

Stan State's Inaugural Hackathon Presents New Opportunities for Students

by Austin Bathke



Coming soon to a computer near you! The Computer Science (CS) Club at Stan State will be hosting its first ever Hackathon on April 27th. The objective of this event is to create a software to fix a problem that is within the community. Contestants will have the entire twelve hours to complete this task through any means.

The event is completely free of charge and anybody is allowed to enter the all-day contest 8 a.m. through 8 p.m. A contestant may join by themselves or bring friends and form a team of up to four people.

The sponsors for this event include companies such as Turlock City News, Novo and Tech Domains have made this event possible and open to anybody.

There will be three judges, who are Computer Science alumni of Stan State, overseeing the competition. Two of those judges will be Anthony Castellano and James Sweeden. Castellano is a former winner of UC Merced's 2017 Hackathon.

The third judge is Computer Science Professor Dr. Megan Thomas. Thomas has judged various Stanislaus science fairs before, but this will be her first time judging a Hackathon type event at the college level.

Thomas is also an advisor for the Computer Science Department and encouraged students to come out and experience the creativity



Club Vice President Avelardo Valdez (right) (junior, Computer Science) and Club Secretary Jeffrey Cosio (left) (junior, Computer Science) take on their responsibilities to prepare for Stan State's Hackathon. (Signal Photo, Austin Bathke)

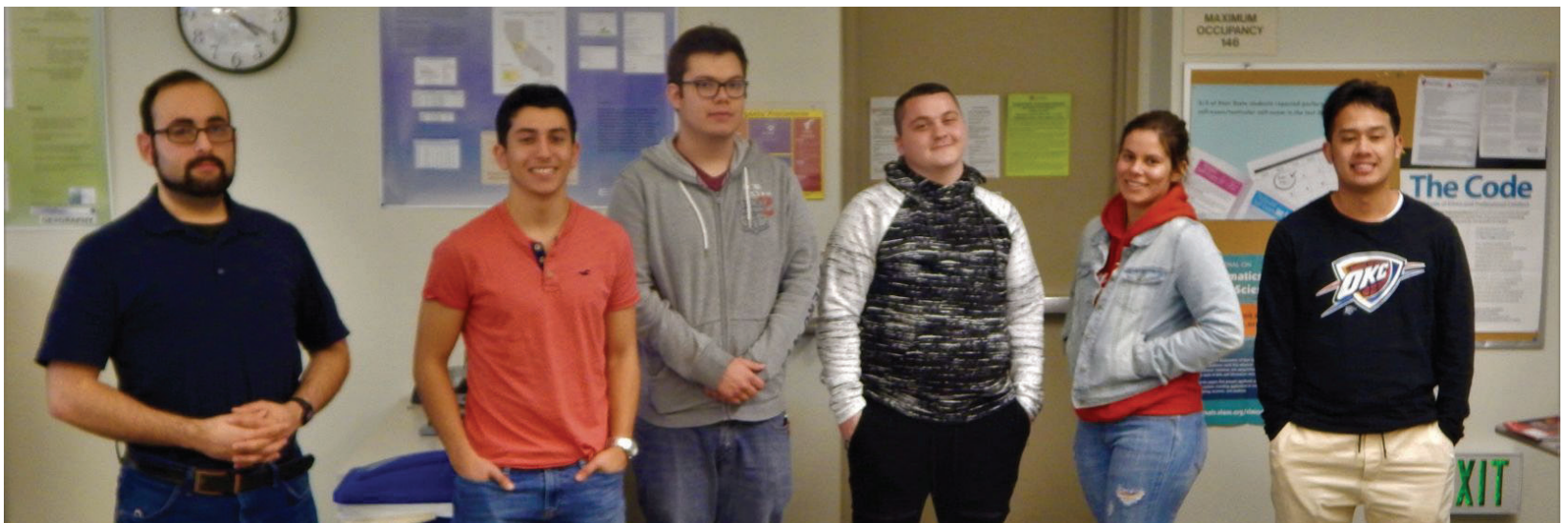
that is involved in Computer Science, much unlike the creativity that is involved in most classes on campus.

"Win, lose or draw, it exercises different skills," Thomas said.

These skills have been on display before. Most recently, members of our Stan State CS Club attended the UC Merced Hackathon during the first weekend of March and won several categories of the event.

"We've shown that we're going around on other campuses and winning their events, it's time we had our own at Stan State," said President Austin White (junior, English). His team won "Best use of Snapkit" at the HackMerced event with their website Greengene.com.

White added that he wanted to see these events brought to Stan State "to give students a chance to put their skills to the test and show



The Computer Science Club that will make this event possible (From left to right: Jeffery Cosio (junior, Computer Science), Chris Gallo (senior, Computer Science), Avelardo Valdez (senior, Computer Science), Austin White (junior, English), Jasmin Cornejo (junior, Computer Science), and Chris Sayaphone (senior, Computer Science)). (Signal Photo/Austin Bathke)



The Computer Science Club working together in the Computer Science lab as they prepare for their big event. (Signal Photo/Austin Bathke)

them what the Computer Science Department has to offer.”

“We also want to use this event as a way to connect students to other students,” said White.

The CS Club also plans to add workshops in the month of March or April before the event to give students an understanding of basic things you might not know about Android, IOS and basic web design.

Chris Sayaphone (junior, Computer Science), a member of the CS Club, is eager to see some diversity among this kind of event.

“There seems to be a huge disparity between men and women in the STEM and Computer Science Department. There’s a lot more men than there are women in this major, it would be nice to see some women come out to this event and show off their skills,” said Sayaphone.

Jeffrey Cosio (junior, Computer Science), the CS Club’s secretary, encouraged all those who are Computer Science majors or want to take that path to speak up and put their theories out.

“Younger students come in and think that Computer Science is all about the theories, we want those students to come in and present their theories, show us their practice and fulfill their dreams,” Cosio said.

Not only is the Hackathon a way for students to show off their skills, contestants may also have the opportunity to win a prize for their abilities.

Teams that compete in this event are given twelve hours to brainstorm and come up with a basic web app, game, or even a basic website based on what the opening ceremony brings that day.

Teams will be allowed to access certain areas of the campus that will be open for the competition. At the end of the twelve hours, everybody will be requested back to be brought in front of the judges so that a winner can be determined.

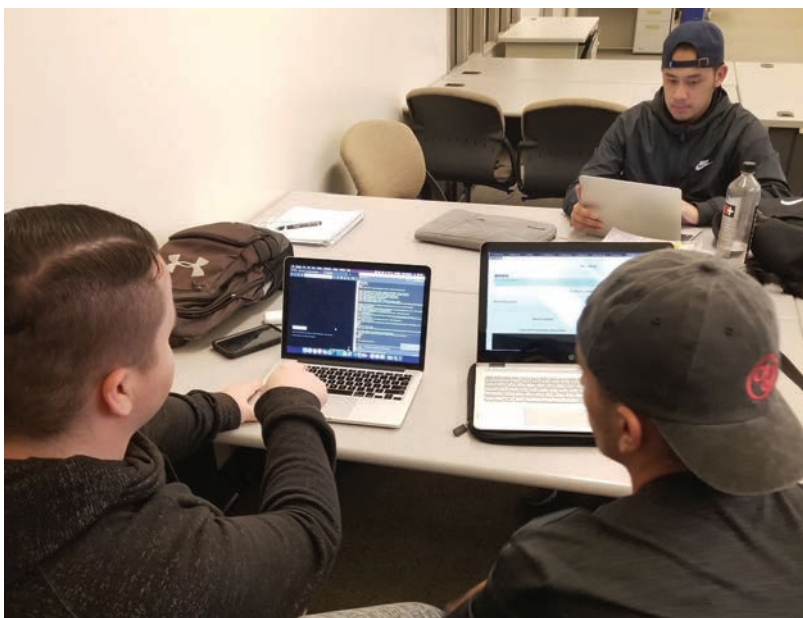
The prize for this event is a Razer RGB gaming keyboard and mouse set. Other prizes include a pair of Sennheiser 506845 HD 280 Pro over-ear headphones, Google Smart TV kit, and an EVGA DG-77 matte black Mid-Tower (gaming PC case).

These prizes have been donated by members from the Office of Information Technology (OIT), who have had a hand in making sure this event is possible.

You can register for the event anytime at <https://stanhacks.tech>. At the bottom of the website, you can find all the names of the club members involved and contact them with any questions you may have.

For more information on the club’s involvement in the Hack-Merced event, go to CSUSignal.com, “Student Competitors from Stan State Claim Victory at HackMerced.”

For more updates on the CS Club’s activities, follow their Instagram page: @csustancsclub ■



Computer Science President Austin White (junior, English) works with his club Treasurer Chris Gallo (senior, Computer Science) on their website for the Hackathon. (Signal Photo/Austin Bathke)

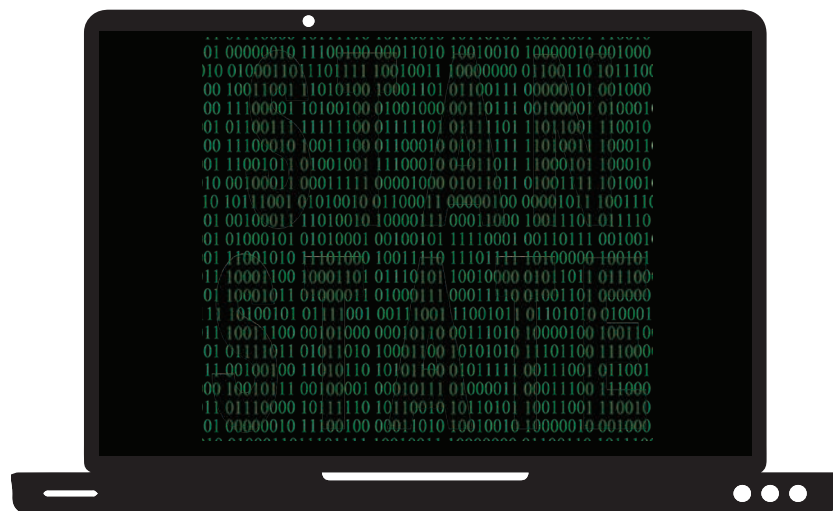


Illustration by Gabby Rosas-Richardson