FACULTY OF ENGINEERING
STUDY COURSE DESCRIPTION

Course Title:	**Hackathon and teamwork**
Course code (LAIS):	**-**
Study programme:	**Virtual reality and smart technologies**
Level of Study programme:	☐ 1st level professional higher education
	☐ Professional Bachelor
	☒ Professional Master
	☐ PhD level
Type of Study programme:	☒ Compulsory course (Part A)
	☐ Professional specialization courses (Part B, compulsory)
	☐ Professional specialization optional courses (Part B, optional)
	☐ Elective courses (Part C)

Course Workload:	**Credits**	**ECTS**	**Academic hours**	**Contact hours**	**Independent work hours**
	2	3	80	24	56

Course Author/ Tutor:	**Arnis Cīrulis**
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	Consultation: according to the schedule for each semester
Course Form:	Full time
Study year, semester:	1st year, 1st semester
Language:	Latvian, English
Prerequisites for the Course:	-
Course Summary:	The aim of this course is to strengthen the virtual and augmented reality community by bringing together VR/AR students, industry experts, freelancers, enthusiasts and talents. In frames of this course students are working in teams according 48hours hackathon principles. During intense teamwork students should solve any challenge related to VR/AR technologies, this challenge can be some form of final thesis as well. Students receive help and guidelines by experienced mentors – industry experts. As a result students make demonstration of their solution.
Assessment:	Evaluation by VR/AR experts and mentors.
Requirements for Credits:	Presented practical implementation of the project for the experts. Expert evaluation is based on visual design, interaction design, technical achievement, novelty, audio design, narrative design, addresses chosen problem and completeness. Expert evaluation points are transferred to 10-point system for the final score of the course.
Abiding by the Academic Ethics	Students must abide by the academic and research ethics, Vidzeme University of Applied Sciences Ethics Regulations, incl.: – study papers must be independently developed; – the study work should reference all statements, ideas and data used that have been authored by someone else; – appropriate data acquisition methods should be used in the acquisition of data, the research ethics must be respected, empirical data must be collected independently and cannot be distorted or falsified; – the examination must be carried out by the student independently, without the use of supporting materials and/or consultations with other students, unless the lecturer states otherwise. In the event of non-compliance with the academic and research ethics, punishment is imposed in accordance with the ViA Ethics Regulations and the study course must be re-taken, unless the punishment is extramarital.

	Learning Outcomes	The evaluation methods and criteria
Learning Outcomes; the evaluation methods and criteria	**Knowledge**	
	Knowledge on hackathons organization.	Hackathon, evaluation by VR/AR experts and mentors.
	Knowledge on motivation and involvement by hackathons and comparison with classic teaching methods.	Hackathon, evaluation by VR/AR experts and mentors.
	Knowledge on hackathons technical support.	Hackathon, evaluation by VR/AR experts and mentors.
	Skills	
	Skills to explain and discuss technologies with industry experts.	Hackathon, evaluation by VR/AR experts and mentors.
	Skills to estimate the advices and suggestions by mentors.	Hackathon, evaluation by VR/AR experts and mentors.
	Skills to demonstrate progress in short terms.	Hackathon, evaluation by VR/AR experts and mentors.
	Competency	
	To uses correct methods and approaches for organizing activities.	Hackathon, evaluation by VR/AR experts and mentors.
	To switch among various activities to provide the highest contribution for the team.	Hackathon, evaluation by VR/AR experts and mentors.
	Solve challenges and predict realistic strategies for idea implementations.	Hackathon, evaluation by VR/AR experts and mentors.
Course Compulsory literature:	-	
Course additional literature:	http://www.hackathon.lv http://vrhackathon.com/ J. Mac, Hackathon: Your guide to running a hackathon, 2015	
Course confirmation date:	13.06.2018	
Date of course description update:		

Study Course Plan:

Date	Theme	Academic hours		Study Form
		Contact hours	**Independent work hours**	
	Strengthening the VR/AR community. Bringing together VR/AR students, industry experts, freelancers, enthusiasts and talents. 48hour rule. Preparation and running the event. Provision of opportunity for participants to learn something new. Provide of a space and a time for participants to make headway on problems participants are interested in.	12	28	Hackathon, evaluation by VR/AR experts and mentors.
	Idea generation and pitching. Team formation and teamwork. 3D	12	28	Hackathon, evaluation by VR/AR experts and

	modellers, designers, idea authors and managers, developers. Provision of VR equipment and technical support. Industry experts and mentoring. Result presentation and demonstration. Evaluation and discussions.			mentors.
	Hours total:	**24**	**56**	