UNIVERSITY OF GHANA

german cooperation
DEUTSCHE ZUSAMMENARBEIT

gíz Deutsche Gesellschaft
für Internationale
Zusammenarbeit (GIZ) GmbH

IAST
INSTITUTE OF APPLIED SCIENCES & TECHNOLOGY

UG HACKATHON 2019

Introduction

The **Institute of Applied Science and Technology, IAST** (the unit which acts as a link between the University of Ghana and industry) initiated the Student Innovation Challenge (STIC) to encourage creativity among students of all disciplines within the University of Ghana. IAST has recognized the need, based on the outcome to run this challenge and invite individuals from other communities for collaborative work. It is for this reason, that the Institute is organizing an **Industry-tailored hackathon** to find solutions to problems whiles building the skillset of participants.

Background

The international agricultural market now requires that a consumer or any regulatory agency be able to trace the precise history of any food item. This among other things will aid in enhancing food safety standards whiles allowing the tracking of non-complaint food items back to its source. This is only possible when all the actors along the food value chain (from growers to consumers) have an interlinked IT-based traceability solution that allows various actors to capture all the necessary input, processing and handling activities a particular food item has undergone. This solution will, for instance, allow a customer to scan the barcode on a food item and get instant information on sources of ingredients, fertilizer usage, harvesting date, name and plot ID of the grower's farm, the aggregator that bought from the farm, and all other necessary data on that food item (The appendix to this document provides all the traceability data each actor in the value chain has to provide). Such a solution will enhance the safety and efficiency of all food value chains. More details about the actors can be read by clicking **here.**

The Challenge

The goal of the UG Hackathon 2019 is to bring together tech enthusiasts (students and non-students) to create a sustainable IT solution to enable traceability in food value chains. Participants may request mentors' assistance to support the development of the solution

The Hackathon is designed to run continuously **from 4th to 5th October, 2019.**

Rules for UG HACKATHON 2019

Eligibility

The challenge is opened to individuals **or teams (max 4 members) from all disciplines**.

Entry requirement

Team/Individual

● _Each team/individual is required to upload a **one (1) page max** description of the solution during the application process._
● _Each team/individual must have a unique name._

Proposals must:

● _Be original, innovative and feasible._
● _Describe in detail how innovative, the idea or solution is (can be accompanied by an illustration)._
● _Identify resources to be utilised (both local and foreign)._
● _Describe how the idea will impact on the agricultural sector._

By submitting a proposal, the team/individual agrees that:

● _The applicant(s) is the initiator of the idea/solution._
● _The applicant(s) owns some rights to the idea/solution._
● _The submission does not infringe upon or violate the intellectual property, privacy, or other rights of any third party._

Concept(s) or solution(s) of applicant(s) should:

● _Meet specific needs/problems and be locally driven_
● _Demonstrate innovation and creativity_
● _Express economic or social benefits_

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Criteria for Winner Selection

Initial selection

The initial selection of proposals would be conducted to select qualified applicants to enter the challenge. Selected applicants would be notified via phone call or e-mails by latest by the **fourth week of September 2019.** Successful applicants will be invited to participate in the **UG HACKATHON 2019**.

Selection of winner and Awards

A panel of judges would decide the winner of the challenge. An award ceremony would be held on **5th October 2019** to crown the winning team of the challenge. The three best solutions will be awarded.

1st place: UG together with GIZ will link the team to potential clients and **if contract are placed, GIZ would support the contract**. Automatic qualification to be further trained in the UG Pop-Up space.

2nd place Sponsorship to participate in an international IT-event. Automatic qualification to be further trained in the UG Pop-Up space.

3rd place Automatic qualification to be further trained in the UG Pop-Up Makerspace.

All other finalists would also receive UG souvenirs.

All interested persons should visit http://bit.ly/ugstic19 to apply for the UG Hackathon 2019.
NB: Deadline for application is 20th September, 2019.