DERIVCO

GRADUATE PROGRAMME

2015

Slice of Source
What is Slice of Source?

Slice of Source is a Derivco Hackathon which will require students, in an individual capacity, to create a web based game.

Purpose

‘Slice of Source’ is about creating, or rather simulating the environment within Derivco. With specific judging criteria in place for both technical and soft skill requirements, Derivco is looking for young, innovative students to create the best possible web based game in 12 hours. Derivco will recognise outstanding creativity and improvisation skills, coding abilities, tolerance for working under pressure, among other qualities.

Why Slice of Source?

Derivco has chosen a hands-on approach to communicating with BSc Computer Science and BSc Computer Engineering students in order to not only stand out from other corporates; Derivco wishes to create meaningful relationships with students who show interest in our company.

The event is aimed to create awareness and excitement around the Derivco brand through the hosting of an event exclusively for students in the IT arena.

Benefit

Derivco’s ‘Slice of Source’ aims to inspire students to be bold, create and innovate, as well as highlight the phenomenal possibilities within the field of IT and with Derivco. Derivco also hope to express the tremendous employment opportunities available to graduates in their field of study at Derivco.

Requirements For The Activation

Derivco and energy drink sponsor require access to the largest IT Lab on campus for the 12-hour duration of the Hackathon; up to and including 2 hours prior to the event, as well as the following day for prize giving – unless an alternative venue on campus is made available.

Derivco’s ‘Slice of Source’ will take place at Derivco’s own cost. A Derivco team would like to visit the campus a day prior/the morning of the event to prepare for the event. Derivco will provide food and beverages to the students, at Derivco’s expense, for the duration of the 12-hour Hackaton.
Event Logistics

The hackathon is proposed to run for a 12-hour period on a Friday after university hours, comprising a maximum of 100 students or the capacity of your largest Lab.

Each student is to receive a USB with preloaded files and art elements to assist each in the creation of their own web based game.

There will be 3 highly skilled Software Developers available throughout the hackathon to answer any questions the students may have.

These Software Developers are competent in an array of languages: JavaScript, HTML5, C#, and CSS.

Once the 12-hour time limit is reached, students will be required to submit their work to return the following day for judgement and prize giving.

Redbull will provide free beverages to students.