WSU Mobile App Development Hack-a-Thon
(MAD HAT) Schedule of Events

Day 1 - Saturday March 23rd

8:00 AM  Student Check In and Breakfast Provide – The Spark Atrium

9:00 AM  Welcome and Introduction to the WSU MAD HAT - Spark G0045
Dr Sasi Pillay – Vice President and Chief Information Officer (CIO)

WSU Mobile Ecosystem Overview
Dr Guy M. Westhoff – MAD HAT Director

Problem Statement:
What information or resources would students want to have available in the WSU Mobile Ecosystem?

Goals of the Mobile App Development Hack-a-Thon
MAD HAT Student teams will develop an idea for an app that could be included in the WSU Mobile Ecosystem and present on Sunday

9:30 AM  MAD HAT Account Creation and Overview – Spark G0045
Dr Guy M. Westhoff, MAD HAT Director
Payton Pietron, Solutions Architect, Ex Libris
ESG MAD HAT Technical Team
  Getting Started
  App Manager
  AEK Registry
  AEK/Software Install
  Quick Start Examples
  AEK Tutorials

10:30 AM  Team Members meet to confirm accounts and AEK installation

11:00 AM  MAD HAT Coding Begins – Teams can move to meeting locations

Noon  Lunch Provide in the Spark Atrium

1:00 PM  MAD HAT Coding Continues with Teams work time
  Through Teams will have space/rooms in the Spark BLDG to work on their app
6:00 PM  Technical Support will be available to answer any questions

6:00 PM  Dinner provided in the Spark Atrium

7:00 PM  Gaming Contest on the Big Screen the Spark Atrium

9:00 PM  Student Teams are welcome to stay and code or go get some sleep

1:00 AM  Late Night snacks in the Spark Atrium
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Day Two  
Sunday March 24th

8:30 AM   Coffee and light breakfast in the Spark Atrium

9:00 AM   MAD HAT Team Check-In and Progress Updates - Spark G0045  
           All Teams will meet back in Spark G0045 to provide a 2-minute update on  
           their progress. Technical support will be available to answer any questions  
           teams may have on how to finalize the design of their app

9:30 AM   MAD HAT Coding continues

1:00 PM   Lunch provided in the Spark Atrium

3:00 PM   Hackathon Coding Stops and Projects are due  
           All Teams return to Spark G0045 for project presentations to judges

3:01 PM   Project Presentations in Spark G0045  
           MAD HAT Teams will present a 5-minute overview of their app.  
           Students can present the app from their laptop, tablet or smartphone using  
           the connection to the projectors for the judges to view

4:30 PM   Winners announced once Judges have made their selection  
           Winning MAD HAT teams will receive their prize money (gift cards) and invited  
           to connect with the ESG team to continue working on their app idea for  
           inclusion into the WSU Mobile Ecosystem

5:00 PM   Wrap up and MAD HAT Feedback