

Coders, Designers & Strategists needed

HACK4HOPE HACKATHON

FRIDAY, JULY 10 - SUNDAY, JULY 12 AT T-REX,
DOWNTOWN ST. LOUIS.

www.Hack4Hope.com

Our mission is to create inroads to innovative careers for underserved youth in the St. Louis Gateway area.

Hack4Hope is a unique opportunity for 7th through 12th graders. The Hackathon will be held at T-REX, a vibrant and innovative space in downtown St. Louis that is home to over 100 local start-ups.

OUR GOALS

- To further develop students' cognitive abilities to employ rapid application design to resourcefully engineer a problem-solving technology product
- To provide students with mentorship from adult professionals, guiding them with tangible pathways toward success
- To involve students in an immersive high growth entrepreneurial process that both connects them to a strong STEAM foundation and prepares them to tell their story and articulate their experiences to a wide audience
- To address problem-solving inclusive issues surrounding community relations specific to the St. Louis Metro Area
- To offer pre-college experience with a lifelong impact

All info is at this link: <http://www.hack4hope.com/adult-registration/>
Once there, please click on the button marked "Mentor Roles."

Info on our Hack4Hope Hackathon in general is here at www.Hack4Hope.com
Our Twitter handle is [@Hack4Hope](https://twitter.com/Hack4Hope)



Hack4Hope Mentor Roles

Adult Mentors play a key role in the success of the Hack4Hope weekend hackathon experience. Mentors work with teams of youth participants to help them define workflows, generate ideas, problem-solve, and develop final presentations. Mentors are expected to be available to their assigned team for the duration of the hackathon to ensure consistency and provide students the best possible opportunity for learning and growth. The most important role of any mentor is to be helpful and encouraging!

Development Mentor

Development Mentors, or Developers, are software engineers and developers who will work with our youth participants to write code. Developers must be available to answer questions or make suggestions on technical approaches to solving problems in the areas of:

- defining workflow
- app/web development
- useful APIs to leverage
- proposing existing open source systems and existing data sources

Ideally, development mentors have a minimum of 2-3 years experience on a software development team, have mentored other developers, and have participated in at least one hackathon.

Design Mentor

Design Mentors, or Designers, are individuals with a strong background in design (graphics, web, user interface, etc.). Designers should understand the importance of user experience, user centric design, paper mockups, wireframes, rapid prototyping, PowerPoint presentations, graphics and other areas of design. Ideally, design mentors have a minimum of 2-3 years experience on a software development team, have mentored other developers, and have participated in at least one hackathon.

Strategy Mentor

Strategy Mentors, or Strategists, are professionals with knowledge of market strategy, PR, and effective presentation techniques. These professionals understand how to help students define their target audience, form a customer hypothesis, and relate and present their ideas in their final pitch. Strategists will play a key role in helping teams identify the value that their solutions provide and in preparing their pitch to judges. Ideally, strategy mentors have a minimum of 2-3 years relevant experience.