



unimate
HACKATHON
CALL FOR PARTICIPATION

WWW.UNIMATE.APP

RESEARCH COLLABORATION BETWEEN



INFORMATICS
INSTITUTE OF
TECHNOLOGY



ABOUT UNIMATE

Unimate is an ongoing research collaboration between Robert Gordon University (RGU), Aberdeen, Scotland and the Informatics Institute of Technology (IIT). The purpose of this study is to develop a digital intervention (app) aimed at enhancing students' mental health and wellbeing. The research team, in consultation with IIT students, have identified a need for a self-management app that also provides information, advice and signposting on physical and mental wellbeing. Through Unimate, we want to:

01

Identify self-management dimensions for health and wellbeing, and help develop task management skills to reduce stress triggers.

02

Develop these digital interventions, in consultation with the target population, so that the app is fit for purpose at deployment.

03

Iteratively refine the digital intervention and create health and wellbeing awareness within IIT and beyond.

For more information about Unimate, checkout the,

- Main Unimate website - www.unimate.app
- Unimate Hackathon Website - www.unimate.app/hackathon
- Unimate repo - www.github.com/RGU-Computing/unimate

Project Funded by Global Challenges Research Fund (GCRF)

Ethical Approval by Postgraduates Institute of Medicine - Ethics Review committee

UNIMATE HACKATHON COMPETITION

The aim of the Hackathon is to enhance the Unimate app which delivers digital interventions to self-manage wellbeing in young adults (e.g. student population at IIT). Through this competition we also want to create greater mental health awareness amongst young adults. We expect competitors to become familiar with the 4 pillars of self-management included in Unimate:

- Physical activity tracking: Physical activity is known to be a cornerstone of healthy living and with Unimate you can manage and monitor your activity using "Traxivity".
- Monitoring mood: The "eMotivity" function, helps to track mood with the idea of creating better emotional self-awareness and self-regulation, which can improve mental health and wellbeing.
- Frequent journaling of gratitude: This combined with gratitude journaling, "SayThanx", adopted from positive psychology research, is expected to reinforce a positive outlook that is strongly associated with greater happiness.
- Maintaining to-do lists: Improved task management and prioritisation is known to help manage expectation and reduce stress triggers.

"Unimate Hackathon" is a completely virtual hackathon organized by the IEEE Student Branch of IIT in collaboration with RGU, where students can work together as teams to be crowned the winners.



HOW TO REGISTER FOR THE HACKATHON

We encourage registration from all undergraduate and postgraduate students and particularly want to encourage female coders to participate in this competition.

Do you think that your team has what it takes to be the champions? Register Now at www.unimate.app/hackathon

COMPETITION CHALLENGES

The overall competition is structured into two main compulsory tasks and three additional optional challenge tasks. Your solutions should demonstrate how you addressed the compulsory challenges and additionally any/all optional tasks.

Challenges	Non exhaustive suggestions for each Challenge
Notification and nudges (Compulsory)	<ul style="list-style-type: none"> • Improve notifications / nudges and reminders • Create dynamic home page motivation messages based on previous user feedback on like/dislike ratings to messages. • Notifications that combine Traxivity, eMotivity and SayThanx data
eMotivity (Compulsory)	<ul style="list-style-type: none"> • Prepare insights and personalised feedback based on previous and current eMotivity input data. • Enhancements to mood analytics and visualization of data. • Functionality to add eMotivity information for yesterday or previous date (Currently, it only allows users to enter information for today)
Say Thanx (Compulsory)	<ul style="list-style-type: none"> • Options for peer support (e.g. to send SayThanx note to a friend who also has the app installed) • Include personalisation features and analytics
To-Do List (Optional)	<ul style="list-style-type: none"> • Functionality to set time based reminders for each task • Improve to-do list task management functionality (e.g. user friendly; monitoring of completed tasks) • Study playlists to increase focus through Apple Music or Spotify
Traxivity (Optional)	<ul style="list-style-type: none"> • Make Traxivity more unique (creative ideas)
Other (Optional)	<ul style="list-style-type: none"> • Privacy and secure functionality ((Since this application stores to manage sensitive information, (e.g. it would be great to add PIN Lock functionality to prevent unauthorized access) • Create innovation through advanced features such as an AI component (like NLP) to automate and improve analysis of textual content. • Analytics that combined Traxivity, eMotivity and SayThanx data • Flexible back-end methods to update information content



EVALUATION CRITERIA

All systems will be evaluated with respect to scientific/technical quality (technical originality of the approach, usability of the software, maintainability, and scalability). The evaluation will involve an assessment by an international jury of experts including computing academics, health professionals and software development experts from the Industry.

Mentors

- Chamath Palihawadana - Research Assistant at RGU (c.palihawadana@rgu.ac.uk)
- Banuka Athuraliya - Research Assistant at RGU (banu.a@iit.ac.lk)
- Vihanga Wijayasekara - Research Assistant at RGU (ashinsanavihanga@gmail.com)

AWARDS

Awards for the best 3 solutions and certificates for all participants will be provided by RGU and IIT, with funding obtained from the Global Challenges Research Fund.

01 LKR 50,000 /=

02 LKR 30,000 /=

03 LKR 15,000 /=

PROCEDURE AND TIMELINE





REGISTRATIONS

Students interested in taking part in the Unimate Hackathon must register online from the Unimate Hackathon website- www.unimate.app/hackathon **before the 25th of October 2021**

GENERAL RULES AND REGULATIONS

- All the participants should be enrolled in an undergraduate program at a Sri Lankan University
- Students can take part in the hackathon as an individual or as a team
- Teams can consist of a maximum of 6 participants and a minimum of 3 participants
- A team can consist of members from different Universities
- After the first round, students will be shortlisted based on their abstract proposal in the registration form, and the selected students will be notified via email and published on the Unimate Hackathon website
- Contestants should be able to attend and present a working prototype in the Final Round

CONTACT US

For further clarifications, please contact the Unimate team via email - hello@unimate.app