

bite

survival guide_



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BITE

BEST Innovation and Technology Experience (BITE) is a 24-hour competition that challenges students to find the most innovative solutions to a proposed problem. Participants can choose to compete in the IT Challenge category (software development) or the Case Study category.

With BITE, our aim is to provide participants with an opportunity to develop both their hard and soft skills while encouraging companies to connect with and invest in the capabilities of future engineers.

BEST Lisbon

BEST (Board of European Students of Technology) is a non-governmental, apolitical, and non-profit organisation composed of European technology students.

The Local Group BEST Lisbon, based at Instituto Superior Técnico, is one of the founding local groups of BEST in 1989 and one of the 86 other local groups that make up the organisation internationally.

BEST Lisbon is composed of students from various faculties of the University of Lisbon and organises the following events: BIV, BITE, BEE; with the purpose of developing students.

Location and arrival

The competition will take place in the Alameda Campus of Instituto Superior Técnico, in the Civil Pavillion, from 10:00 of the 23rd of March to 14:00 of the 24th.

Please arrive by 9:30h to welcome you in a relaxed manner, mark your attendance, and receive your team's care package.

Schedule

	13.03 - 22.03	23.03	24.03	25.03			
		Saturday	Sunday	Monday			
00:00 - 03:00	Workshops (to be scheduled)		24h competition		00:00 - 03:00		
03:00 - 06:00					03:00 - 06:00		
06:00 - 09:00						06:00 - 09:00	
09:00 - 10:00						09:00 - 10:00	
10:00 - 11:00			Opening Ceremony			10:00 - 11:00	
11:00 - 12:00			Networking			11:00 - 12:00	
12:00 - 13:00						12:00 - 13:00	
13:00 - 14:00						13:00 - 14:00	
14:00 - 15:00			24h Competition		Presentations	14:00 - 15:00	
15:00 - 16:00							15:00 - 16:00
16:00 - 17:00							16:00 - 17:00
17:00 - 18:00							17:00 - 18:00
18:00 - 19:00					Closing Ceremony	18:00 - 19:00	
19:00 - 20:00					Networking	19:00 - 20:00	
20:00 - 21:00						20:00 - 21:00	
21:00 - 22:00						21:00 - 22:00	
22:00 - 23:00						22:00 - 23:00	
23:00 - 00:00						23:00 - 00:00	

Remember that before the 24 hour Competition starting at 14:00, there will be the Opening Ceremony and Networking session from 10:00 till 13:00. **Every member's presence in their team's presentation is mandatory** (excluding exceptional circumstances).

On Monday, the 25th of March, in rooms Anfiteatro António Abreu and GA2, from 14:00, the **teams will present their projects** for Case Study and IT Challenge to the jury. During the competition, we will schedule an hour with you for your presentation. **Every member's presence in their team's presentation is mandatory** (excluding exceptional circumstances).

Right after, the **Closing Ceremony** will begin where the winners will be revealed, and the Organisation will make their closing statements. **It is mandatory for at least 2 members of each team to attend.**

Throughout the week before the competition, there will be workshops to help you prepare for the competition. **It is mandatory for at least 2 members of each team to attend every workshop.** We recommend dividing the team members per workshop to increase the team's overall knowledge.

What to bring to the competition

- Comfortable clothes;
- Earplugs;
- Sleep mask;
- Personal care products;
- Sleeping bag;
- Pillow;
- Blanket;
- Your most stylish pyjama;
- Water bottle;
- Identification card and University card;
- Computer and all the gadgets you wish;
- Chargers;
- Whatever you want to bring to cheer everyone up;
- Good vibes ;)

Tips

- Creating an initial structure and organisation for your project and then delegating tasks can be advantageous.
- Maintaining good communication with your team members is essential, as it forms the basis of effective teamwork.
- Learn about some time management, conflict management and team dynamics techniques and different methods such as the Eisenhower matrix or the Kanban method, to better prepare yourself for the competition!

Evaluation

- By the end of the competition, you will have to submit your project report and a powerpoint presentation (we will provide a template for you to follow).

- You will have to present your project in a pitch presentation to a jury panel on Monday, 25th of March. The jury will be composed of professors or relevant bodies of IST and BEST Lisbon partner companies' representatives;
- The evaluation criteria and test conditions will be included in the script of the problem of the category you choose;

Case Study

The Case Study (CS) category involves analyzing and solving a real-life problem without the actual construction of any device or assembly of materials. It relies solely on provided information to develop hypothetical solutions obtained through research. At the end, teams are required to present the solutions.

The Case you will analyze is divided into two tasks, with a total duration of 24 hours, allocating 12 hours for each task. At the end of each 12-hour period, you are required to submit your solutions to the coordinating team of the Case Study. For the presentation to the judges, you will be given 10 minutes.

Evaluation criteria

- Efficiency and Longevity;
- Sustainability and Rigor of the solution;
- Scope and Realism;
- Faultlessness and Rigor;
- Originality and Creativity;
- Achievement of Objectives;

IT challenge

In this category, we will focus on software development, and no hardware components will be required. You can use any tools and languages of your preference. For this Hackathon, we expect solutions to reach the functional prototype stage. It could be a limited mock-up, where you restrict the functionalities of your project, or a more sophisticated code-based prototype, depending on the complexity of the project and the technologies used.

At the end of the 24-hour competition, participants will need to present the following elements:

- Prototype of the project;
- Report;
- Presentation and its supporting materials;
- Any other relevant attachments.

Project development

This section describes the elements that teams must develop during the Hackathon. It is important for teams to read and understand this section before starting their project development.

Prototype:

- The prototype is digital.
- Teams can use any library/functions and available code freely .
- When the prototype is finished, teams should prepare a demonstration of its functionality, using relevant means such as a video, simulation, images, etc.
- BITE organisation reserves the right to apply penalties to projects that do not adhere to the code of conduct.

Report:

- There is a report template on GitHub that teams must use.
- The report should succinctly summarise what your project consists of.
- It will be submitted to the judges in case there are any doubts about your project.
- It must be submitted within the 24-hour competition period.
- It can have a maximum of 2 pages.
- The report will not be counted in the evaluation criteria, but it is mandatory.

Presentation:

- The **presentation** should have a **maximum duration of 5 minutes**.
- If the presentation exceeds the time limit, there will be penalties in the score.

- If the time limit is significantly exceeded, the organisation will intervene.
- After the presentation, there will be a **question and answer period** between the judges and the presenting team **with a duration of 7 minutes**.
- The presentation is the main bridge between the judges and your project, so it is advisable to prepare well.
- For the presentation, use PowerPoint or Canva as supporting materials. This can be done either during the 24-hour competition or between the end of the 24 hours and the start of the presentations.

Submission:

- All evaluation elements must be submitted by 14:00 on March 24th on the provided GitHub. All teams have a 15-minute tolerance to minimise technical issues. We suggest making various submissions of different project versions throughout the competition to avoid possible constraints at the end of the time limit.
- The elements to be submitted are:
 - The prototype and its demonstration
 - Report
 - PowerPoint for the presentation.

Evaluation criteria

Theme:

Compliance with the Theme;

- Solution to a relevant problem;

Innovation and Creativity:

- How original and creative the solution is;

Functionality and Technical Excellence:

- Functional features
- Advancement of technology (Used currently as the industry standard)
- Solution Complexity: Demonstrates advanced and intricate technical solutions, utilising sophisticated algorithms and a well-designed system architecture.

User Experience:

- Intuitive and user-friendly interface.
- Accessibility for diverse user groups.
- Thoughtful design considerations for a positive user journey.
- Pleasant appearance.

Presentation Skills:

- Are the ideas communicated clearly?
- Does the team effectively convey the project's purpose and functionality?
- Is the presentation well-organised with a clear structure?
- Does it include key elements such as problem statement, solution, and results?

Market Research and Future Development:

- Who is the target audience?
- What funding do you foresee you will need?
- What differentiates you from your competition?
- Can the project be easily scaled up or down based on future needs?

Important information

- Throughout the competition, there will be a **Food Room** open 24 hours, feel free to grab snacks and beverages for you and your teammates and we will serve Saturday lunch and dinner. Of course, feel free to bring any food or snack you desire for yourself and your team.
- Throughout the competition, there will be a **Fun Room** open 24 hours, with games and music for you and your team to take a break, relax and have fun!
- The organisation will provide air mattresses if you wish to take a nap during the competition, just bring your sleeping bag or a blanket.
- There will be some checkpoints for the **IT Challenge** during the competition where the teams show their developments until that point.
- For the **Case Study** there will be some additional scripts given during the competition, so the teams can progress in their solutions.
- **At these checkpoints and giving of additional scripts it is necessary that all of the team is present!**
- During the 24 hours of the competition, there will be 3 mini competitions with the duration of about 30-45 minutes each, where the winning teams will receive direct prizes that are independent from the rest of the competition. **Attendance in the mini-competitions is mandatory for all team members.**

Important rules

- It is important that each team brings at least one personal computer. However, we recommend that each member brings their own, especially in the IT Challenge.

- You will work in a room assigned to your team. Each team is responsible for keeping their assigned workspace clean and in the condition it was found.
- The teams may leave the building during the competition, but all members have to be present for the delivery of the new scripts (Case study) or submission of check-ups (IT Category) and for the mini competitions (both categories). **You must tell the organisation when you leave the pavilion.**
- Through the 24 hours you are free to ask the organisation about doubts and clarifications on Case Study/IT Challenge.
- After the event, your team has to submit each member's CV and fill in the feedback form that will be sent to you at the end of the competition to receive their deposit back.

Communication channels

Closer to the event, a WhatsApp group will be shared with all the participants.

During the event, there will be organisers to give you updates and answer any questions you may have.

Creditation

In accordance with IST's new teaching model, the hours that you spend in the competition plus workshops, the networking session and in the ceremonies, may add up to the total hours of the new curricular unit "Extracurricular Activities". This is valid for students of all years, as is it possible to add the hours of various activities throughout one's academic journey. The final accreditation is dependent on your course's coordination team.

More detailed information will be given to the selected participants through their emails on the days before the competition. The reading of this document does not replace the reading and comprehension of the regulation.

Registration and contacts

You can register through the Application Forms on our website or through our instagram linktree!

Any doubts, please contact us:



+351 911 704 601

catarina.dias@best-eu.org



+351 938 019 699

margarida.queiroz@best-eu.org

See you soon,

BITE Team :)