno1998@gmail.com

Dear Concern,
Your project has been successfully submitted at NASA Space Apps Challenge 2021 Organized by BASIS, Supported by BASIS Student's Forum.

If you get selected for the next round we will let you know. **Registration ID : NASA-2021-0015**

For further queries email at:
bsf@basis.org.bd Or +8809612322747 (Ext:128)

Regards,
Team NASA Space Apps Challenge-Bangladesh
Website: bsf.basis.org.bd

M Gmail   **Md Swaid Sameh <sameh.purno1998@gmail.com>**

Participants All Necessary Resources

Toufiq Elahi || BASIS <web@basis.org.bd>   Thu, Sep 30, 2021 at 10:54 PM
To: Ariful Hasan <info@ahopu.com>, Mohammad Zaman <mohammad.zaman@gmail.com>
Bcc: sameh.purno1998@gmail.com

Dear Participant,
Greetings From BASIS!!
Here I'm sharing with you Participants Necessary All Resources NASA Space Apps Challenge Bangladesh 2021. Please
find the attached.

Topic: Hack-a-Thon NASA Space Apps Challenge Bangladesh 2021

Join Zoom Meeting

https://zoom.us/j/91939514363?pwd=ZFhaZldvWXhEYUgvblBZWDJVSG8wQT09

Meeting ID: 919 3951 4363
Passcode: NASA2021

N.B. For the convenience of the Honorable Mentors & participants, the zoom link will be active during the hack-a-thon.
You can join any time with your all questions.

Regards,
Md. Toufiq Elahi Plabon
Joint Project Lead, NASA Space Apps Challenge Bangladesh
Bangladesh Association of Software and Information Services(BASIS)
BDBL Bhaban, 5th Floor(West), 12 Kawran Bazar, Dhaka-1215
Telephone: +88 096 123 22 747 (Ext: 128)
Mobile: +880-1789929911(WhatsApp)

🌲 **Please consider the environment before printing this e-mail!**

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6 attachments

📄 **4. Project Submission Guide_Space Apps 2021.pdf**
813K

📄 **1. Space Apps Bangladesh Participants Guide 2021_Final Version.pdf**
822K

📄 **6. Judging and Awards Guide_Space Apps 2021.pdf**
369K

📄 **2. Team Formation Guide_Space Apps 2021.pdf**
2220K

📄 **3. Project Demo Guide_Space Apps 2021.pdf**
2401K

📄 **5. Chat Guide_Space Apps 2021.pdf**
2658K

Participant's Guide for NASA Space Apps Challenge 2021 in Bangladesh

READ CAREFULLY: FOLLOW EVERY DETAIL

(This will be updated until the hack-a-thon)

Version: September 30, 2021

Participant's Guide for NASA Space Apps Challenge 2021 in Bangladesh

DAY LONG HACK-A-THON ZOOM MEETING DETAILS
(If Any Question, Please Join Here Anytime)
(0 1ˢᵗ -03ʳᵈ October, 2021)

Join Zoom Meeting

https://zoom.us/j/91939514363?pwd=ZFhaZldvWXhEYUgvblBZWDJVSG8wQT09

Meeting ID: 919 3951 4363
Passcode: NASA2021

If Any Quarries,
Md. Toufiq Elahi Plabon
Executive, Web & IT
Joint Project Lead, NASA Space Apps Challenge Bangladesh
Email: web@basis.org.bd
Mobile: 01789929911(**Whatsapp**)
Slack for Bangladesh - NASA Space Apps Challenge Bangladesh

NASA SPACE APPS CHALLENGE 2021 – BANGLADESH

BASIS, along with BASIS Student's Forum & Cloud Camp Bangladesh is organizing consecutively for the 7th time **NASA Space Apps Challenge 2021** during October 2-4, 2021.

NASA is going to organize this event in 250 Cities Globally. From Bangladesh **9 Cities** (Dhaka, Sylhet, Chattogram, Barisal, Rangpur, Mymensingh, Khulna, Barisal, and Cumilla) will be able to participate in this Global Hack-a-Thon. It will involve any and all University students in Bangladesh virtually, and nearly **1, 00,000** (1 Lac) students will be reached in this event.

NASA Space Apps Challenge is an international mass collaboration focused on space exploration that takes place over 48-hours in 250 cities around the world. It is going to be organized from **October 1-4, 2021**, simultaneously and virtually all over the world. Last year, we received more than **500+ projects** from 6 cluster categories. Among them 40 teams were invited to participate at 48 hours' global hackathon. Besides that, in 2020 one of our team also achieved a "Global Winner Honorable Mentions". On 2019, It's been great honor for us that, at the people choice's award among 200 cities all over the world Bangladesh has become the **World Champion at Best Use of Data Categories**. On 2017, Bangladesh obtained 3rd and 5th place. These events were covered by almost every media like- television news, printing and online media etc. and marked as a popular award program of the Industry of Bangladesh

All are welcome in Space Apps. The common thread among Space Apps participants is that you are interested in space science and exploration, you are creative, and you want to solve problems. Over 29,000 people from 71 countries and in 225 cities around the world participated in the 2019 International Space Apps Challenge. In May 2021, the virtual-only Space Apps COVID-19 Challenge concluded with over 15,000 participants from 150 countries. If you can't find a Space Apps event located near you, join the Virtual Event online, and do the Space Apps challenge from your home!

Space Apps builds connections. As a part of Space Apps, you are part of a global hack-a-thon community that embraces collaboration across borders, sectors, and cultures to bring about paradigm-shifting innovation.

Each Team *MUST REGISTER* at NASA Space Apps Challenge Site (https://2021.spaceappschallenge.org/locations/). The final day for your registration is September 22, 2021, 11:59 PM, Bangladesh Standard Time. For update, please visit BASIS, BASIS Students Forum or Space Apps Challenge Facebook page (https://www.facebook.com/BASISStudentsForum/).

You must register for one of the locations from here: Dhaka, Sylhet, Chattogram, Barisal, Rangpur, Mymensingh, Khulna, Barisal, and Cumilla. The event will be virtual this year, and all activities will be tracked in two places, make sure to join both of those channels:

1) Slack for Bangladesh - https://join.slack.com/t/spaceappsbd/shared_invite/zt-a9litut0-lS90oC2Xyy86SfEcwG9qtg

2) RocketChat or Slack for NASA – To be sent out day of the hack-a-thon.

SCHEDULE FOR BANGLADESH LOCATIONS

Dates: Saturday, October 1ˢᵗ – Monday, October 3ʳᵈ, 2021

Day 1 – October 1, 2021 / Friday

09:30 AM - Registration & Setup
10:00 AM - Schedule & Logistics Announcement
10:30 AM - Official Opening of the Hack-a-Thon (Development Begins)
11:00 AM – Completion of All Members in NASA Website & Choice of Category & Sub-Category, Finish the Team Name, Project Name, and Project Description
11:30 AM – Mentor Introduction and Mentor Round
1:30 PM – Draft completion of 30 Second Video & GitHub Link Update
02:00 PM– Lunch
05:30 PM - Progress Check // Mentor Round
06.00 PM – Draft completion of 4 Minutes Video (this video will be judged at local level)
08:00 PM - Dinner Break
08:30 PM - Hack-a-Thon Continues
09:00 PM - Progress Check // Mentor Round
12.00 AM - Hack-a-Thon Continues // Optional Mentor Round

Day 2 – October 2, 2021 / Saturday

08:30 AM - Breakfast Break
09:00 AM - Logistics Briefing & Updates
09:30 AM - Hack-a-Thon Continues // Mentor Round
11:00 AM – Mock presentation and mock judging by mentors for the 4 Minute Video
12:00 PM – 240 Second of Glory Finalization (4 Minute Video for Local Judging)
12:30 PM - Lunch Break
01:30 PM – Project Presentation to the Mentors
02:00 PM – Cutoff time for project submission for LOCAL judging – Upload 4 Min/240 Sec Video to
04:30 PM – Final Submission to NASA Site (30 Second Video for NASA Global Judging)
05:30 PM – Final Mentor Round
07:30 PM – Cutoff time for project submission including upload to YouTube 30 Sec Video
08:00 PM – Judging Begins

Day 3 – October 3, 2021 / Sunday

09:00 AM – Judging Continues
07:30 PM - Closing Ceremony & Awards Distribution

LOCATIONS IN BANGLADESH

- **Cumilla/Virtual**

Coordinator: Partha Chakraborty, Chairman & Assistant Professor, Department of Computer Science and Engineering, Cumilla University, Cumilla, Bangladesh // Phone: +8801717629764 // email: partha.chak@cou.ac.bd
Lead: Mazharul Hasan // Phone: +88001631981121 //email: mazhar11808006@gmail.com

- **Dhaka/Virtual**

Coordinator: Md. Khaled Sohel, Assistant Professor, Daffodil International University, Dhaka, Bangladesh // Phone: +8801712493251 // Phone: khaledsohel@daffodilvarsity.edu.bd
Lead: **Md. Maidul Islam** // Phone: +8801711476754 // email: rummanmaidul13@gmail.com

- **Sylhet/Virtual**

Coordinator: Md. Saiful Islam, Asst. Professor, Shahjalal University of Science and Technology, Sylhet, Bangladesh // Phone: +8801717960979 // email: saiful-cse@sust.edu
Lead: **Mehedi Hasan** // Phone: +88001714913850 // email: mehedi.cu50@gmail.com

- **Chattogram/Virtual**

Coordinator: Md. Iftekharul Alam Efat, Noakhali Science & Technology University, Noakhali, Bangladesh // Phone: +8801727208714 // phone: iftekhar.iit.nstu@gmail.com
Lead: Md. Mazbah Uddin Ahammed // Phone: +8801625208031// email:aladnansami21@gmail.com

- **Barisal/Virtual**

Coordinator: Md. Mostafijur Rahman, Lecturer, University of Barisal, Barisal, Bangladesh // Phone: +8801739097182 // email: mostafij.csebu@gmail.com
Lead: Niaz Hassan // Phone: +8801819949151 // email: mirmukut@gmail.com

- **Rangpur/Virtual**

Coordinator: Masud Ibn Afjal, Hajee Mohammad Danesh Science & Technology University, Rangpur, Bangladesh
Lead: Shakil Ahamad // Phone: +8801892186018 // email: shakil.ahamadhstu@gmail.com

- **Rajshahi/Virtual**

Coordinator: Md. Rashed-Al-Mahfuz, Assistant Professor, Department of Computer Science and Engineering, University of Rajshahi, Rajshahi // Phone: +8801723580555 // email: ram@ru.ac.bd
Lead: Hossain Md. Sabir // Phone: +8801677452170 // email: hossainmdsabir123@gmail.com

- **Khulna/Virtual**

Coordinator: Akib Shariyar, Lecturer, Khulna University of Engineering & Technology, Khulna, Bangladesh // Phone: +8801917828888 // email: akib.shahriyar@cse.kuet.ac.bd
Lead: Sumit Chanda // Phone: +8801964158014 // email: chanda1505012@stud.kuet.ac.bd

- **Mymensingh/Virtual**

Coordinator: Mahbubun Nahar, Lecturer, Department of Computer Science and Engineering, Jatiya Kabi Kazi Nazrul Islam, Mymensingh, Bangladesh // Phone: +8801770393499 // email: mahbuba.knu@gmail.com
Lead: Kanis Fatema Shanta // Phone: +8801987934996 // email: kanisfatemashanta.cse@gmail.com

THE PROCESS FOR THE NASA SPACE APPS CHALLENGE IN BANGLADESH

1) **Read all the problems in NASA Space Apps Challenge site**
https://2021.spaceappschallenge.org/challenges/ in detail, and make sure you understand everything. Pick a category and challenge based on your skill level.

   YOU MUST UTILIZE NASA'S OPEN DATA FOR YOUR WINNING SOLUTION: Check out all the data availability and instruction here: https://open.nasa.gov/open-data/ .

2) Register with BASIS Students' Forum by September 15th**at** http://bsf.basis.org.bd/NASA-Registration-Form this is a team based registration. You have to choose the name of the Team, and number of the team members (preferable number is 6), and contact information (Email Address and Mobile Number) for each of the participants. You need to choose a location - Dhaka, Chattogram, Sylhet, Rangpur, Barisal, Mymensingh, Khulna, Cumilla or Rajshahi – your intended Hack-a-Thon location. Please write a short description of a problem, and create a YouTube Video. **THIS ENSURES THAT YOU GET ALL NOTIFICATIONS AND UPDATES, AS WELL AS BEING JUDGED AT VIRTUAL PARTICIPATION FOR THE FINAL HACK-A-THON.**

3) Register with NASA SPACE APPS CHALLENGE based on your LOCATION you have selected in the step #1. The location registration URL is https://2021.spaceappschallenge.org/locations/ ; search for the locations either one of the followings:
   a. Dhaka
   b. Chattogram
   c. Sylhet
   d. Barisal
   e. Cumilla
   f. Rangpur
   g. Rajshahi
   h. Khulna
   i. Mymensingh

EVERY INDIVIDUAL **MUST** REGISTER AT THE SPACE APPS CHALLENGE SITE TO BE ELIGIBLE.

4) **Form your TEAM** and optionally choose mentor(s). Make sure your team is fully prepared to and understood the problem thoroughly. They have completed UX design, created the prototype, and tested with data. You should be fully ready for the Hack-a-Thon!!
   a. If you need data, please use the space apps challenge site https://2021.spaceappschallenge.org/challenges/ ; go under the "CATEGORY" > then "CHALLENGE" > then you will find resources.

5) **BE SOCIAL!!** Make sure that you are active in the Facebook and Twitter; as we need to publicise as much as possible all of our activities. Connect with the following and follow. MAKE SURE TO TWEET AT A LEAST A FEW EVERYDAY, POST IN FACEBOOK A FEW POSTS EVERYDAY.
   a. Facebook: BASISStudentsForum, spaceappschallenge, mohammad.zaman and other related sites/pages
   b. Twitter: @NASASpaceappsBD, @SpaceApps, @BASISBD, @SpaceAppsBD, @MohammadZaman
   c. Keep a close eye on the Space Apps Challenge Facebook page (https://www.facebook.com/BASISStudentsForum/).

6) **Create a YouTube Video of your project** (very short, no more than **30 Seconds**). Use the following guide to create the Video. The Judges will watch this before your presentation.

7) **Upload your code into GitHub** and provide the link to GitHub.

8) **Go to Space Apps Challenge website and upload your project**:
   a. Login to the Space Apps Challenge Site
   b. Make sure every member is listed in your project
   c. Go to your challenge category & topic
   d. Click to Submit your project

9) **Win the Hack-a-Thon!!** There will be TWO awards selected from each location judged to be the local winners!

   a. **Local Judging**:
      i. **TWO AWARDS** - Each of the Location would have two awards, based on the category, challenge & one of the following concept!
         1. Best Use of Science: The solution that makes the best and most valid use of science and/or the scientific method.
         2. Best Use of Data: The solution that best makes space data accessible, or leverages it to a unique application.
         3. Best Use of Technology: The solution that exemplifies the most innovative use of technology.
         4. Galactic Impact: The solution with the most potential to improve life on Earth or in the universe.
         5. Best Mission Concept: The solution with the most plausible concept and design.
         6. Most Inspirational: The solution that captures our hearts.
         7. NEW Best Storytelling Award: The solution that most creatively communicates the potential of open data through the art of storytelling.
         8. NEW Global Connection Award: The solution that best connects people around the world through technology.
         9. NEW Art & Technology Award: The solution that most effectively combines technical and creative skills.
         10. NEW Local Impact Award: The solution that demonstrates the greatest potential for local impact.

      ii. **(Optional) TWO AWARDS** – From each location for Open NASA's Innovation Space: This reflects: Two awards which have not been awarded for other categories, but has very creative use of NASA's Open Data. This is a potential award, and there might not be any, if not selected by the judges.

   b. **Global Judging**: Total of TWO projects gets nominated for Global Judging from each locations: We have the TWO AWARDS This year, 2 projects to be showcased on open NASA's Innovation Space. This site salutes the incredible work citizens create with NASA's open data. The Innovation Space nominations should be projects you did not submit for global awards, but still want to recognize. The review process for the Innovation Space will occur after global awards are determined.

      The NASA team will review nominations from Hosts across the universe to select finalists and winners within each category. During our judging process, you'll keep your community informed and engaged across email, your event page and social media. Together, we'll all celebrate the reveal of this year's biggest impacts!
      i. **ONE** Globally from each the following categories:
         1. Best Use of Science: The solution that makes the best and most valid use of science and/or the scientific method.
         2. Best Use of Data: The solution that best makes space data accessible, or leverages it to a unique application.
         3. Best Use of Technology: The solution that exemplifies the most innovative use of technology.
         4. Galactic Impact: The solution with the most potential to improve life on Earth or in the universe.
         5. Best Mission Concept: The solution with the most plausible concept and design.
         6. Most Inspirational: The solution that captures our hearts.

7. NEW Best Storytelling Award: The solution that most creatively communicates the potential of open data through the art of storytelling.
8. NEW Global Connection Award: The solution that best connects people around the world through technology.
9. NEW Art & Technology Award: The solution that most effectively combines technical and creative skills.
10. NEW Local Impact Award: The solution that demonstrates the greatest potential for local impact.

IMPORTANT SITES AND LINKS FOR NASA SPACE APPS CHALLENGE

1. BASIS Site for Registration: http://bsf.basis.org.bd/NASA-Registration-Form
2. NASA Space Apps Challenges for 2021: https://2021.spaceappschallenge.org/locations/
3. Earth Data: https://earthdata.nasa.gov/user-resources/remote-sensors
4. NASA Data Site: https://data.nasa.gov/
5. YouTube: https://www.youtube.com
6. GitHub : https://www.github.com
7. Space Apps Challenge Facebook page: https://www.facebook.com/BASISStudentsForum/.

JUDGING GUIDELINE & SCORE SHEET

Name of the Team:
NASA Space Apps Registered Location:
Project Name:
Challenge:
Topic within Challenge:

Global Guideline

JUDGING: AWARDS AND ELIGIBILITY
Space Apps offers local and global awards. Solutions with intriguing and innovative insights and compelling storytelling rise to the top in the judging process. Eligible solutions may compete for two different levels of awards: local and global.

TO BE ELIGIBLE FOR AWARDS, YOU MUST:
- Develop a project in response to one of the official Space Apps Challenges
- Include a link to code in a public repository on your project page (if applicable)
- USE NASA's Open DATA!!
- Keep any code developed during the event open-source. We LOVE Open!
- Ensure that all your team members are registered and identified on the team's webpage
- Submit final project for NASA by midnight, Sunday, October 4th

Local Awards
Local judging and awards occur under the direction of the Local Leads at each Space Apps location. Leads may then nominate up to two solutions from each location to compete in the global judging process.

Global Awards
The brightest ideas across the Space Apps universe receive global recognition. Global award winners are featured on the Space Apps website and receive an invitation to visit NASA's Kennedy Space Center with the Space Apps Global Organizing Team.
Winner(s) and one guest each will be responsible for their personal travel, meals and incidental expenses, and accommodation expenses.

GLOBAL JUDGING PROCESS
Each location Lead may nominate up to two finalists from their location for global judging by NASA; nominations are due by 11:59pm EST, Oct 4th, 2021. Teams nominated for global judging will be asked to create a 30-second video about their project using effective storytelling techniques (see 30 Seconds of Glory graphic). Teams will submit videos by midnight local time on 3rd, 2021, by embedding a link to their video in their project page.

NASA experts will then review these nominations to select the top 30 projects. NASA experts will choose the global winners based on information from their project pages. So, don't forget to keep project pages updated with project descriptions, the project video, and open source code and related information.

JUDGING CRITERIA
- **Impact**: How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?
- **Creativity**: How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?
- **Validity**: Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?
- **Relevance**: Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?
- **Presentation**: ** How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why it is important?

**HOW TO CRAFT A WINNING PRESENTATION

While many Space Apps teams consider the first four criteria carefully and excel at developing solutions with great potential, the best of these teams pay equal attention to the final criterion, presentation. After all, how can your solution make a difference if you can't effectively present and explain your solution in a way that will convince people to implement it?

We recommend devoting enough time and thought to developing your Space Apps presentation and building a great story around your project. Be sure to recruit team members with expertise in storytelling, design, and other means to capture your project and share the value of your solution. We have some ideas to help you! Please refer to the 240-Seconds of Glory guide for local judging and 30-Seconds of Glory for Global Judging:

240 SECONDS OF GLORY FOR LOCAL JUDGING

For **participants** at Space Apps local events, your final project presentations on the last day of Space Apps will usually be limited to a four minutes each, using the 240 seconds of Glory. The two **global nominees** from each Space Apps location will also be making a 30-second video.

240 SECONDS OF GLORY

A MODEL FOR THE PERFECT PITCH AT SPACE APPS*

*A GREAT PITCH CAN BE THE DIFFERENCE BETWEEN GREATNESS AND OBSCURITY. THIS ROUGH GUIDE IS DESIGNED TO ENSURE YOUR GOOD WORK GETS THE ATTENTION IT DESERVES.

START HERE

1

ATTENTION & AUTHENTICITY

SPEND THE FIRST 45 SECONDS GRABBING THE ATTENTION OF YOUR AUDIENCE.

+ WHO ARE YOU?
+ WHAT MAKES YOUR TEAM SPECIAL?

+ WIN THEM OVER WITH A STORY
+ SHOW THEM YOUR PASSION

+ THE FIRST 15 SECONDS ARE CRUCIAL TO GET THEM LEANING FORWARD

DESCRIBE THE OPPORTUNITY OR THE PROBLEM YOU ARE SOLVING

2

CREATE EMPATHY FOR THE PROBLEM...

HELP YOUR AUDIENCE UNDERSTAND THE PROBLEM YOU ARE SOLVING.

+ WHY IS IT IMPORTANT?
+ HUMANIZE IT. WHO DOES IT AFFECT?
+ WHY IS IT AN OPPORTUNITY?
  (AGAIN, TRY AND FIND A SHORT STORY OR KILLER DATA POINT)
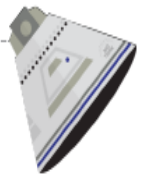+ IF YOU CAN'T DO THIS IN 60 SECONDS YOU'RE TAKING TOO LONG!

WHO   WHY

INTERNATIONAL
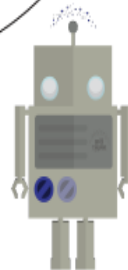SPACE APPS
CHALLENGE

1 MIN

HOW   WHAT

4

IMPACT & YOUR NEEDS

LOOK TOWARDS THE FUTURE

+ WHAT WILL THIS IDEA CHANGE?
+ WHAT IS YOUR 'BURNING PLATFORM'
  (WHAT DO YOU NEED TO TAKE YOUR INNOVATION TO THE NEXT STEP?)
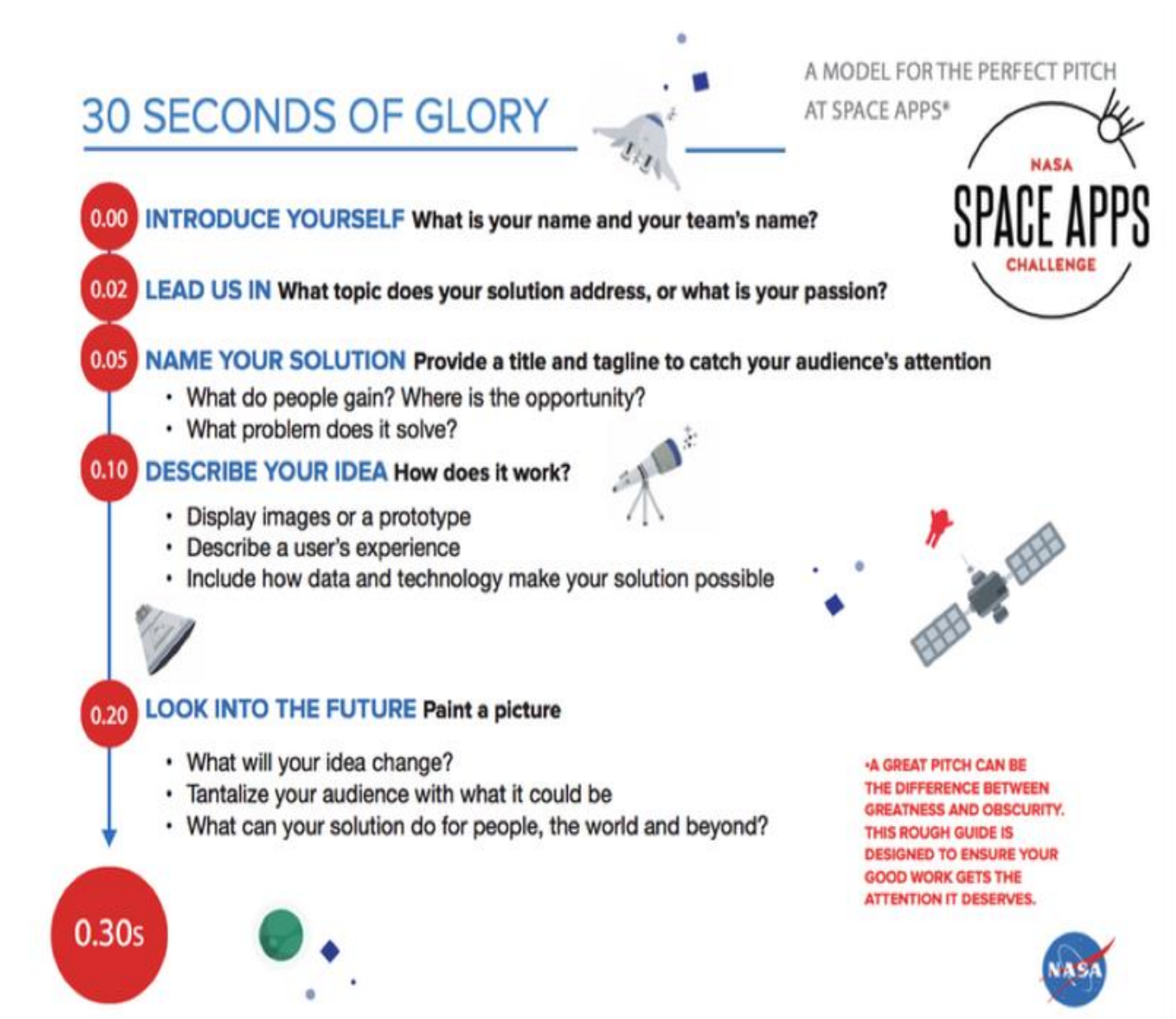+ TANTALIZE YOUR AUDIENCE WITH 'WHAT IT COULD BE ONE DAY'

SHOW A DEMO OR PROTOTYPE

3

YOUR BIG IDEA: EXPLAIN YOUR INNOVATION

DETAIL YOUR CORE CONCEPT

+ HOW DOES IT WORK?
+ PROVIDE EVIDENCE AND IMAGES
+ DISCUSS APPLICATIONS
+ REVEAL A PROTOTYPE, DEMO OR SHORT VIDEO TO BRING IT TO LIFE.

Created for Space Apps by IROSA_projects

30 SECONDS OF GLORY FOR GLOBAL JUDGING

Virtual participants will make a 30-second video to present their challenge solution.

30 SECONDS OF GLORY

A MODEL FOR THE PERFECT PITCH AT SPACE APPS®

NASA SPACE APPS CHALLENGE

0.00 INTRODUCE YOURSELF What is your name and your team's name?

0.02 LEAD US IN What topic does your solution address, or what is your passion?

0.05 NAME YOUR SOLUTION Provide a title and tagline to catch your audience's attention
- What do people gain? Where is the opportunity?
- What problem does it solve?

0.10 DESCRIBE YOUR IDEA How does it work?
- Display images or a prototype
- Describe a user's experience
- Include how data and technology make your solution possible

0.20 LOOK INTO THE FUTURE Paint a picture
- What will your idea change?
- Tantalize your audience with what it could be
- What can your solution do for people, the world and beyond?

0.30s

•A GREAT PITCH CAN BE THE DIFFERENCE BETWEEN GREATNESS AND OBSCURITY. THIS ROUGH GUIDE IS DESIGNED TO ENSURE YOUR GOOD WORK GETS THE ATTENTION IT DESERVES.

JUDGING GUIDELINE - THE SCORING MECHANISM

Based on the global judging we have adopted local scoring mechanism. Follow carefully to achieve the best possible score.

Point Guideline for 1-5 Questions:

Absolutely WoW – The Concept is Unique, I never could imagine; and I don't think anyone could have imagined – 20
Unique Idea – The idea is unique, implementation is unique, but I have seen or heard somewhere similar concept, I have not experienced any implementation – 10
Unique Implementation – The idea has been there for public domain, but the implementation is Unique – 5
Public Domain – Concept, Idea & Implementation is available in public domain - 1

1) Impact: How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?
Absolutely WoW – The Concept is Unique, I never could imagine; and I don't think anyone could have imagined – 20
Unique Idea – The idea is unique, implementation is unique, but I have seen or heard somewhere similar concept, I have not experienced any implementation – 10
Unique Implementation – The idea has been there for public domain, but the implementation is Unique – 5
Public Domain – Concept, Idea & Implementation is available in public domain - 1

2) Creativity: How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?
Absolutely WoW – The Concept is Unique, I never could imagine; and I don't think anyone could have imagined – 20
Unique Idea – The idea is unique, implementation is unique, but I have seen or heard somewhere similar concept, I have not experienced any implementation – 10
Unique Implementation – The idea has been there for public domain, but the implementation is Unique – 5
Public Domain – Concept, Idea & Implementation is available in public domain - 1

3) Validity: Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?
Absolutely WoW – The Concept is Unique, I never could imagine; and I don't think anyone could have imagined – 20
Unique Idea – The idea is unique, implementation is unique, but I have seen or heard somewhere similar concept, I have not experienced any implementation – 10
Unique Implementation – The idea has been there for public domain, but the implementation is Unique – 5
Public Domain – Concept, Idea & Implementation is available in public domain - 1

4) Relevance: Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?
Absolutely WoW – The Concept is Unique, I never could imagine; and I don't think anyone could have imagined – 20
Unique Idea – The idea is unique, implementation is unique, but I have seen or heard somewhere similar concept, I have not experienced any implementation – 10
Unique Implementation – The idea has been there for public domain, but the implementation is Unique – 5
Public Domain – Concept, Idea & Implementation is available in public domain - 1

5) Presentation: How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why it is important?

Absolutely WoW – The Concept is Unique, I never could imagine; and I don't think anyone could have imagined – 20

Unique Idea – The idea is unique, implementation is unique, but I have seen or heard somewhere similar concept, I have not experienced any implementation – 10

Unique Implementation – The idea has been there for public domain, but the implementation is Unique – 5

Public Domain – Concept, Idea & Implementation is available in public domain - 1

Point Guideline for 6-10 Questions:
These questions will be scored between 0 and 5, except for the #10, that is either 5 or 0.

6) **Teamwork**: How did the team work? Did they demonstrate a collaborative effort? – Please rate between 1 and 5; 5 being the absolute best

7) **User Experience**: How do you think the user would be able to utilize this? Is this very simple & easy to use vs does this require significant training? Please rate between 1 and 5; 5 being very easy to use & 1 being require significant training.

8) **Quality of YouTube Video** : Please rate between 1 and 5; 5 being best representation of the Solution Created and Provided in Clear English

9) **Successful Demonstration of the App or Hardware** : Please rate between 1 and 5; 5 being the best demonstration

10) **Environmental Conservation** - The Project addresses Environmental Conservation(5 Pts -Yes or 0 Pts-No)

Point Guideline for 11-16 Questions:
These questions will be scored either 0 or 1.

11) Space Apps 2021 Challenge Category Identified
12) The presentation completed by 4 minutes
13) Link to GitHub Provided and Code Available in GitHub
14) Link to YouTube Provided
15) YouTube Video is 30 second or less in length
16) Space Apps Challenge Project Page completed

Point Guideline for 17 Questions:
If there is women member(s) in the team, they would get additional 5% of the aggregate point.
17) Women Participation Bonus - If Yes, 5% additional point in aggregate

YES/NO for Nomination

1. *Best Use of Science: The solution that makes the best and most valid use of science and/or the scientific method.*
2. *Best Use of Data: The solution that best makes space data accessible, or leverages it to a unique application.*
3. *Best Use of Technology: The solution that exemplifies the most innovative use of technology.*
4. *Galactic Impact: The solution with the most potential to improve life on Earth or in the universe.*
5. *Best Mission Concept: The solution with the most plausible concept and design.*
6. *Most Inspirational: The solution that captures our hearts.*
7. *NEW Best Storytelling Award: The solution that most creatively communicates the potential of open data through the art of storytelling.*
8. *NEW Global Connection Award: The solution that best connects people around the world through technology.*
9. *NEW Art & Technology Award: The solution that most effectively combines technical and creative skills.*
10. *NEW Local Impact Award: The solution that demonstrates the greatest potential for local impact.*

HOW TO DEVELOP A WINNING SPACE APPS SOLUTION!

YOU ARE READY TO SOLVE.

You have your crew & you built your winning team!

You have registered with BASIS as well as at NASA Space Apps Challenge website.

BASIS Registration Site: http://bsf.basis.org.bd/NASA-Registration-Form

You picked a challenge from the categories, sub-categories and challenges.

You read all the instructions, a few times and then one more time.

You have the passion, the talent, and the knowledge – so how can you put it together to develop a winning Space Apps solution? Here are some tips from the very people who will be judging your solutions, so listen closely!

Space Apps solutions are typically judged based on the following criteria— all equally important:

Impact: How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem?

Creativity: How creative is the approach? Is the project new and something that hasn't been attempted before? Is it something that isn't being addressed by the current market?

Product: How well does this project fit the needs of the challenge it addresses? How user-friendly is the technology? Is it a complete solution or does it have a long way to go before being ready to use?

Sustainability: How good is the plan for next steps? How prepared is the project team to continue their work beyond the event? OR, is the project organized in a way so others can take the project to the next level?

Presentation: How well did the team communicate their project? Are they effective in telling the story of the project and why it is important?

While many Space Apps teams consider the first four criteria carefully and excel at developing solutions with great potential, the best of these teams pay equal attention to the final criterion, *presentation*. After all, how can your solution make a difference if you can't convince people to see your idea and implement it? Follow this for your local level judging:

INSTRUCTION FOR VIDEO UPLOAD

There are two videos you would have to upload. Any video uploaded after that time will not be considered for judging. The videos are:

1) 240 Seconds of Glory Video (4 minutes video for local judging): This video will be used for local judging. You will be competing with the other teams from your local region. Maximum of two of the teams will be nominated and move to the global level. Email your 4 minutes video Link here: (Web@basis.org.bd).
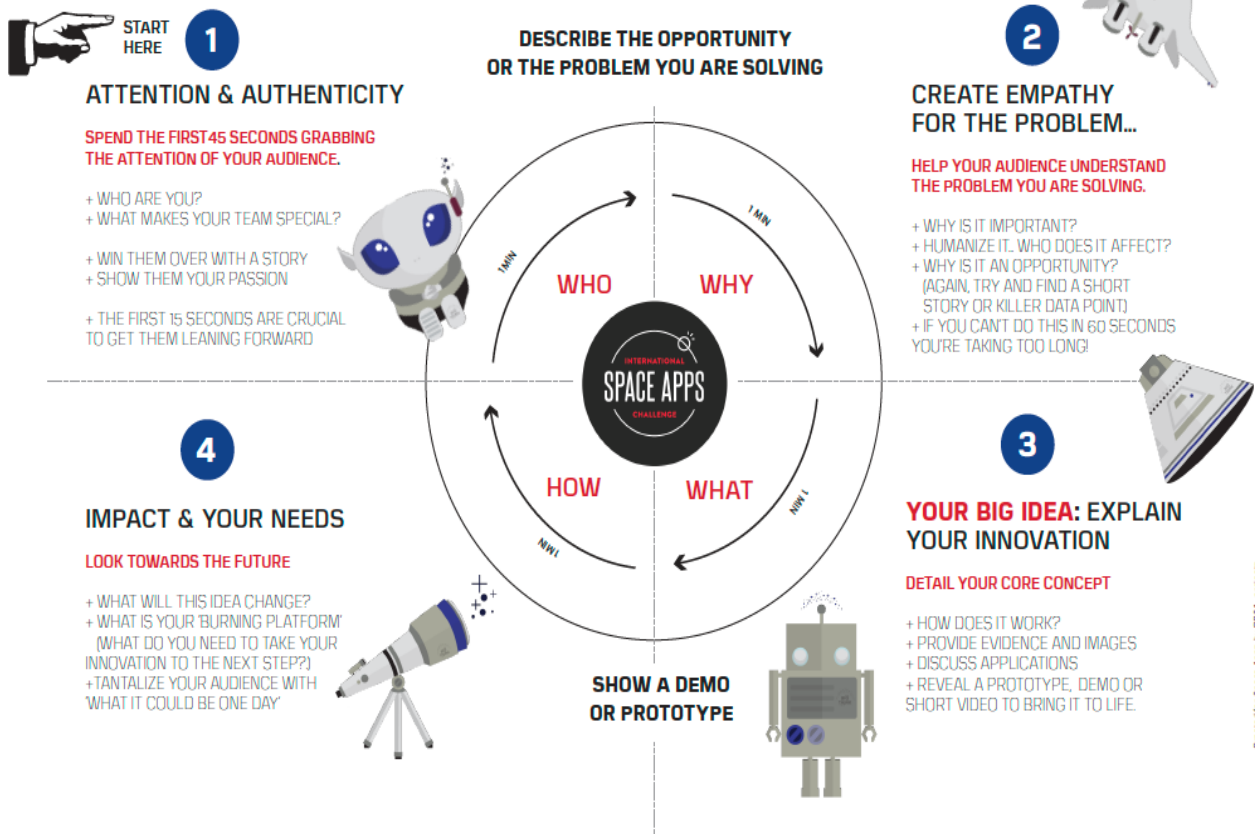
   YOU MUST FOLLOW THE VIDEO NAMING CONVENTION IN THIS FORMAT: **Zone-Team Name-Challenge Category** (Dhk-Bluesky-Create)

   Last time for your complete video upload is Saturday, October 3, 2021 at 7:30 PM Bangladesh Time. Make sure that you start earlier, say around 5:30 PM so, you can finish and check you have uploaded the right video to the right location.

240 SECONDS OF GLORY
A MODEL FOR THE PERFECT PITCH AT SPACE APPS*

*A GREAT PITCH CAN BE THE DIFFERENCE BETWEEN GREATNESS AND OBSCURITY. THIS ROUGH GUIDE IS DESIGNED TO ENSURE YOUR GOOD WORK GETS THE ATTENTION IT DESERVES.

START HERE **1** **ATTENTION & AUTHENTICITY**

SPEND THE FIRST 45 SECONDS GRABBING THE ATTENTION OF YOUR AUDIENCE.

+ WHO ARE YOU?
+ WHAT MAKES YOUR TEAM SPECIAL?

+ WIN THEM OVER WITH A STORY
+ SHOW THEM YOUR PASSION

+ THE FIRST 15 SECONDS ARE CRUCIAL TO GET THEM LEANING FORWARD

DESCRIBE THE OPPORTUNITY OR THE PROBLEM YOU ARE SOLVING

2 **CREATE EMPATHY FOR THE PROBLEM…**

HELP YOUR AUDIENCE UNDERSTAND THE PROBLEM YOU ARE SOLVING.

+ WHY IS IT IMPORTANT?
+ HUMANIZE IT. WHO DOES IT AFFECT?
+ WHY IS IT AN OPPORTUNITY? (AGAIN, TRY AND FIND A SHORT STORY OR KILLER DATA POINT)
+ IF YOU CAN'T DO THIS IN 60 SECONDS YOU'RE TAKING TOO LONG!

WHO WHY

SPACE APPS

HOW WHAT

4 **IMPACT & YOUR NEEDS**

LOOK TOWARDS THE FUTURE

+ WHAT WILL THIS IDEA CHANGE?
+ WHAT IS YOUR 'BURNING PLATFORM' (WHAT DO YOU NEED TO TAKE YOUR INNOVATION TO THE NEXT STEP?)
+ TANTALIZE YOUR AUDIENCE WITH 'WHAT IT COULD BE ONE DAY'

SHOW A DEMO OR PROTOTYPE

3 **YOUR BIG IDEA: EXPLAIN YOUR INNOVATION**

DETAIL YOUR CORE CONCEPT

+ HOW DOES IT WORK?
+ PROVIDE EVIDENCE AND IMAGES
+ DISCUSS APPLICATIONS
+ REVEAL A PROTOTYPE, DEMO OR SHORT VIDEO TO BRING IT TO LIFE.

Created for Space Apps by NASA_projects

2) 30 Seconds of Glory (30 seconds video for global judging): You must upload your 30 seconds of glory video in YouTube and provide that link within your project in NASA website. This will be judged as part of the global judging, and once you move forward to the global level.

Last time for your complete video upload is, October 2, 2021 at 7:30 PM Bangladesh Time. Make sure that you start earlier, say around 5:30 PM so, you can finish and check you have uploaded the right video to the right location. Once you upload your video to the YouTube Channel, make sure that the right link is in your project at NASA website.

30 SECONDS OF GLORY

A MODEL FOR THE PERFECT PITCH AT SPACE APPS*

0.00 INTRODUCE YOURSELF What is your name and your team's name?

0.02 LEAD US IN What topic does your solution address, or what is your passion?

0.05 NAME YOUR SOLUTION Provide a title and tagline to catch your audience's attention
- What do people gain? Where is the opportunity?
- What problem does it solve?

0.10 DESCRIBE YOUR IDEA How does it work?
- Display images or a prototype
- Describe a user's experience
- Include how data and technology make your solution possible

0.20 LOOK INTO THE FUTURE Paint a picture
- What will your idea change?
- Tantalize your audience with what it could be
- What can your solution do for people, the world and beyond?

0.30s

*A GREAT PITCH CAN BE THE DIFFERENCE BETWEEN GREATNESS AND OBSCURITY. THIS ROUGH GUIDE IS DESIGNED TO ENSURE YOUR GOOD WORK GETS THE ATTENTION IT DESERVES.

MENTORING & MENTORING GUIDELINE

Who are the Mentors?

We want to thank the mentors who will be providing valuable times to guide the teams to a winning project. There will be investment of times (pre-hack-a-thon, 8-10 hours; during hack-a-thon two days 1-3 October). Mentors are the key, who will be providing supports to the teams specially clarifying any procedures, listen to presentations, and provide answers as asked. Mentors *will not* assist in coding or building the solution (hardware/software/demonstration/presentation), as they will be playing only the clarification role, and procedural support. Key theme is the IDEA must be the team's own, mentors can point to answer question. Mentors are also allowed to provide guidance on choice of tools, technologies, and recommendations, however, the team would decide on the technologies and tools they like to use. Another role the mentors will play is guiding the teams to make sure that they finish all the steps required by the NASA Space Apps Challenge (GitHub, YouTube, Messaging, etc.). The mentors will also be listening to their presentation, and guide them if there is any gap. Mentors will also assist in choosing the preliminary set of teams who will be participating at the Bangladesh Main Stage, from all the submitted solution. So, in sequence the roles would be:

1) **Selecting the teams & Projects for Bangladesh Main Stage** (Pre Hack-a-Thon task)
2) **Provide the Data Boot camps prior to the hack-a-thon** (if possible)
   a. Data boot camp is guiding the teams the basics of the NASA Space Apps Challenge
   b. Provide them with some sample of previous winning projects
   c. Guide them regarding tools and technologies
   d. Can utilize videos generated by the organizing team
   e. Can be 2-4 hours, based on availability of the logistics
3) **Clarifying and questions the teams have** (utilize this guide to answer)
4) **Providing technology and tool recommendation** if required by the team (optional)
5) **Confirming that the teams have been following the steps** outlined for the hack-a-thon
6) **Listening to the 4 minutes presentation** and guide if there is any gap
7) **During the hack-a-thon, provide the mentor rounds**, and make sure to cover all the teams

NASA SPACE APPS CHALLENGE 10

TEAM FORMATION GUIDE

OCTOBER 2-3, 2021

This guide is intended for participants of the **NASA International Space Apps Challenge 2021**. The instructions contained in this document require users to be signed up and registered for this specific event at spaceappschallenge.org.

FOR MORE INFORMATION:

If you have questions that are not addressed in this guide or in the other guides located on the Resources page (spaceappschallange.org/resources), contact the Global Organizing (GO) Team at info@spaceappschallenge.org.

For technical assistance with any of the content in this document, email web@spaceappschallenge.org with a specific description of your problem.

LAST UPDATED: September 27, 2021

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TEAM FORMATION "CHEAT SHEET"

Once you have created a Space Apps account and registered for a location at spaceappschallenge.org, you can start a team or join an existing team.
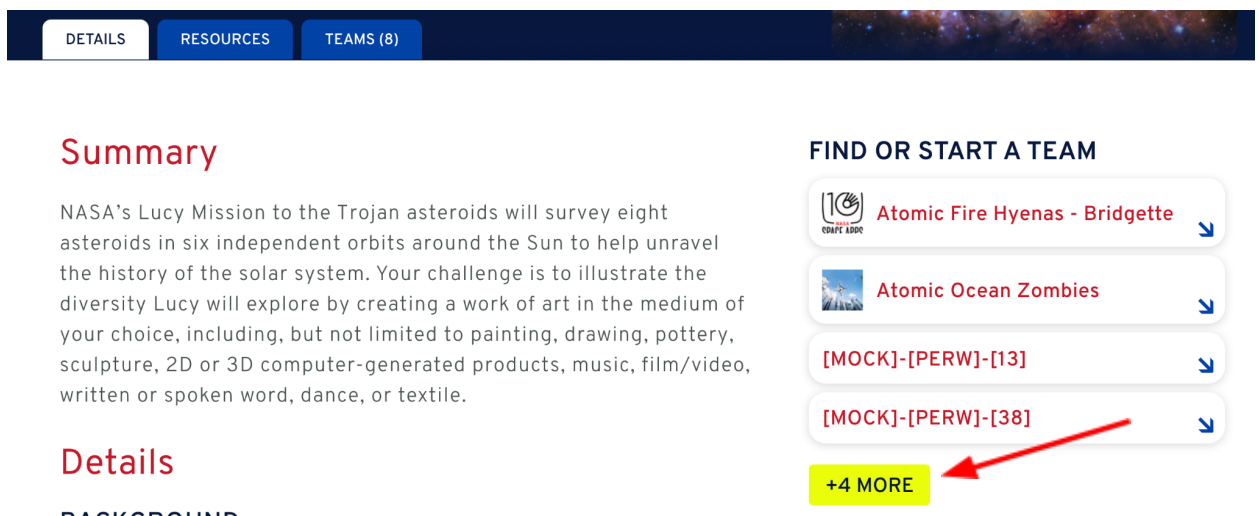
Here are answers to some of the most frequently asked questions about team formation.

- In order to submit a project for Space Apps 2021, you must belong to a team. This guide walks you through that process!
- There are two ways to join a team. You can (1) start your own team, or (2) request to join an existing team. Detailed instructions for both are below.
- You can have anywhere from 1-6 people on your team. (The website will not allow you to add more than 6 members to your team.)
- While you may form a team that has only one person, we recommend that you work with other participants. We find that teams of 4-5 members, with diverse skills and ideas, work best. Space Apps is all about collaboration!
- By default, your team will be tied to the location of the person who created the team. However, participants from *any* location, including the Universal Event, are allowed to join *any* team. Teams can change the location associated with their project through their team's Team Members tab. See details below.
- Once invited, all team members will have the same rights to the team pages, including the project page, where you will edit and submit your project. Everyone on the team will be able to edit these pages.
- In order to delete a team entirely, ALL members of the team must select the "Leave Team" option through their team's Team Members tab. See details below.
- You can make edits to your team name, team photo, etc., throughout the hackathon by selecting the Team Members tab on your team page. See details below.

CREATING A NEW TEAM

All *new teams* must be created from the individual challenge page that your team wants to work on.

1. Navigate to 2021.spaceappschallenge.org/challenges/. Select the challenge of your choice. You will then be taken to the individual challenge page. From there, click the "Teams" tab or the button to see more teams that already exist.

2. You will be directed to a page displaying all teams (worldwide) working on that specific challenge. You can either request to join one of those teams (see the following section for detailed instructions), or you can start a new team.

3. To start a new team, select the "Start a Team" button.

4. Once you click "Start a Team," you will be directed to a new page. Fill in the requested information and click "Create Team" when done.
   ○ If you would like other participants to be able to request to join your team, put a checkmark next to the box that says, "I am looking for other team members!" Prospective team members will be able to message the team creator through the chat platform to request to join your team. To learn more about chat, see the *Space Apps 2021 Chat Guide*.

START A TEAM

Create a team and get hacking!

Based on your registration, your team will be created in the Brussels region.

Challenge *

Artfully Illuminated Asteroids

Team Name *

Choose something unique.

Team Motto *

What is your team's motto?

Team Photo

Remember to get permission for photos that aren't your own. Team Photos should have a **16x9** aspect ratio and be less than **2 MB** in size. Your team photo will be displayed publicly.

☐ I am looking for other team members!

By checking this box other participants will be able to find your team and ask to join.

CREATE TEAM

JOINING AN EXISTING TEAM

1. To join an existing team, you can search for prospective teams from two places:
   ○ One, from the Teams tab on an individual location page:
     2021.spaceappschallenge.org/locations/
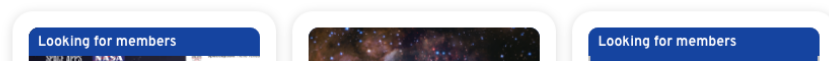
● Two, from the Teams tab on an individual challenge page:
  2021.spaceappschallenge.org/challenges/
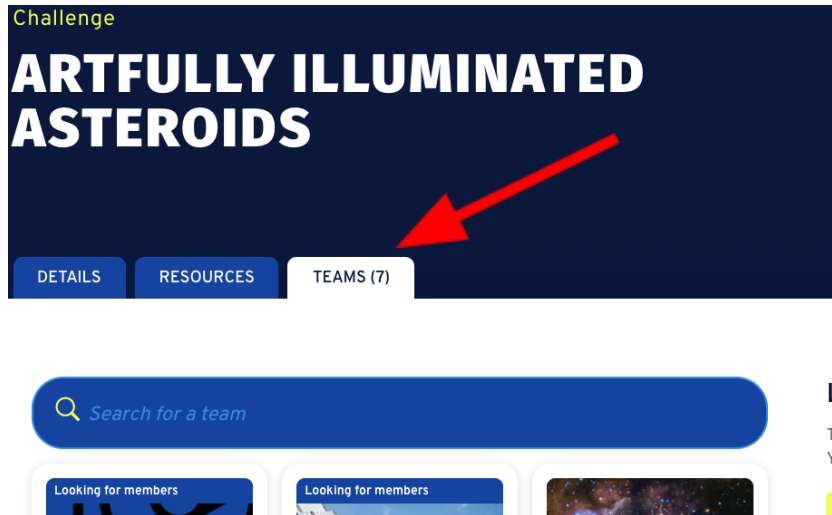
2. Search for a team or browse the listed teams on the page. Notice which teams are looking for members. They will have flags on their photos that say, "Looking for Members."
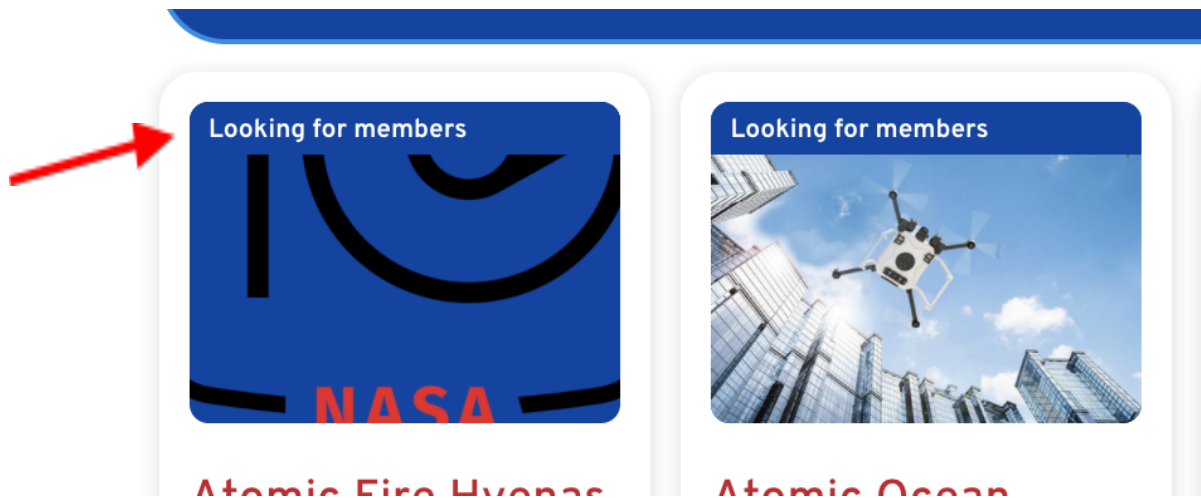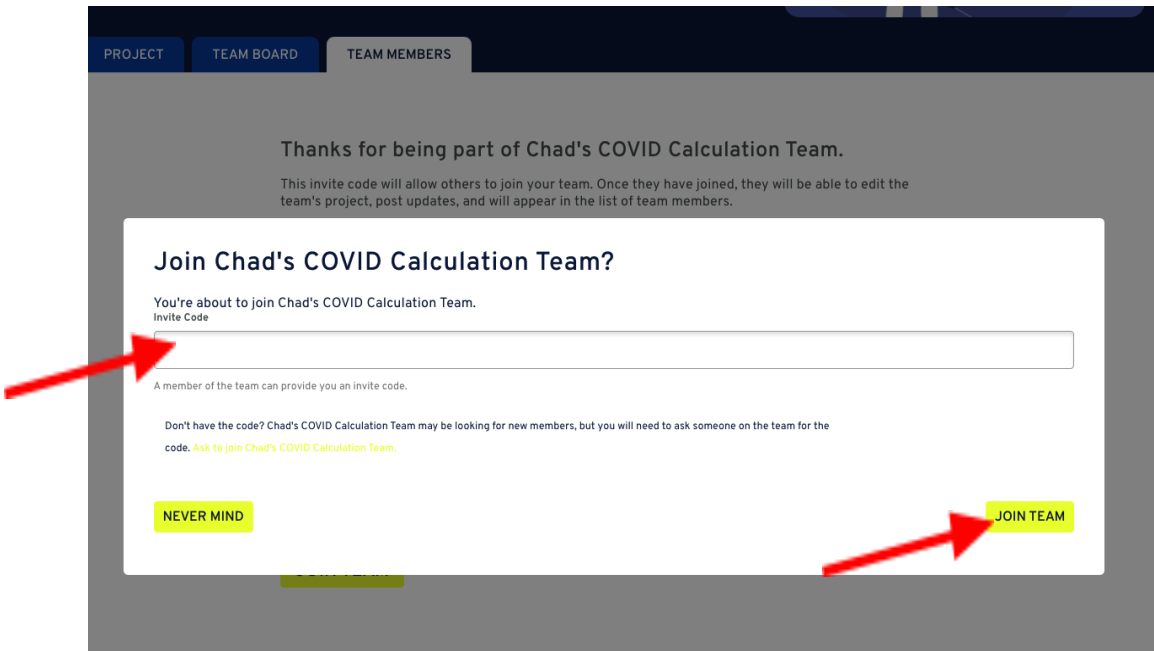
3. Click on any team to see their project page. If you're interested in joining the team, select the Team Members tab.
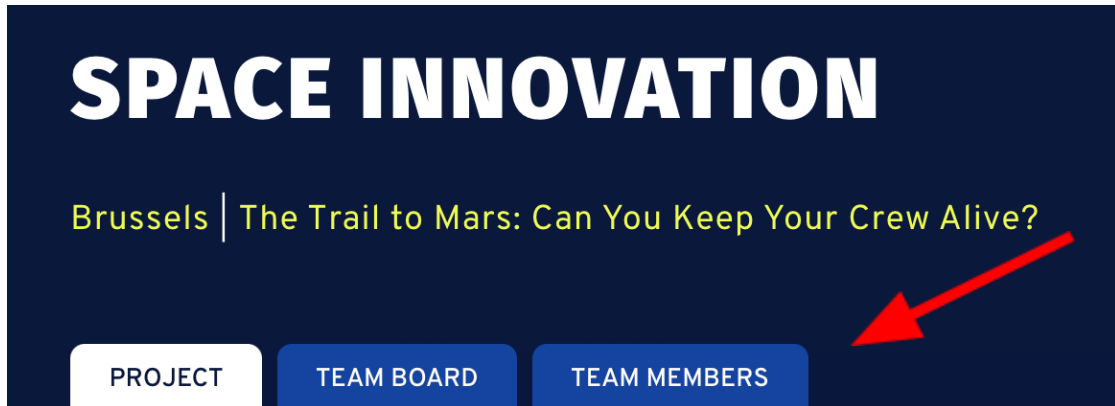
4. If you'd like to request to join the team, select the button, "Join Team."
   - If you do NOT have an Invitation Code, you must ask the team's creator for the Invitation Code by selecting "Ask to Join [Team Name]" on the next page. Doing so will open a private message between you and the team's creator in the Space Apps chat platform. <u>Teams are NOT required to provide you with an Invitation Code. It is at each team's discretion.</u>

5. If a member of the team has *already* provided you with an Invitation Code, add the code. Select "Join Team" again.

EDITING YOUR TEAM PAGES

Once you create or join a team, you will be directed to your new team page. On your team page, you will see three tabs: Project, Team Board, Team Members.

1. Project tab: Use this tab to access and submit your project page. Start by selecting the "Edit Project" button. Project pages will open for editing once the hackathon begins on October 2 at 9:00 AM (local time). If you would like others to see your project, you can share the URL of this page with them, either during or after the hackathon. This is the page that the judges will review. For details regarding specific requirements for project submission, see the *Space Apps 2021 Project Submission Guide*.
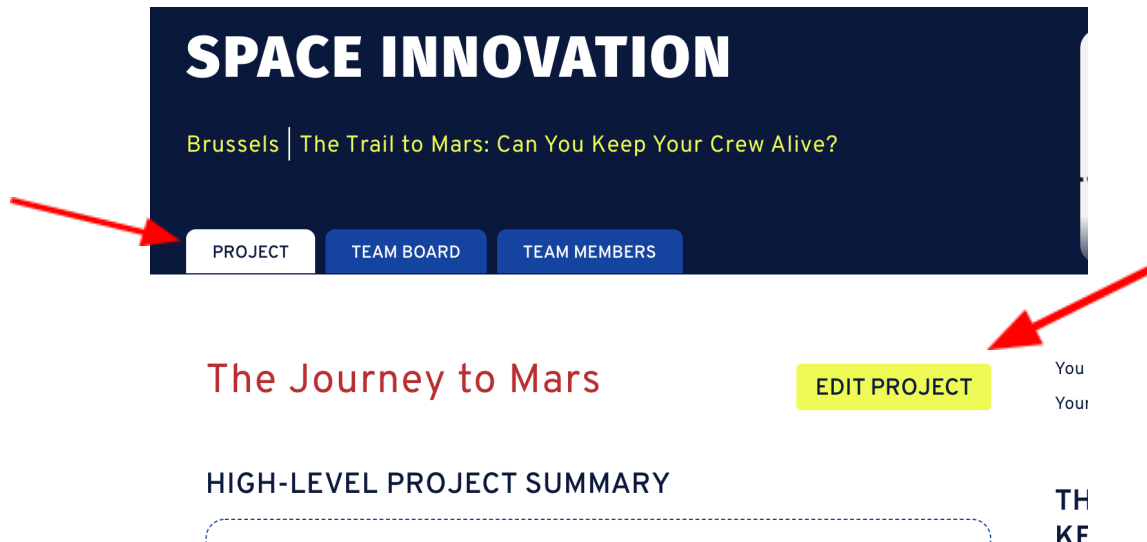
2. Team Board tab: This page is only for fun! Use it to communicate with your team or give other participants in the community (especially prospective team members) a glimpse into your project plans and hackathon journey. This page will NOT be reviewed by judges. Posts here reflect the thoughts and opinions of this team, not those of the hackathon organizers. Please do not post pictures of copyrighted items.
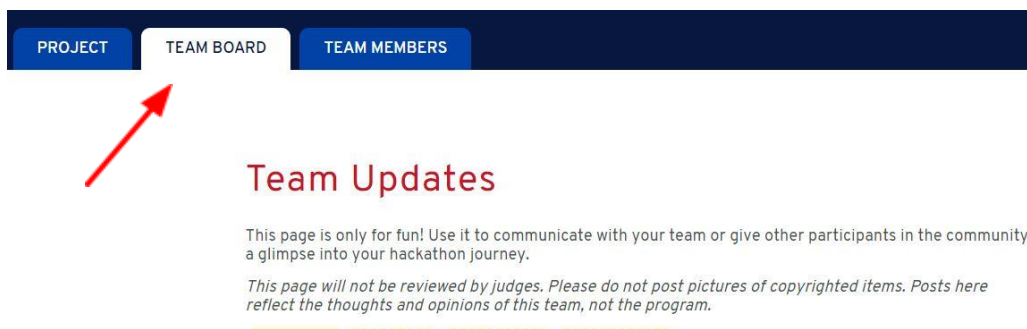
3. Team Members tab: This section displays all members of the team and allows you to make changes to your team.

- The Invitation Code can be shared with prospective team members who will use the code to join the team.
- You can remove yourself from a team by selecting the "Leave Team" option at the bottom of the page. In order to delete a team entirely, ALL team members of the team must select the "Leave Team" option.
- The "Edit Team" button will lead you to a new page, where you can take the following actions:
  - Edit your team name
  - Edit your team motto
  - Edit the location with which your team is associated. The location your team is associated with is, by default, aligned to the location of the person who created your team; however, teams are able to change the location associated with their project through their team's Team Members tab.
  - Edit your team photo
  - Select/deselect the flag indicating whether your team is looking for new members

Thanks for being part of A Space Innovation.

This invite code will allow others to join your team. Once they have joined, they will be able to edit the team's project, post updates, and will appear in the list of team members.

Invitation Code: 839a1
Share this with your team so they may join.

Need to change your team name, photo, motto or other settings?

EDIT TEAM

Team Members
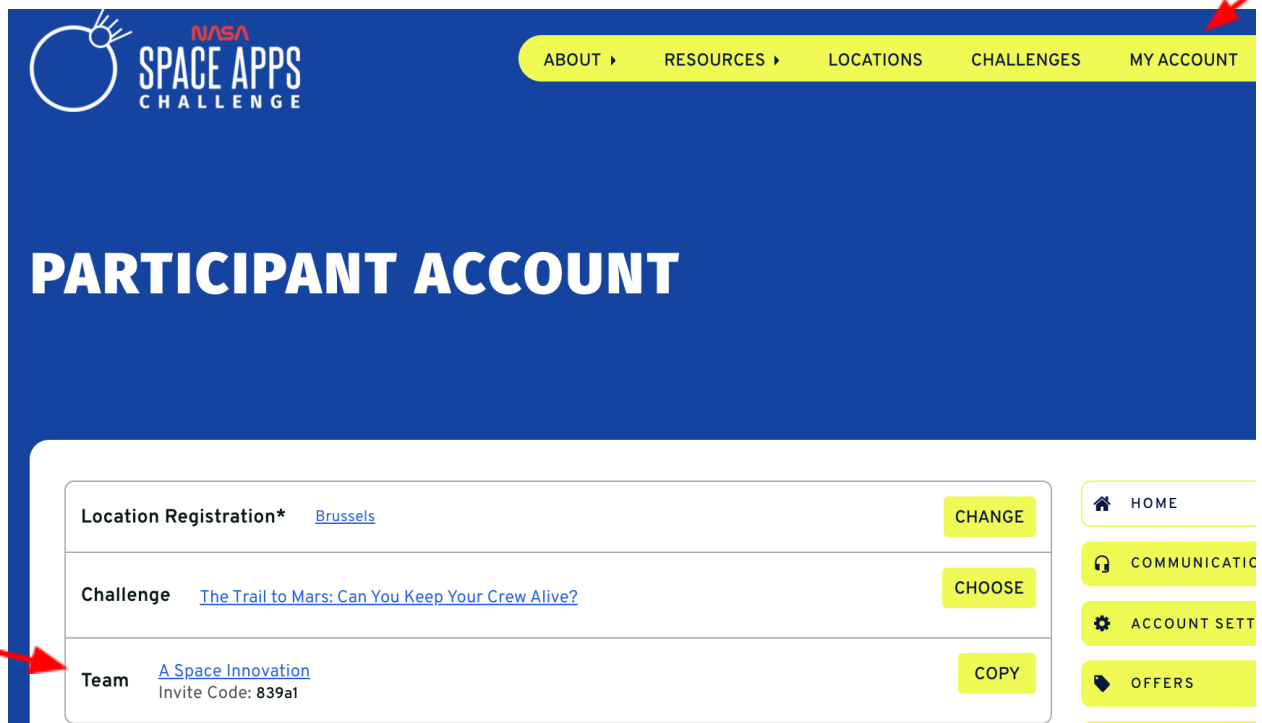
J   Julie Chamberlain

A Space Innovation is looking for new members.

LEAVE TEAM

4. If you need to get back to your team page at any time, you can always find a link to it from the "My Account" section of the website. Clicking on your team name will take you directly to your project page.

Happy Hacking!

PROJECT "DEMO" GUIDE

OCTOBER 2-3, 2021

This guide is intended for participants of the **NASA International Space Apps Challenge 2021.** The instructions contained in this document require users to be signed up and registered for this specific event at spaceappschallenge.org.

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LAST UPDATED: Sept. 13, 2021

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HOW TO DEVELOP A WINNING PITCH

Every team, whether you are working individually or with teammates, will need to create a project page on spaceappschallenge.org to describe your work. All teams will be answering the same set of questions in relation to their projects.

One requirement for project submissions to be eligible for Global and Executive Judging is to provide a "Demo" of your project. Project "Demos" must be submitted by sharing a public link to either a deck of up to seven slides or a video that is no longer than 30 seconds.

The Project "Demo" is an important aspect of your project. It is often the first thing judges review when evaluating projects. We recommend devoting time and resources to developing your "Demo" by building a great story with strong visuals. Be sure to recruit team members with expertise in storytelling, design, and other skills to help document your project and share the value of your solution!

In this guide we will provide suggestions for how to develop a strong Project "Demo" to support your project submission. For more information on project submission and judging/awards, see the *Space Apps 2021 Project Submission Guide* and the *Space Apps 2021 Judging and Awards Guide*.

VIDEO "DEMO" SUBMISSION TIPS

The first option for your Project "Demo" is a video presentation. The video may be no longer than 30 seconds. After you have created your video "Demo", upload it to an external site like a cloud-based hosting service or code repository and provide a publicly accessible link so that others can view it. Remember to test your link to ensure visitors are not required to request permission or registration. This will ensure judges will have access to review your "Demo".

The graphic on the next page provides additional guidance for how to create a compelling video as your Project "Demo".

30 SECONDS OF GLORY

A model for a great NASA International Space Apps Challenge Pitch

A great pitch can be the difference between greatness and obscurity. This guide is designed to ensure your good work gets the attention it deserves. Your goal should be to quickly communicate the importance and relevance of your solution to someone who has no context, technical background, or previous knowledge of your solution.

0:00 — **INTRODUCE YOURSELF -** What is your name and your team's name?

0:02 — **LEAD US IN -** What NASA International Space Apps Challenge does your solution address?
- What inspired your team to choose this challenge?

0:05 — **NAME YOUR SOLUTION -** Provide a title and tagline of your project to catch your audience's attention
- What problem does it solve?
- What do people gain? Where is the opportunity?

0:10 — **DESCRIBE YOUR IDEA -** How does it work?
- Display images or a prototype (optional screen share)
- Describe a user's experience
- How did using data from one or more of the 10 space partner agencies make your solution possible?

0:20 — **LOOK INTO THE FUTURE -** Paint a picture
- What will your idea change?
- Captivate your audience with what it could be
- What can your solution do for people, the world, and beyond?

0:30 END

10 NASA SPACE APPS CHALLENGE

SLIDE "DEMO" SUBMISSION TIPS

The second option for your Project "Demo" is a slide deck. Slide deck "Demos" are limited to seven (7) slides. You may use any presentation/slide deck software, but the slides must be publicly accessible. After you have created your slide "Demo", upload it to an external site like a cloud-based hosting service or code repository and provide a publicly accessible link so that others can view it. Remember to test your link to ensure visitors are not required to request permission or registration. This will ensure judges will have access to review your "Demo".

The list below provides suggestions for how to create a compelling slide deck as your Project "Demo".

1. Choose a slide template with readable font size and limit the number of words on each slide when possible.
2. Incorporate strong visuals.
3. You are limited to 7 slides. The content of your slides should cover:
    ○ Team Name, Challenge selected, and team member names
    ○ Explain your solution to the challenge:
        ■ What does the world have to gain? Where is the opportunity?
        ■ What problem does your project solve? Hint: Make sure your solution ties back to the challenge statement.

- ○ Concisely describe your understanding of the challenge and your approach to solving it.
- ○ Provide a snapshot of your project visually. Clearly call out project features that make it special and unique. Strong visuals will help tell the story of your project to judges. Your visuals should:
  - ■ Display an image of the project
  - ■ Describe the user experience
  - ■ Include how space agency open data and technology make your solution possible
- ○ Share some next steps or future opportunities. Provide some information about how your project could continue if provided more time, so the reader/judges can tell that you thought about the bigger picture.
- ○ Recap the work you did during the hackathon and why it should be noticed. Share additional photos and provide a statement about what's possible in the future for your project!

ADDITIONAL RESOURCES AND REMINDERS

As you develop your Project "Demo", here are some additional suggestions and reminders to keep in mind:

- Slide "Demos" are required to be written in English.
- Video "Demos" may be spoken in any language but are required to include English language subtitles.
- Any links or files included in your project submission, including your video or slide "Demo", should go to another website equipped to host it and then provide a publicly accessible link in the demonstration section. Links should not require permission or registration to access them. Remember to test your link(s) to ensure visitors are not required to request permission or registration.
- Start early on your "Demo". Time management and dedicating time to the development of a strong "Demo" is key to presenting your project well.
- Dedicate a teammate with storytelling skills to work on the "Demo".
- Watch this video from the 2021 virtual bootcamp.
- Project submission opens on Saturday, October 2 at 9:00 AM (local time) and closes on Sunday, October 3 at 11:59 PM (local time).
- Read the *Space Apps 2021 Project Submission Guide*.

- The following standards will be used by global and executive judges when evaluating projects:
  - **Impact:** How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?
  - **Creativity**: How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?
  - **Validity**: Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?
  - **Relevance**: Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?
  - **Presentation**: How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why is it important?

Happy Hacking!

PROJECT SUBMISSION GUIDE

OCTOBER 2-3, 2021

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For technical assistance with any of the content in this document, email web@spaceappschallenge.org with a specific description of your problem.

LAST UPDATED: September 27, 2021

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INTRODUCTION

While Space Apps is all about the journey of discovery and creation, teams are encouraged to submit their projects on spaceappschallenge.org by the end of the hackathon. All projects that are submitted by the deadline will be preserved on our website for years to come! Although it is not required, you are also encouraged to submit your project for judging. All projects submitted for judging will be reviewed by judges at your local event.

To help prepare you, this guide provides step-by-step instructions on how to submit your project. It also includes the various requirements your project must meet, if you'd like to submit your project for judging. For tips on how to create a compelling Project "Demo" for your project submission - a required part of the project submission process - see the *Space Apps 2021 Demo Guide*.

First things: In order to submit a project, you must *first* sign up for an account, register for a location, and belong to a team. To learn more about these and other topics, see the *Participant FAQ* and other guides on our Resources page.

A reminder about expectations: We know that you only have 48 hours to complete your project. Thus, we do not expect you to have a completely finished, fully developed solution at the hackathon! Instead, we want you to be able to collaborate and hack in order to come up with creative ideas and demonstrate progress toward a solution to the challenge. Please submit your ideas, even if you don't get very far into building them!

PROJECT SUBMISSION START AND END TIMES

Project submission opens on October 2 at 9:00 AM (local time). At that time, your team will be able to edit your team's project page and submit your project on spaceappschallenge.org.

Project submission closes on October 3 at 11:59 PM (local time, in accordance with the local time of the location for which your team is registered*).
*Exception: If your team is registered for the Universal Event, your project must be submitted in accordance with the local time of the team member who created your team.

Check with your Local Lead if you have questions about the deadline for your location.
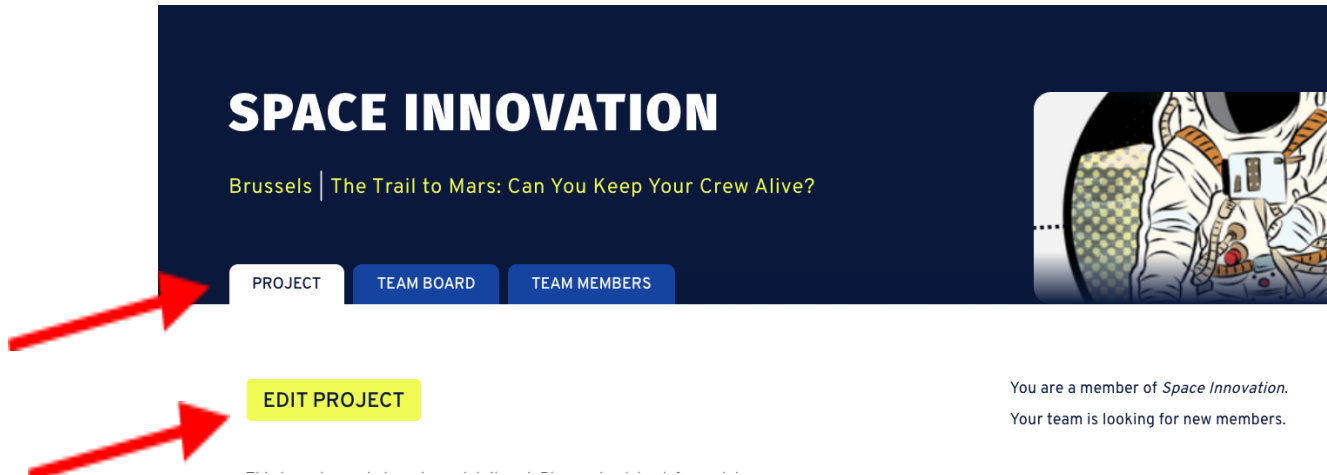
COMPLETING YOUR PROJECT PAGE

Once you create or join a team, you will be able to edit your team's project page. The project page is very important because it is where your team will provide all of the details about your project.

It is also the page that the judges will review if you submit your project for judging. The more information you provide on this page, the better the judges can rate your submission!

1. When you create or join a team a project page for your team is automatically generated. To access your team's project page at any point, select "My Account" on the menu bar on spaceappschallenge.org. You will see your team name next to the heading, "Team." This takes you to your team's project page.
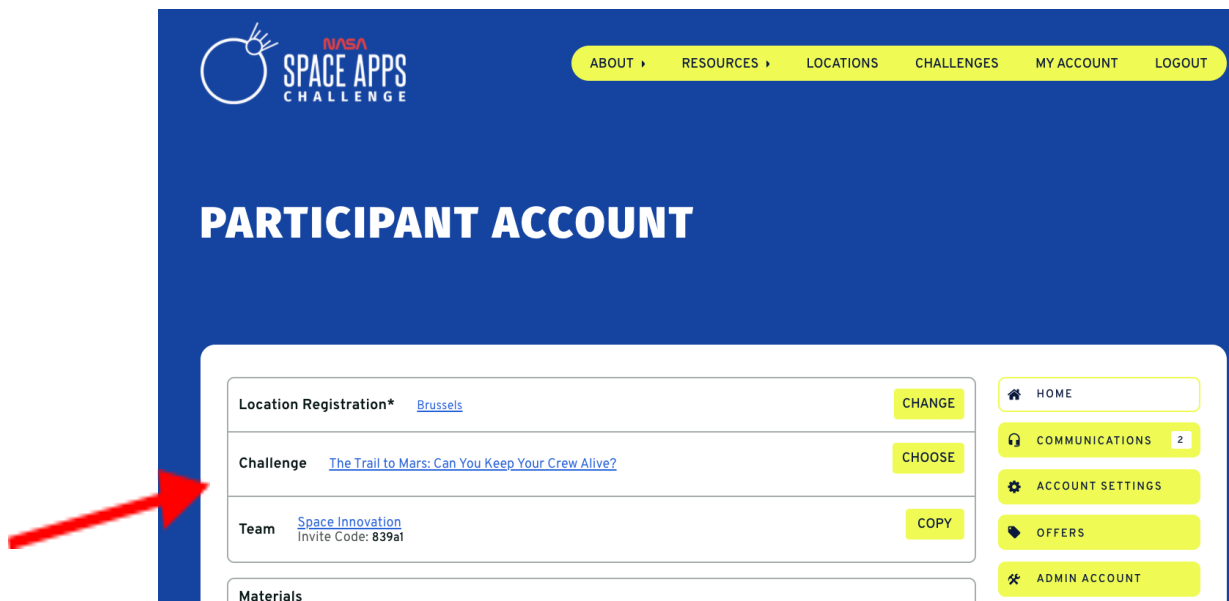
2. Click the "Edit Project" button on the Project tab to edit your project page. The "Edit Project" button will appear only when the hackathon begins on October 2 at 9:00 AM (local time).

SPACE INNOVATION

Brussels | The Trail to Mars: Can You Keep Your Crew Alive?

PROJECT   TEAM BOARD   TEAM MEMBERS

EDIT PROJECT

You are a member of *Space Innovation*.
Your team is looking for new members.

3. When you click "Edit Project," you will be taken to the project submission form. Work with your team to provide answers to the prompts on the form. The exact questions from the project submission form are provided in the table below. Form fields that contain an asterisk (*) **require** answers in order for the project submission to be eligible for judging and awards.

Project Title*	Provide a short and catchy title.
High-Level Project Summary*	Provide a high-level summary of your project. What did you develop? How does it "solve" the challenge? Why is it important?
Link to Project "Demo"*	Provide a high-level summary of your project in the form of a demonstration (or "demo"). Your demo can take one of two forms. (1) A slide presentation. There is a 7 slide limit. (2) A video presentation. There is a 30 second limit. Upload your demo to an external site (a cloud-based hosting service or code repository) and provide a publicly accessible link (i.e., access should not require permission or registration).
Link to Final Project*	Upload your final project to an external site (a cloud-based hosting service or code repository, if your project used code) and provide a publicly accessible link (i.e., access should not require permission or registration).

Detailed Project Description*	Provide additional details about your project. What exactly does it do? How does it work? What benefits does it have? What do you hope to achieve? What tools, coding languages, hardware, or software did you use to develop your project?
Space Agency Data*	Provide specific details about what space agency data you used in your project, how you used it, or how it inspired your project. Remember: You are welcome to use any open data in your project, however, you must use at least some data from NASA and/or open source-space based data from Space Apps partner space agencies to be eligible for Global Judging.
Hackathon Journey*	How would you describe your Space Apps experience? What did you learn? What inspired your team to choose this challenge? What was your approach to developing this project? How did your team resolve setbacks and challenges? Is there anyone you'd like to thank and why?
References*	List all of the data, resources, and tools used in your project.
Tags (optional)	Add some tags so we can categorize your project. Examples include #hardware, #art, #water, #Artemis

4. Save your project often so you do not lose your work! You can save your work as many times as you like before the end of the hackathon by clicking the "Save Project" button at the bottom of the page.

I have read and understand the program's submission requirements (as documented in the *Space Apps 2021 Project Submission Guide*) and the Participant Terms and Conditions, and I fully agree to them.   *

CANCEL   SAVE   SUBMIT

5. Instructions for submitting your project are provided below. First, please read the instructions regarding how to share files on your project page.

SHARING FILES ON YOUR PROJECT PAGE

Please note these limitations and follow these instructions for sharing files on your project page:
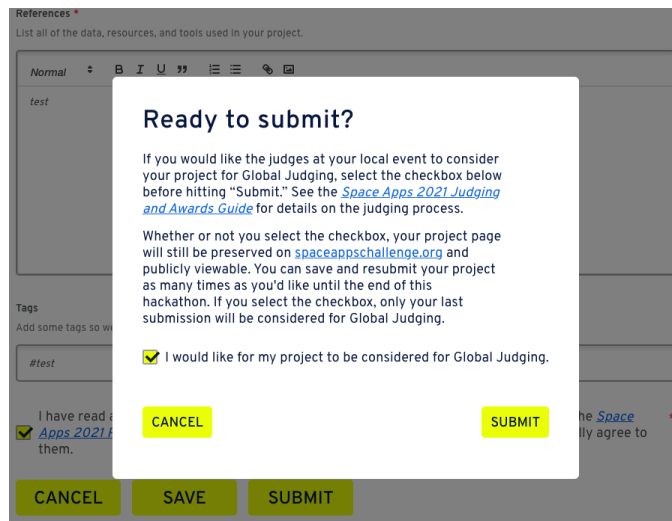
- The project page DOES allow for the upload or copy/paste of images. However, it DOES NOT allow for the upload of videos or documents.
- To upload videos or documents, please follow these instructions:
  - Upload video or document material to a cloud-based hosting service or code repository (YouTube, Google Drive, GitHub, One Drive, Dropbox, etc.) equipped to host the media, and then provide a *publicly accessible link* in your submission. In other words, links should not require registration or permission to access them.
  - These sites usually have a "share" option, where you can copy a URL. Before doing so, ensure that the share option allows for **public access** to the file. Be sure to test the URL with your teammates or in a private browsing window to confirm the judges can access it.
  - Whether you link to a Google slide deck, a YouTube video, or something else, there are plenty of ways to incorporate visuals in your final submission.
- There is no limit to the number of items you can link to on your project page. However, please provide only one link in the "Link to Project Demo" section. This is because you must choose ONE of the options for the "Demo." For advice on how to create a compelling demo, see the *Space Apps 2021 Demo Guide*.

TOOLTIPS FOR THE PROJECT PAGE

There are a number of tools to allow you to format your project text.

1. Click "Normal" to change the font size and set headers to sections within a text box.

2. Click the to **Bold** highlighted text.

3. Click the I to *Italicize* highlighted text.

4. Click the $\underline{U}$ to Underline highlighted text.

5. Click the " to designate quoted text.

6. Click ≒ ≔ to either create a numbered or bulleted list, respectively.

7. Click ⊡ ⊡ to right or left indent text, respectively.

8. Highlight text and then click 🔗 to hyperlink it to a URL.

9. Click 🖼 to upload an image from your device. You can also copy and paste images from the web into these text boxes.

SUBMITTING YOUR PROJECT

Once you've completed your project page and are ready to submit your project, take these two steps:

1. Check the box to acknowledge that your team has read, understands, and fully agrees to the program's submission requirements (as laid out in the document), as well as to the Participant Terms and Conditions.

2. Select "Submit." If you have not completed all of the required sections on the project page, you will not be allowed to proceed.

I have read and understand the program's submission requirements (as documented in the *Space Apps 2021 Project Submission Guide*) and the Participant Terms and Conditions, and I fully agree to them. *

CANCEL   SAVE   SUBMIT

3. If you have completed all of the required sections, a pop-up box will appear. Make your selection.

○ If you would like the judges at your local event to consider your project as a nominee for Global Judging, check the checkbox that says, "I would like for my project to be considered for Global Judging."

○ If you do NOT want the judges at your local event to consider your project as a nominee for Global Judging, DO NOT check the checkbox. Then select "Submit." By doing this, you are opting out of consideration for Global Awards. However, your work will still be preserved on space apps challenge.org, as long as you select "Submit."

ELIGIBILITY FOR GLOBAL JUDGING

What happens once you submit your project? For detailed information on judging and awards at the local, global, and executive levels, please see the *Space Apps 2021 Judging and Awards Guide*.

If you'd like to be eligible to be selected as "Global Nominee" from your local event, your team and/or project MUST meet the following minimum requirements:

● Complete all of the required fields on the project submission page (see table above

under "Completing Your Project Submission Page").

- Respond to one of the official Space Apps Challenge statements. <u>Exception</u>: Projects submitted to "Invent Your Own Challenge" will not be eligible for judging and awards.
- Use English language on the project page and in any linked materials. <u>Exception</u>: If your team chooses to create a video for the Project "Demo," you can speak in another language. However, it MUST include English language subtitles.
- Make sure that the project does not contain profanity or inappropriate language.
- Ensure that all team members are registered and identified on the team's webpage. Teams will not be able to add new members after project submission has closed.
- Have no more than six people on a team. The maximum number allowed per the website is six. The minimum is one.
- Submit the project on the Space Apps website by 11:59pm, Sunday, October 3 at 11:59 PM local time, in accordance with the local time of the location for which your team is registered. <u>Exception</u>: If your team is registered for the Universal Event, your project must be submitted in accordance with the local time of the team member who created your team. Check with your Local Lead if you have questions about the deadline for your location.
- Adhere to all rules within the Space Apps <u>Participant Terms and Conditions</u>.
- Check the box on the project submission page that says, "I have read and understand the program's submission requirements (as documented in the *Space Apps 2021 Project Submission Guide*) and the <u>Participant Terms and Conditions</u>, and I fully agree to them."
- Check the box when you submit your project that says, "I want my project to be considered for Global Judging."

FREQUENTLY ASKED QUESTIONS

What is the difference between the Project "Demo" and the Final Project?

The Project "Demo" is a high-level summary or demonstration of your project. You can think of it as "pitch." It is often the first thing judges review when evaluating projects. We recommend devoting time and resources to developing your "Demo" by building a great story with strong visuals. Be sure to recruit team members with expertise in storytelling, design, and other skills to help document your project and share the value of your solution!

For tips on how to create a strong Project "Demo," read the *Space Apps 2021 Demo Guide.*

The Final Project is the product that you actually created. Each team should provide a link to

their Final Project *in addition to the Project "Demo"* on the Project Submission Form. For example, your team may have created a website, a game, a video, or an algorithm. THAT is your Final Project. You would use the Project "Demo" to quickly explain how the website, game, or algorithm works, why it is important, etc.

Do you have any other tips for creating a successful project?

- Practice good time management. Start your project submission page early (and remember to save)!
- When forming a team, recruit members with diverse skills sets and interests. The most diverse teams are often the most successful!
- Review past Space Apps teams who have been recognized in the past. Last year's winners can be viewed here.
- If you find yourself stuck on a problem as you develop your project, visit the Space Apps chat to connect with Subject Matter Experts and other volunteers. The chat is the best place to meet experienced program volunteers who can help answer questions before, during, and after hackathon weekend. See chat *Space Apps 2021 Chat Guide* for more information.
- The judges often review the Project "Demos" first. Watch this video from the 2021 Virtual Bootcamp for ideas on how to create the perfect pitch!

Do I have to submit my project at the end of the hackathon?

No, submitting your project is not required for participation. As long as you have a good time and learn, that's what matters! Teams may choose to work on a project all weekend and not submit it judging.

That said, we do not expect teams to have fully developed solutions after only 48 hours. So, please consider submitting your ideas, even if you didn't get very far into building them!

Do teams have to submit a video?

Videos are optional. For the Project "Demo," teams can choose to submit a 30 second video OR up to 7 slides.

Can my Project "Demo" be more than 30 seconds or more than 7 slides?

Please stick to these requirements. The judges will stop reviewing the Project "Demos" once they reach either 30 seconds (for the video) or 7 slides (for the slide deck).

On the website, I see a Teams tab and a Members tab next to my Project tab. Where can I find more information about those?

See the *Space Apps 2021 Team Formation Guide* for more information about these two tabs, along with other information about team formation!

Happy Hacking!

CHAT GUIDE
OCTOBER 2-3, 2021

This guide is intended for participants of the **NASA International Space Apps Challenge 2021**. The instructions contained in this document require users to be signed up and registered for this specific event at spaceappschallenge.org.

Please note that some of the images used in this guide may not be exact replicas of the platform that will be used for Space Apps 2021.

FOR MORE INFORMATION:

If you have questions that are not addressed in this guide or in the other guides located on the Resources page (spaceappschallange.org/resources), contact the Global Organizing (GO) Team at info@spaceappschallenge.org.

For technical assistance with any of the content in this document, email web@spaceappschallenge.org with a specific description of your problem.

LAST UPDATED: September 14, 2021

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THE PURPOSE OF CHAT

Space Apps 2021 participants will have access to our custom chat platform through the spaceappschallenge.org website. The purpose of chat is to provide a place for you to connect with other hackathon participants as well as with volunteers (Local Leads, Ambassadors, Subject-Matter Experts) and the Space Apps Global Organizing (GO) Team. Find teammates, ask your questions about the challenges and data, and enjoy learning from the Space Apps community!

This guide contains information about the different chat channels that are available to you. It also contains step-by-step instructions for how to access and navigate the chat platform, how to send messages, and who you can expect to find in the chat!

CHAT CODE OF CONDUCT

Space Apps is committed to providing a professional and productive forum for all participants to engage in a robust exchange of ideas regarding the challenges. At all times in the chat, participants are responsible for maintaining professional decorum and treating each other with respect and dignity. Bullying, discrimination, or harassment on any basis will not be tolerated. We strive to ensure that Space Apps is a place where every person feels they belong, where they are comfortable being authentic, and where they are empowered to contribute to their fullest.

If you experience or witness discrimination, harassment, or any form of bullying during the Space Apps Challenge, or have any other concerns, please contact your Local Lead and/or the Space Apps Global Organizing (GO) Team at conduct@spaceappschallenge.org. The Space Apps Global Organizing (GO) Team will take appropriate action, which may include warning or expelling the offending participant from the event.

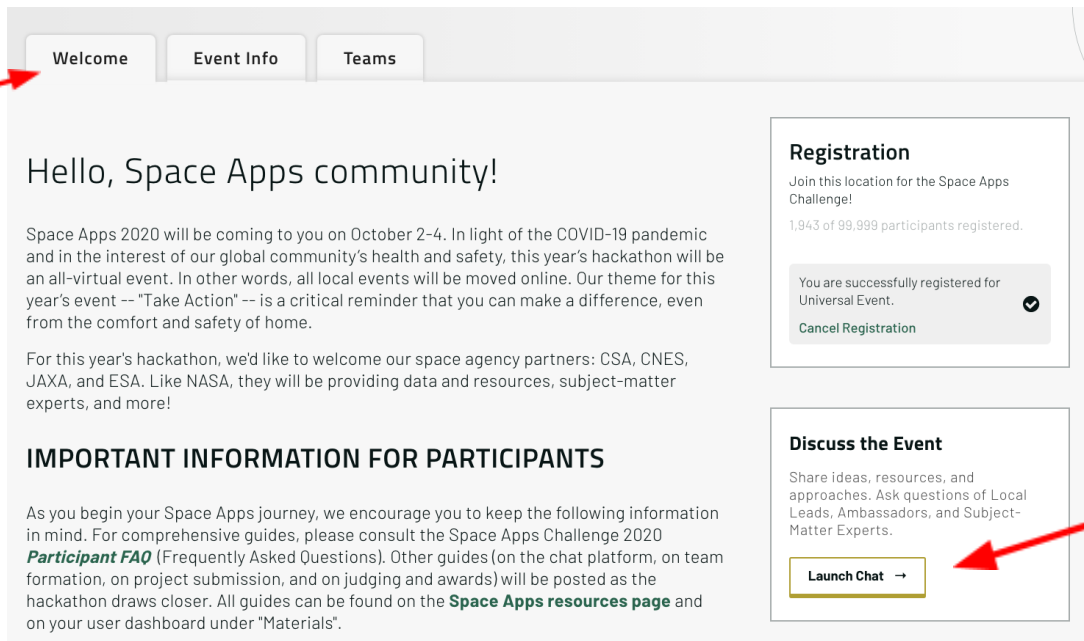Please read more about our values at Space Apps here.

LAUNCHING CHAT

In order to login to chat, you must first sign up for a Space Apps account and register for a location on spaceappschallenge.org.

Once logged in, there are three ways to launch the chat platform.

1. From the "My Account" section of the website, select "Communications" on the sidebar and then "Launch Chat." This will launch the chat platform and prompt for a login.
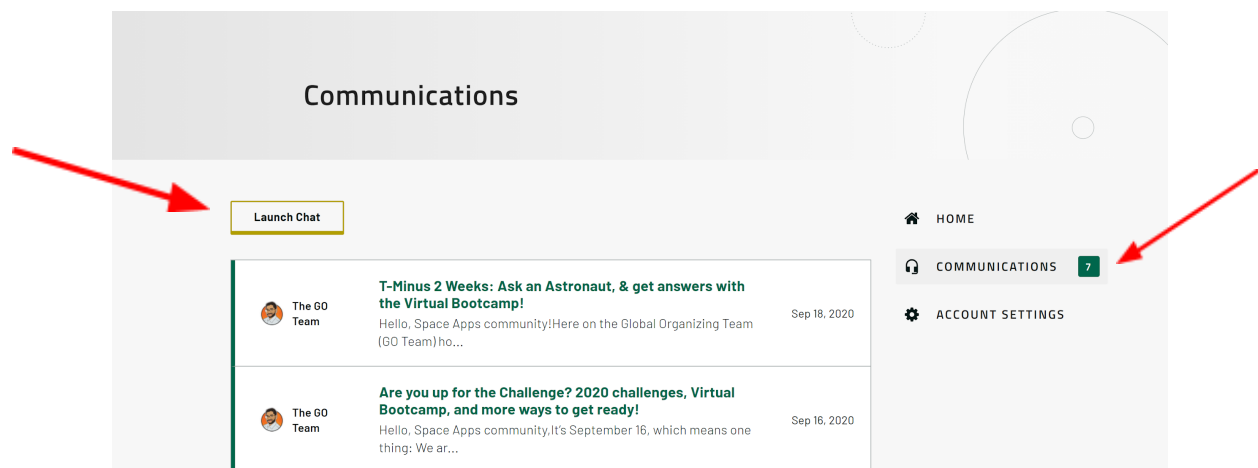
2. From the Welcome tab on your location page (2021.spaceappschallenge.org/locations/), select "Launch Chat." This will launch the chat platform and prompt for a login.

3. From any of the challenge pages (2021.spaceappschallenge/challenges), select "Launch Chat." This will launch the chat platform and prompt for a login. Please note: this option will not appear until the challenge channels open on October 1 (see details below).

ADDING CHAT ON YOUR PHONE

The name of the chat platform is Rocket Chat. You can download the Rocket.Chat app in your app store.

Type "chat.spaceappschallenge.org" in the field where it asks you to "Enter your workspace." This is a great way to stay connected while you're on-the-go!

SIGNING INTO CHAT

After selecting "Launch Chat," you will see a login screen for the chat platform.
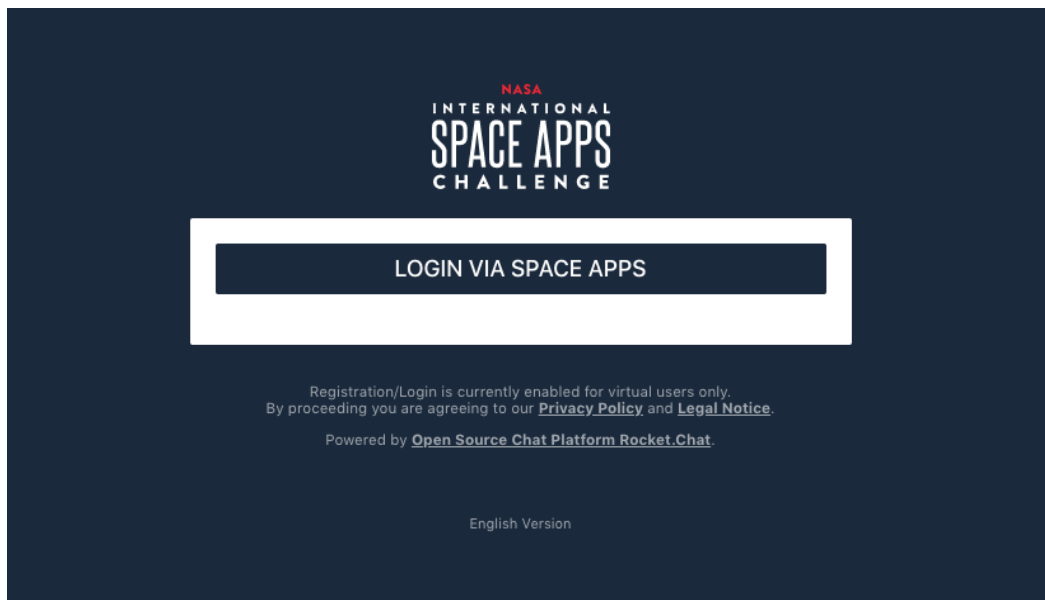
1. Select the "Login via Space Apps" button.

2. Login using your Space Apps account credentials.
   ○ If you have any problems signing in, try to remove punctuation characters from your username. To do this, navigate to the "My Account" section on

spaceappschallenge.org and select "Account Settings." Change your username there. If problems subsist, e-mail web@spaceappschallenge.org with your username and email address, so we can contact you directly.

3. After logging in, you will be added to the Space Apps 2021 chat platform (sample screenshot below).
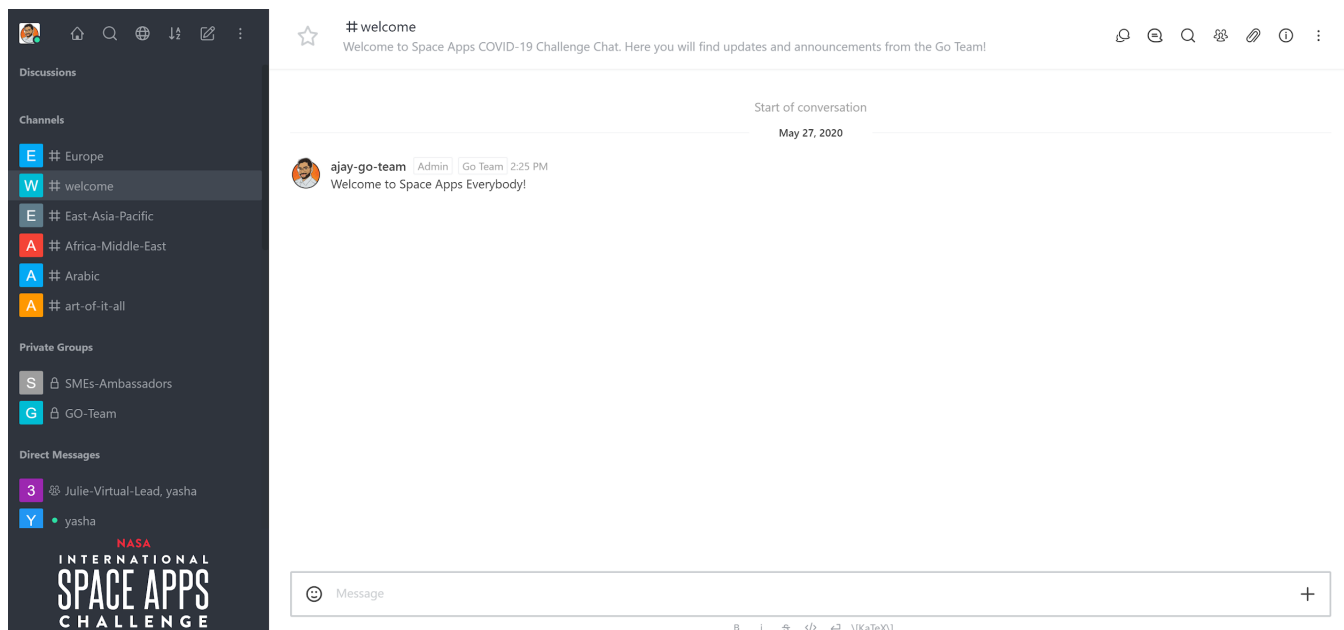
4. Once logged in, you may already see some channels in your left-hand sidebar (such as your location channel, see sample above).

5. To join other channels, you will need to navigate to the "Directory" in chat (the globe icon located in the upper left corner of the screen).
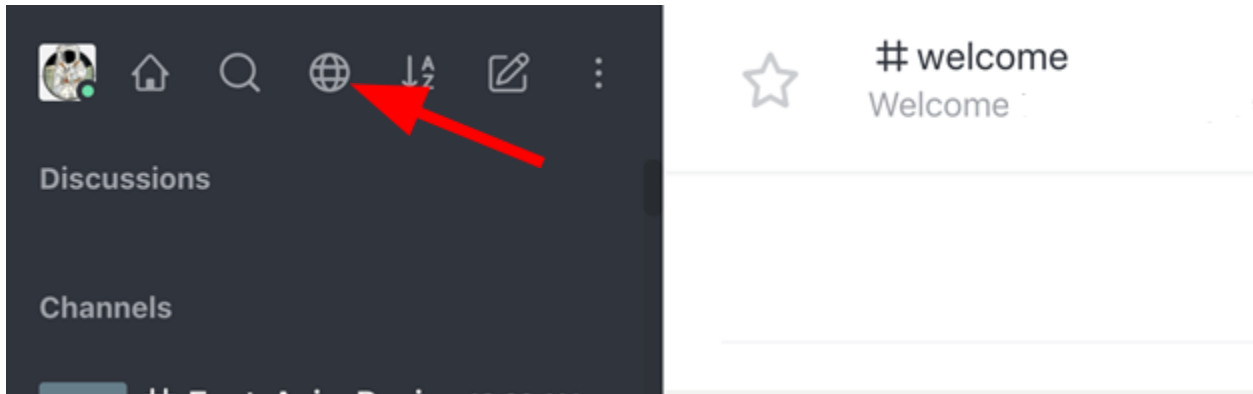
6. Select any of the channels in the "Directory" to be taken to that channel. Then select "Join." <u>We recommend that you join only the channels relevant to you and your team.</u>

THE CHAT CHANNELS

Public Channels

The following chat channels will be available to all registered participants. While most channels open on September 22, some channels, including the challenge channels, will open later. So pay attention to the details for each channel! We recommend that you join only the channels relevant to you and your team. Various "Moderators" will be available in different channels to provide support. This includes the Local Leads, Ambassadors, Subject-Matter Experts (SMEs), and the Space Apps Global Organizing (GO) Team. All of these groups will have a "Moderator" tag by their names.

"Welcome" channel:
- Opens: September 22, 2021.
- All participants are automatically added to this channel. To add this channel to your chat sidebar, open it from the "Directory" in chat by clicking the globe icon located in the upper left corner of the screen, shown above.
- Participants may use this channel to extend greetings, ask general questions, etc.

"Announcements" channel:
- Opens: September 22, 2021.
- All participants are automatically added to this channel. To add this channel to your chat sidebar, open it from the "Directory" in chat by clicking the globe icon located in the upper left corner of the screen, shown above.
- This channel is controlled by the Space Apps Global Organizing (GO) Team. It will be used to provide participants with updates. Participants will not be able to post in it.

Location channels (including the Universal Event):
- Opens: September 22, 2021.
- There will be a private channel for each location participating in Space Apps 2021.
- Once you are registered for a location (2021.spaceappschallenge.org/locations/), you will be automatically added to the chat channel for that location and see it upon logging into chat. Only those who are registered for that location may access the channel.
- The "Local Lead" (the Space Apps volunteer who is organizing your local virtual event) and local volunteers will be available in your location channels to answer your questions and give advice for finding teammates, creating a project, etc.
- Some Local Leads may be using additional communication tools to share information with their registrants. Please defer to the Local Lead on best communication tools for your local event. You can contact your Local Lead through your Location Page under "Meet the Leads". Regardless, please join us back in the chat rooms from October 1-3, 2021, to chat with SMEs in the challenge channels!

"Find a Team" channel:
- Opens: September 22, 2021.
- Although there are multiple ways to find teams (see the *Space Apps Team Formation Guide*), this channel is dedicated to helping participants find teammates outside of their local events. Tell other participants what challenge you're working on and what your skills are. Let participants know if you're looking for additional team members.
- You can join this channel from the "Directory" in chat by clicking the globe icon located in the upper left corner of the screen, shown above.

Language channels:
- Open: September 22, 2021.
- There will be a dedicated chat channel for each of the following languages: French; Japanese; Portuguese; Spanish; Arabic; Hindi; Italian.

- You can join any language channel from the "Directory" in chat by clicking the globe icon located in the upper left corner of the screen, shown above.

Challenge channels:
- Open: October 1, 2021.
- The challenge channels can be accessed from the challenge pages on the website or from the "Directory" by clicking the globe icon located in the upper left corner of the screen, shown above..
- "SMEs" (Subject-Matter Experts from NASA and from our space agency partners) and "Ambassadors" (Space Apps volunteers who have experience with various forms of data and technology) will be available to assist you in the challenge channels. These volunteers are there to answer your questions about the challenges and the data resources provided with them.
- Each challenge has a dedicated chat channel. <u>The full challenge name will be abbreviated in the chat.</u> These channels will correspond to the challenges [here](#).

"Project Submission Help" channel:
- Opens: October 1, 2021.
- If you have additional questions about project submission after reading the *Space Apps 2021 Project Submission Guide* and the *Space Apps 2021 Demo Guide*, ask them in this channel.
- You can join this channel from the "Directory" in chat by clicking the globe icon located in the upper left corner of the screen, shown above.

"Global Collaborator Offers" channel:
- Opens: October 2, 2021.
- For Space Apps 2021, we are collaborating with certain companies to provide participants with additional tools and resources. When logged into your account on the Space Apps website, select "My Account" from the menu bar. Then select "Offers." This will take you to a page with all of the information you need to use these tools and resources.
- Representatives from some of the companies offering resources will be available on hackathon weekend to answer your questions. They will be marked with the tag "Global Collaborator."

SENDING PRIVATE GROUP AND DIRECT MESSAGES

In addition to the public channels, you will be able to create private groups and send direct messages. For more information on these channels, please see the Rocket.Chat user guide.

To Compose Messages:

- To compose a message in Rocket.Chat, go to the channel or user you want to send a message to. Join the channel if you are not already in it. Type in the message box and press Enter or the **Send** Button.
- If you want to add new lines of text, press Shift + Enter to add a new line.

To Notify other Team Members:

- To get the attention of a specific team member in a channel, type **@** followed by their username, for example, **@username**. The mentioned user sees a red badge on the channel or is notified via email or their mobile device if they're not online.

To Send Attachments:

- You can send a variety of attachments with your messages, such as files, audio, links, videos, and many more.
- To access the attachment menu, click on the **plus** (+) icon on the message input.

To Select Files:

- You can select files using three methods:
    - By choosing the **Select Files from Computer** option from the attachment menu
    - By dragging and dropping the file on the chat window
    - By pasting an image from the clipboard

- After selecting the file, add a name and a description of the file and press **Send.**
- *Remember that the server administrator can block certain file types from being uploaded.*

To Pin Messages:

- Pin a message to a channel to make that message easily accessible to all users on the channel. To pin a message, select the Pin Message option in the message actions menu. Remove already pinned messages by selecting "Remove Pin".
- By default, only administrators, moderators, and owners of the channel can pin messages.

To Insert Emojis:

- To insert an emoji, click the **smiley face icon** in the message box. Browse through emojis using the icon categories or through the search box.
- You can also insert emojis by inputting an emoji code.

To Search:

- Rocket.Chat search supports basic search commands, which work just like the search function in Gmail.
- Rocket.Chat also supports the use of "regular expressions." Regular expressions provide flexibility and the ability to search chat entries in any language.

Happy Hacking!

JUDGING AND AWARDS GUIDE
OCTOBER 2-3, 2021

This guide is intended for participants of the **NASA International Space Apps Challenge 2021**. The instructions contained in this document require users to be signed up and registered for this specific event at spaceappschallenge.org.

FOR MORE INFORMATION:

If you have questions that are not addressed in this guide or in the other guides located on the Resources page (spaceappschallange.org/resources), contact the Global Organizing (GO) Team at info@spaceappschallenge.org.

For technical assistance with any of the content in this document, email web@spaceappschallenge.org with a specific description of your problem.

LAST UPDATED: September 15, 2021

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INTRODUCTION

You have the passion, the talent, and the knowledge – so how can you put it together to develop a winning Space Apps solution?

This guide walks you through the judging process and tells you about the 10 Global Awards that will be offered for Space Apps 2021. It also contains criteria that will be used by our judges, so read closely!

This year NASA is especially excited to emphasize its collaboration with nine additional space agencies! This includes the Australian Space Agency, Brazilian Space Agency, Canadian Space Agency, European Space Agency, Japan Aerospace Exploration Agency, National Space Activities Commission of Argentina, National Space Science Agency of Bahrain, Paraguayan Space Agency, and South African National Space Agency. These agencies will be providing data resources for the challenges. They will also be serving alongside NASA's judges to evaluate the projects that make it to the Global Judging and Executive Judging stages. We hope you enjoy engaging with the data resources these agencies have provided and find creative ways to incorporate the data into your projects!

If you're interested in creating a winning project, check out the Global Winners and Global Finalists from Space Apps 2020 for inspiration: https://2020.spaceappschallenge.org/awards.

THE PURPOSE OF SPACE APPS

While awards are an exciting and compelling reason to participate in Space Apps, we like to start by reminding everyone that Space Apps is, at its core, a collaborative enterprise – not a competitive one. Above all else, we hope that participants have the opportunity to learn, grow, and share. We celebrate all of your ideas and efforts, whether or not you receive an award!

In this vein, please consider the goals of Space Apps 2021 as you form your teams and craft your solutions:

- To inspire collaboration, creativity, and critical thinking
- To foster interest in Earth and space science and exploration
- To raise awareness of NASA and space agency partners' data around the world
- To encourage growth and diversity of the next generation of scientists, technologists, designers, engineers, and artists

ELIGIBILITY AND JUDGING PROCESS

Phase 1: Local Event and Universal Event Judging

Local Event Judging

Following the hackathon, all solutions from each virtual location will be evaluated by a panel of Local Judges, organized by the respective Local Lead. Using the Space Apps judging criteria (see below), the panel will select 1-3 solutions (depending on the total number of submissions in each location) from among all projects in their location to advance to Global Judging. These teams will be known as "Global Nominees."

Local Leads and Local Judges may also, if they wish, award local prizes. The team(s) that win local prizes will not necessarily be the same teams that advance to Global Judging. This will be determined by the panel of Local Judges.

Universal Event Judging

Following the hackathon, all solutions submitted to the Universal Event will be evaluated by a team of approximately 30 Subject-Matter Experts. Using the Space Apps judging criteria (see below), the Universal Event Judges will select the top projects to advance to Global Judging. These teams will be known as "Global Nominees." The number of Universal Event teams that will advance to Global Judging will be proportional to the

number of projects that advance to Global Judging from local events, usually around one in ten.

IMPORTANT: Eligibility for Global Judging

To be eligible to advance to Global Judging from either a Local Event or the Universal Event, your team and/or project must meet certain requirements. Please see the *Space Apps 2021 Project Submission Guide* for full details. Here is a list of the minimum requirements:

- Complete all of the required fields on the project submission page (see the *Space Apps 2021 Project Submission Guide* for a list of fields).
- Respond to one of the official Space Apps Challenge statements. <u>Exception</u>: Projects submitted to "Invent Your Own Challenge" will not be eligible for judging and awards.
- Use English language on the project page and in any linked materials. <u>Exception</u>: If your team chooses to create a video for the Project "Demo," you can speak in another language. However, it MUST include English language subtitles.
- Make sure that the project does not contain profanity or inappropriate language.
- Ensure that all team members are registered and identified on the team's webpage. Teams will not be able to add new members after project submission has closed.
- Have no more than six people on a team. The maximum number allowed per the website is six. The minimum is one.
- Submit the project on the Space Apps website by Sunday, October 3 at 11:59 PM local time, in accordance with the local time of the location for which your team is registered. <u>Exception</u>: If your team is registered for the Universal Event, your project must be submitted in accordance with the local time of the team member who created your team. Check with your Local Lead if you have questions about the deadline for your location.
- Adhere to all rules within the Space Apps <u>Participant Terms and Conditions</u>.
- Check the box on the project submission page that says, "I have read and understand the program's submission requirements (as documented in the *Space Apps 2021 Project Submission Guide*) and the Participant Terms and Conditions, and I fully agree to them."
- Check the box on the project submission page that says, "Check the box when you submit your project that says, "I want my project to be considered for Global Judging.""

Projects selected during Local Event Judging and Universal Event Judging will move on to Global Judging and will be known as "Global Nominees." Global Nominees will be announced via Space Apps social media and appear on the Space Apps website: https://2021.spaceappschallenge.org.

Phase 2: Global Judging

During Global Judging, all Global Nominees will be reviewed by a team of expert judges from NASA and other partner agencies. Each project will be evaluated according to the judging criteria (below). These votes will determine the top teams, who will be known as the "Global Finalists." Once notified, Global Finalists will be requested to submit their country or territory affiliation, if they haven't provided it during the registration process.

Global Finalists will be announced via Space Apps social media and appear on the Space Apps website: https://2021.spaceappschallenge.org.

Phase 3: Executive Judging

The Global Finalists will be reviewed by an executive committee from NASA and partner space agencies. These judges are leaders and executives at the agencies with a variety of subject matter expertise. Each Global Finalist project will be evaluated by each executive judge. This committee will nominate teams for one of 10 Global Awards:

- **Best Use of Science**
  The solution that makes the best and most valid use of science and/or the scientific method.
- **Best Use of Data**
  The solution that best makes space data accessible, or leverages it to a unique application.
- **Best Use of Technology**
  The solution that exemplifies the most innovative use of technology.

- **Galactic Impact**
  The solution with the most potential to improve life on Earth or in the universe.
- **Best Mission Concept**
  The solution with the most plausible concept and design.
- **Most Inspirational**
  The solution that captures our hearts.
- **Best Storytelling Award (NEW)**
  The solution that most creatively communicates the potential of open data through the art of storytelling.
- **Global Connection Award (NEW)**
  The solution that best connects people around the world through technology.
- **Art & Technology Award (NEW)**
  The solution that most effectively combines technical and creative skills.
- **Local Impact Award (NEW)**
  The solution that demonstrates the greatest potential for local impact.

The winning submission for each of the categories above will be known as the "Global Winners." Global Winners will be announced via Space Apps social media and appear on the Space Apps website: https://2021.spaceappschallenge.org..

GLOBAL AWARDS

Space Apps Global Award winners will be featured on the Space Apps website and social media. Once travel is deemed safe, winning teams will receive an invitation to the Winners Trip, which could potentially include viewing a spacecraft launch at a NASA facility.

Each winning team member will be allowed to invite a guest of their choice. The Local Lead associated with each winning team, and a guest of their choice, will also receive an invitation. ALL invited guests will be responsible for arranging and financing their own travel, visas, meals,

incidental expenses, and accommodation. Winners typically conduct fundraising activities to cover the costs of their trips.

Please also note that winners' and guests' invitations and access to NASA facilities are subject to NASA security and United States regulatory screening and clearance.

The details of the Winners' Trip are subject to change based on the evolving dynamics of the COVID-19 pandemic. Additionally, since there are many factors, including weather, that determine the successful launch of a rocket on schedule, NASA cannot guarantee that travelers will actually see the launch.

JUDGING CRITERIA

In addition to the minimum requirements outlined above in the "**Eligibility for Global Judging" section**, local, global and executive judges evaluate the projects according to the following standards:

- **Impact:** How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?
- **Creativity:** How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?
- **Validity:** Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?
- **Relevance:** Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?
- **Presentation:** How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why is it important?

While many Space Apps teams consider the first four judging criteria carefully and excel at developing solutions with great potential, remember to pay equal attention to the final

criterion: presentation. After all, how can your solution make a difference if you can't effectively present and explain your solution in a way that will convince people to implement it? We recommend devoting time and resources to developing your pitch and building a great story around your project. Be sure to recruit team members with expertise in storytelling, design, and other skills to help document your project and share the value of your solution! For tips on creating your Project "Demo," see the *Space Apps 2021 Demo Guide*.

Happy Hacking!