Student Legal Tech Hackathon – 12th Feb 2024, 1.30pm, B54

No in-depth technical knowledge is required for this competition with a €100 voucher prize for the best team pitch, and goody bags for the runners. This is primarily a challenge of creative problem-solving skills. Runners up will receive goody bags.

The Challenge: At 1.30pm in Room B54, Main Campus Building, TUS Midlands, Athlone, entrants will assemble to be given a brief with three options of problems to be solved through the use of digital technology applications.

In just over three hours students will have to formulate a response to the problem, and pitch it at 5pm to the panel of academics and practitioners who will vote on the best proposal. Pitches are restricted to three minutes long, plus five minutes for Q&A per team entry.

Enter here: https://forms.office.com/e/StXBQrCqF9 or the QR Code above.

Rules:
1. Entrants can be individuals or teams with no limit on team size, and must attend in person.
2. Entrants must be current undergraduate or post-graduate students in any discipline in any higher education institution.
3. Entrants must register in B54 at 1.30pm, and fill in this form, to participate.
4. No intellectual property passes to TUS as a result of participating in this competition, the pitches will not be recorded, and the concepts pitched will not be publicised without the permission of the full team of entrants.
5. Entrants can use laptops, or libraries, any sources of information, do any research, and can use AI or other tech to develop their ideas. Ideas can build off and blend existing applications. However, plagiarism is not allowed, and ideas must be original, and any indication that solutions were copied from any other person or company will result in disqualification.
6. The Winners will be those who receive the highest number of votes under the marking scheme set out below from the panel of judges.
6. Disputes about these rules will be adjudicated under the TUS Student Grievance Policy, which entrants agree is applicable by entering.
7. No personal data other than the contact details necessary to enter the competition and communicate with the winners and runners up will be retained. The contact details of winners and runners up will be retained for the purpose of prize giving, and the winning teams name and institutional affiliation will be recorded as record of the competition in perpetuity. All the above data will be stored in the TUS MS 365 Account of the Conference Convenor Alison Hough alison.hough@tus.ie, subject to TUS security protocols including encryption and two factor authentication. All other entrant's personal data, other than the record of the winners/runners up will be deleted.

Things teams should consider in putting together their pitch:
1. Where will the app be deployed/put into practice (e.g. by lawyers in court, by conveyancing solicitors in the office, by members of the public with legal problems before they see a legal professional etc)?

2. Who is (are) the target user(s)?
3. What functions will it perform?
4. What is the technology basis of the application - e.g. will it use classic coding, software, algorithms, AI, blockchain, DLT, machine learning, data science and what the user interface and hardware elements of it will be? (this does not have to be very in-depth).
5. How will it be commercialized (how will you make money off it and how will you stop people just stealing it and replicating it)?
6. What are the risks and benefits of the new application for the target user(s) and for society?

Marking Scheme:
1. Presentation (20%) (logical, engaging, clear).
2. Team Work (10%) (equal participation).
3. Problem Solving (20%) (solution proposed solves the problem described).
4. Application of the Tech referred to (30%) (based on sound principles, shows a basic grasp of the tech).
5. Feasibility (will work with the tech described, commercially sound, addresses potential problems).