ACADIA 2014
Design Agency
hosted by:

Special Event:
HACKATHON
Sunday 26 of October - Free admission to any Acadia 2014 Attendee.
Schedule:
Start time: 9:30 am
Final presentation: 6:00 pm - 7:00 pm
Location: USC Annenberg Innovation Lab
Jury will give the prize before 7:00pm.

The Prizes:
1st Prize: $1,500 USD for team submission.
2nd Prize: $1,000 USD for team submission.
Honorable mentions: 3x $500 USD for team submission

The Concept
While the term 'Hackathon' (Hack+Marathon) has traditionally been used to describe meet-ups
of software developers to collaborate and co-work on projects, the ACADIA 2014 Hackathon
is calling for an open interpretation of a design outcome with or without code.
The term 'Hack' needs to be understood as an opportunity living in the blindspot of current
systems or workflows.
The ACADIA 2014 Hackathon will celebrate speculation and will question the positivity that
technology and innovation comes bundled with. We will encourage a creativity that challenges
a system of expectations.

For doing this, we will form several international collectives that will collaborate to come up with an outcome by the end of the day.

The attitude behind the Hackathon is one of Open Source, where all screens are available to anyone. Following TopLap's 'Show me your screens' moto (http://toplap.org/wiki/ManifestoDraft), we will have one large monitor displaying the progress of one of each team's champion.

The Hackathon is not a Workshop. We do not expect to establish a student - tutor relationship but rather a collaborative environment where anyone is encouraged to showcase ideas and skills.

The Challenge - 'Design Glitch, Vulnerability of Systems'

"There are eyes everywhere. No blind spot left. What shall we dream of when everything becomes visible? We'll dream of being blind."
— Paul Virilio

The 'bug', the 'glitch', the 'happy accident'... are all design opportunities. A community that innovates needs to take risk and constantly run into errors, exploring what hasn't been done yet.

The Challenge of ACADIA 2014's HACKATHON will be to capitalize on the unexpected. By encouraging hybridization of workflows and ideas we are looking discover the vulnerability of systems.

The outcome needs to be able to convey an attempt to interrogate the tools that we use everyday, as the tools influence the way we conceive design. A small explanation of the work should explain the workflows and scenarios tested to develop the final outcome.

We encourage a critical approach to conventions in representation; the mesh, the surface, the material, the drawing. Often, software packages steer the work into 'default' solutions for easy access to new users. The HACKATHON encourages to explore form beyond the conventions of representation.

Submission format:
The submission format is open, with a minimum of 1 image with a 150-word description. The submission can also be a video, sound, an interactive piece or a tool developed for the occasion.
The final submissions will be collected by 5:45pm on Sunday to be presented briefly at 6pm by each one of the teams. The jury will select the winners before 7pm that same day.
If a team needs to leave before the presentation, you will be able to submit your work beforehand and still participate on the jury.