Hackathon Playbook

Foundational



Course Overview

The Hackathon Playbook is a comprehensive framework of tools and templates equipping instructors to prepare and run a hackathon. It is based on best practices and lessons-learned complied from the global IoT Hackathons within Networking Academy and by other organizers.



Student reinforce and deepen their multidisciplinary IoT and data skills by defining, designing, prototyping and presenting an IoT solution to a panel of industry experts and peers.

Learning Components

- · 1 instructor-only module
- · 2 student modules
- Design Thinking Preparation Labs (optional)
- · Student Facilitation module
- 2 Quizzes, 1 each for Instructor and Students
- Final exam: Submission of the Prototype Documentation

Target Audience: Secondary, Vocational, 2-year and 4-year College, 4-Year University

Prerequisites: Connecting Things, Big Data &

Analytics (optional)

Instructor Training Required: No

Languages: English



Course Delivery: Instructor-led, Instructor-facilitated

Estimated Time to Complete: 24-30 hours

Recommended Next Course: IoT Fundamentals Big Data & Analytics, any

Career-Ready course