

2018

Hack4PH: The 1st Philippine eGovernment Innovation Challenge



POST-EVENT REPORT

National Government Portal
December 2018

Hack4PH: The 1st Philippine eGovernment Innovation Challenge

Nov. 24-26, 2018

Heritage Hotel, Pasay City

Post-event Report

December 2018

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About Hack4PH:

The 1st Philippine eGovernment Innovation Challenge

Information and communication technologies (ICTs) have rapidly revolutionized how people live, learn, work, and play. As a result, governments across the world—including the Philippines—are challenged to rethink the design and delivery of public services to keep up with these disruptive changes.

Hack4PH: The 1st Philippine e-Government Innovation Challenge was conceptualized to serve as a national platform for open innovation and citizen engagement in the public sector. It is the Philippine government's way of challenging citizens to co-create solutions that will help shape the future that Filipinos want.

The event was anchored on AmBisyon Natin 2040, the collective long-term vision and aspirations of the life that Filipino people want for themselves and for the country in the next 25 years: a *Matatag, Maginhawa at Panatag na Buhay*. The hackathon featured four challenges: Hack2Work, which revolved around telecommuting; Hack2Live, which aimed for zero food waste and hunger; Hack2Learn, which was about the digitization of public information; and Hack2Play, about enriching travel experience.

To entice participants from all over the country, the NGP offered cash prizes of Php 100,000.00 for the winner of each category, as well as the opportunity to fully develop and market their solution in the Government Solutions Center.

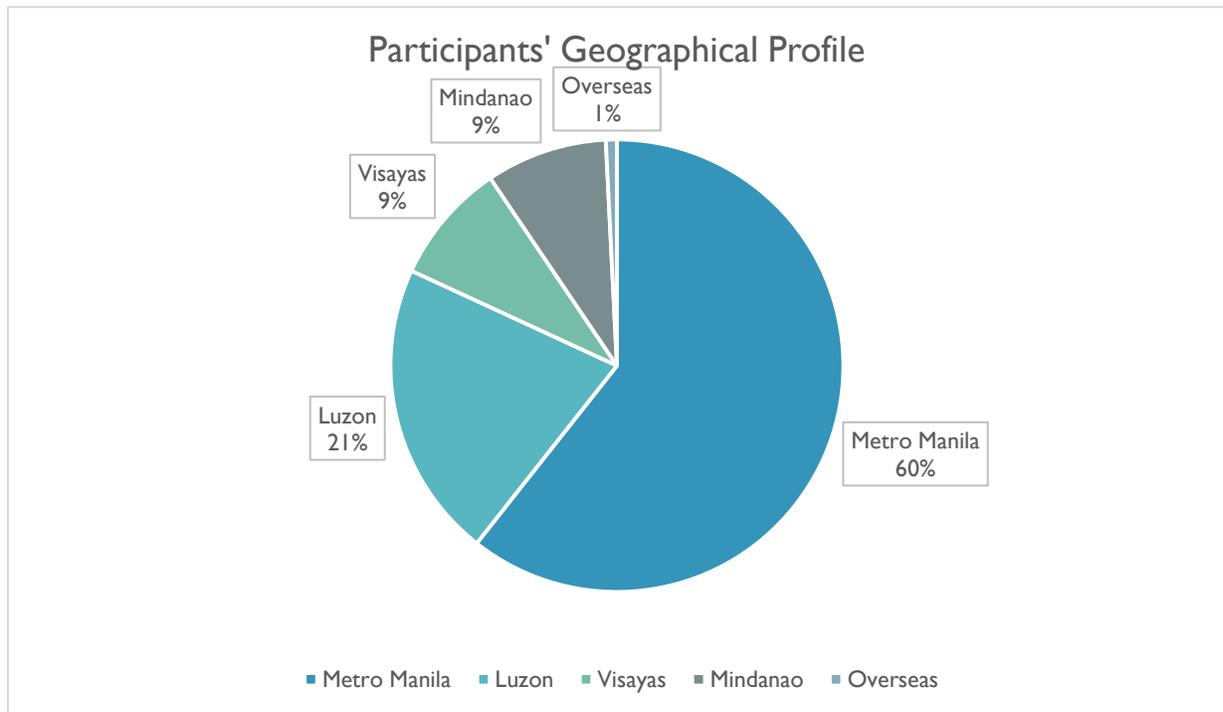
Key Figures

Hack4PH was opened to professional and amateur developers, designers, data scientists, educators, students, and tech enthusiasts, as well as those from other fields who had ideas on how to solve the given challenges. Interested applicants were given the option to either register as a team, or apply individually and get matched into teams. A total of 300 applicants (team and individual) were screened by a selection committee based on their ideas and credentials.

Instead of the original plan of 20 teams, the qualifiers were expanded to 29 teams (made up of 128 individuals) to maximize the diversity of ideas per challenge. Seventy percent (70%) of the participants were male, while 30 percent (30%) were female.

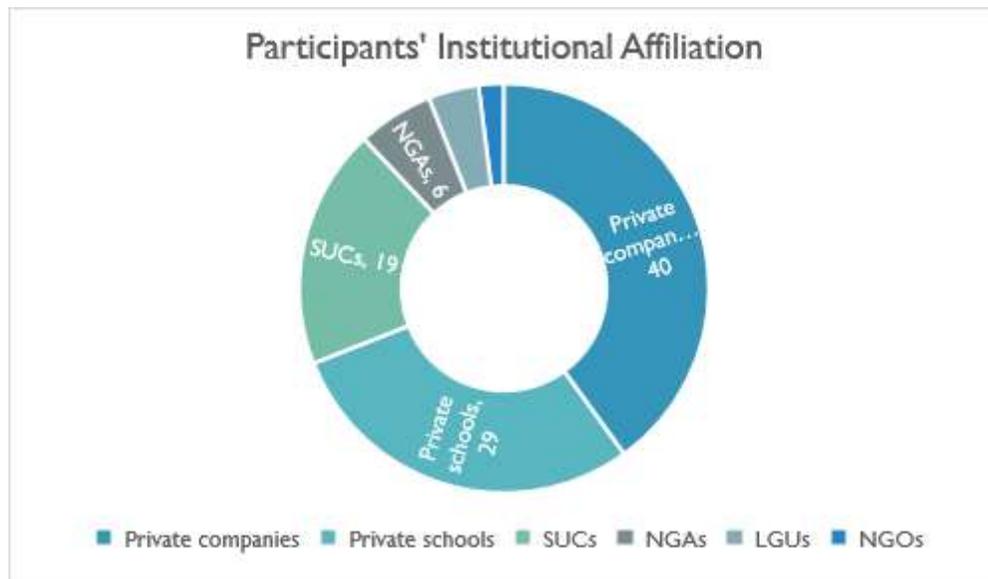
Geographical Profile

Most of the Hack4PH qualifiers were from Metro Manila (60%), followed by the provinces of north and south Luzon (21%). With nine percent each, Visayas and Mindanao participants comprised 18% of the total participants. The remainder were team members based overseas.



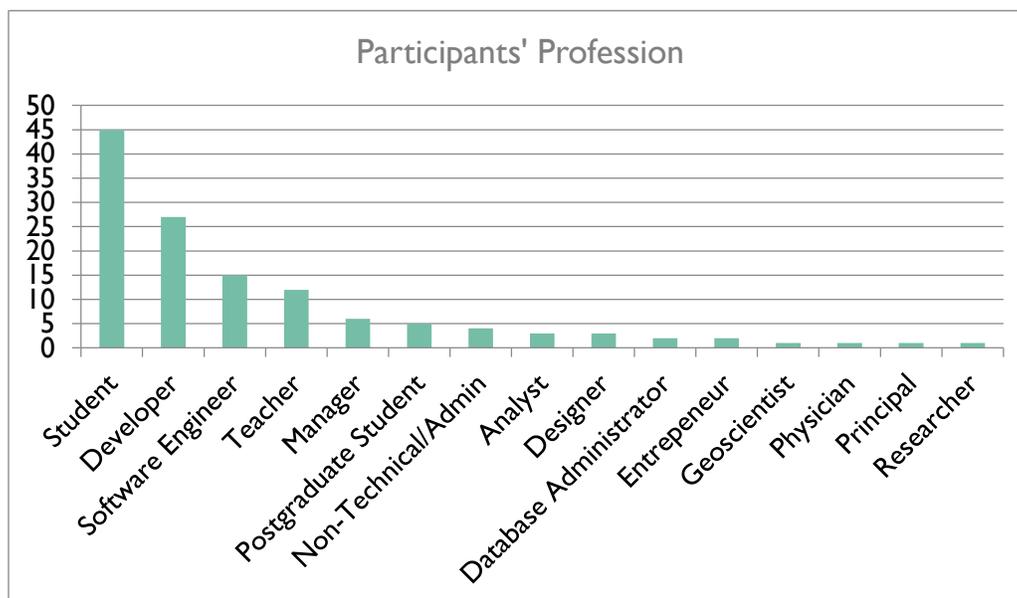
Institutional Affiliation

Professionals from private companies comprised 40% of the total participants. Faculty and students from private schools and state universities and colleges (SUCs) made up 29% and 19%, respectively. Government employees from NGAs, LGUs, and NGOs came up to 6%, 4%, and 2%, respectively.



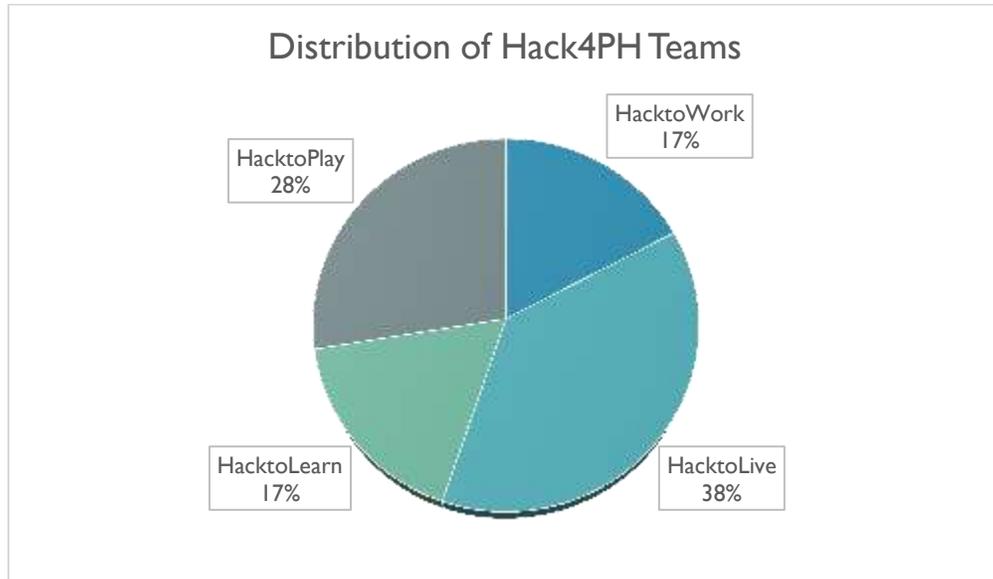
Profession

Most of the participants were IT professionals and students of IT and related fields. Educators and professionals from fields relevant to the four challenges rounded up the mix of skills and expertise at the hackathon.



Hack4PH Teams

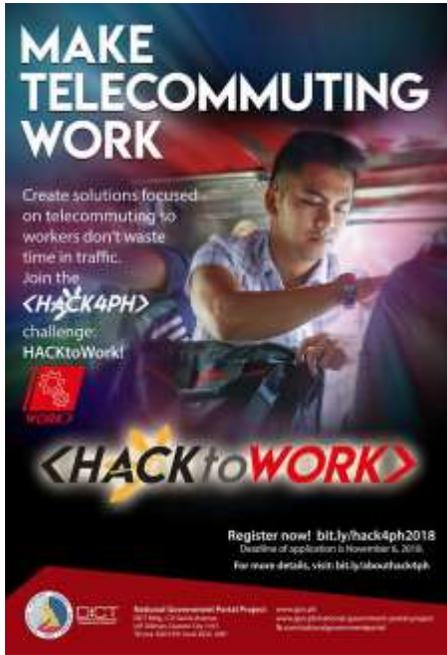
A total of 29 teams competed during the Hack4PH. Eleven teams (38%) competed in the Hack2Live challenge; eight teams (28%) competed in the Hack2Play challenge; and five teams (17%) competed in both Hack2Work and Hack2Learn challenges.



The teams under each of the challenges are as follows:

Hack2Work	Hack2Live	Hack2Learn	Hack2Play
IPinas	Adobo Warriors	AI4Gov	4A+U
Legazpi	Afford-a-Food	Infodocs	BeeYahe
Optimize Prime	AgricultuRice	MJAKT	Dream Team Pilipinas
Sapantaha	Busay	OpenAPI.gov.ph	DYIPers
Think Blue	CHMSC	SibuyasPH	EnTOURage
	Code4Lives		SOBAPCO
	Codeplay		Wireframe
	Coders Who Code		
	Equinox		
	Provisional Team 2C		
	Provisional Team 2A		

Hack4PH Challenges



Hack2Work: Making Telecommuting Work

Rooted in culture, Filipino families live together. However, traffic jams rob us of the opportunity to enjoy our time with families and friends.

As millions endure the pains of daily commute, we also lose 16 days a year stuck in traffic jams, costing us PhP100,000.00 (USD 2,663) of loss income opportunities.

Can you help us optimize digital technologies to achieve a healthy work-life balance? How can we make telecommuting work so that there is time for meaningful relationships and worthwhile community involvement?

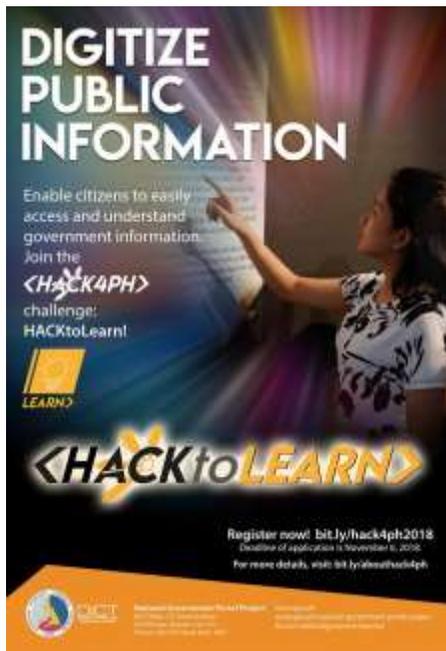


Hack2Live: Achieving Zero Food Wastage

The Philippines is home to vast fertile lands and rich fishing grounds. Despite promising abundance, the country faces the test of feeding its growing population.

In the second quarter of 2018, 2.2 million families still felt hunger. This has been primarily driven by food wastage, both at the production and consumption levels.

Can you help us create and provide insights on how food ends up in trash instead of stomachs? How can we curb food wastage to create a comfortable life free from hunger?



Hack2Learn: Digitizing Public Information

For the recent years, there has been a growing clamor to fight corruption and eliminate bureaucratic red tape in the government.

However, a vast collection of public records remain undigitized. How can an ordinary citizen collect, discover and extract meaningful information across complex and incomprehensible information sources?

Can you help us increase the trust and confidence in the government information highly accessible and understandable to the public?



Hack2Play: Enriching Travel Experience

With an all-time high of 6.6 million visitors this year, the country aims to be a top tourist destination in Asia.

However, the booming tourism sector is still grappling with infrastructure and connectivity challenges. It becomes evident in the congested and un-integrated network of airport, seaport, roads and railways.

Will a seamless and paperless travel make the tourist experience more fun in the Philippines? How can we track a vast and real-time data on mass travel and tourism to improve our competitiveness?

Hack4PH Overview

Schedule of Activities

The series of activities for Hack4PH kicked off on 1 October 2018, the first day of registration.

A Call for Participants was posted on www.gov.ph, as well as the National Government Portal's Facebook page, with a link to the online registration form. In the succeeding weeks, a general event poster (shown on the right) was also shared, along with posters for each of the challenges.

The rest of the events were conducted according to the schedule below:

Hack4PH Schedule of Activities	
Registration period	1 October– 6 November 2018*
Announcement of Qualifiers	8 November 2018
Pre-Hackathon	10 November 2018
Hackathon	24-26 November 2018
Pitching and Awarding Ceremony	26 November 2018

*The registration was extended from 30 Oct. to 6 Nov.



CO-CREATE THE FUTURE
Join the
1st Philippine e-Government Innovation Challenge

<HACK4PH>

November 23-26, 2018

20 teams 40 hours
P100,000.00 cash prize per category

WORK >
create solutions focused on telecommuting so workers don't waste time in traffic.

LIVE >
harness technology to help ensure that food fills up empty stomachs, not overflows trash bins and landfills.

LEARN >
enable citizens to easily access and understand government information.

PLAY >
come up with solutions to ease travel across the Philippines' 7,641 islands.

Register now! bit.ly/hack4ph2018
Deadline of application is November 6, 2018.
For more details, visit: bit.ly/abouthack4ph

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Resource speakers and qualifiers during the Pre-Hackathon seminar at the PICC.

Pre-Hackathon Seminar

A pre-hackathon seminar was conducted on 10 November to prepare qualifiers for the main event. The event was held at the Philippine International Convention Center in Manila, and was live-streamed for the benefit of qualifiers in the provinces.

Experts were tapped by the NGP to impart relevant knowledge to the participants. During the morning session, the qualifiers learned about using big data for social good, disruption and inclusive innovation, and human-centered design.

In the afternoon, breakout sessions were held for an in-depth discussion of each of the challenges. Participants were also introduced to the NGP data architecture and the government common platform tools.

The full program of the seminar is shown below:

Pre-Hackathon Seminar Program		
8:00-8:30 AM	Registration	
8:30-9:00 AM	Invocation National Anthem	
	Welcome Remarks	Mr. George C. Kintanar <i>CIOF Foundation</i>
	Opening Address	Usec. Denis F. Villorente <i>(message delivered by Ms. Antonette Torres, NGP)</i>
9:00-10:30 AM	Keynote lecture 1: Using Big Data for Social Good	Mr. Robin Vogelaar Social Impact Consultant Netherlands
	Keynote Lecture 2: Disruption and Inclusive Innovation	Jikyeong Kang, PhD President and Dean <i>Asian Institute of Management</i>
	Open Forum	

10:30-12:00PM	Human-Centered Design as a Tool for Innovation	Mr. Herl Ramos Head, Experience Education and Advocacy Customer Experience Design, <i>Globe Telecom</i>
12:00-1:00 PM	Lunch break	
1:00-2:00 PM	Human-Centered Design as a Tool for Innovation (<i>continued</i>)	Mr. Herl Ramos Head, Experience Education and Advocacy Customer Experience Design, <i>Globe Telecom</i>
2:00-3:30 PM	Breakout sessions	
	Hack2Work: <i>Making Telecommuting Work</i>	Dale Pascual Jose Technology Strategist, <i>Microsoft Philippines</i>
	Hack2Live: <i>Achieving Zero Hunger</i>	Daniel Salunga <i>National Nutrition Council</i>
	Hack2Learn: <i>Digitizing Public Information</i>	Michael Kristian Ablan Assistant Secretary, <i>Presidential Communications Operations Office</i>
	Hack2Play: <i>Enriching Travel Experience</i>	Paul Galacan Chief Financial Officer, <i>Kezar Innovations</i>
3:30-4:00 PM	Networking break	
4:00-4:30 PM	NGP Data Architecture	JP Acuna Data Architect, <i>NGP</i>
4:30-5:00 PM	Government Common Platform Tools	Jayson Martinez Lead, Capacity Building, <i>NGP</i>



NGP technical staff Voltaire Jeturian provides inputs to the participants during the hackathon.

Hackathon

The main event of Hack4PH was held on 24-25 November. Participants were given 40 hours to work on their solutions. During the hackathon, issue and tech mentors were on hand to give inputs to the participants as they worked on their apps.

A deep dive session on the Government Common Platform (GCP) tools was conducted on the first day. There were also mini-seminars meant to provide useful inputs to participants on data integration, IT security, and pitching.

The hackathon proceeded according to the program below.

Hack4PH Main Program		
Day I: November 24		
8:00-8:30 AM	Registration	
8:30-9:00 AM	Invocation National Anthem	
	Welcome Remarks	Kenneth Hartigan-Go, <i>Asian Institute of Management</i> (in lieu of Ms. Juli Ana E. Sudario)
9:00-10:00 AM	Orientation and Getting to Know You Activity	Florante D. Galura Jr. Event Coordinator, Hack4PH
10:00-12:00PM	Deep Dive on Government Common Platform	Voltaire Jeturian (Portal CMS) Jonathan Nacional (Forms Builder) BPM and Analytics (Jayson Martinez)
12:00-1:00 PM	Lunch break	
1:00-2:00 PM	Room check-in	
3:00-7:00 PM	Hackathon	
7:00-8:00 PM	Dinner	
8:00 PM onwards	Hackathon	Concurrent seminars:
		7:30-8:30 PM <i>Pentaho 101</i>

		JP Acuna, NGP Data Architect 9:30-10:30 PM <i>IT Security 101</i> Mon Nunez
10:00-11:00 PM	Initial Code Review*	
Day 2: November 25		
6:00-8:00 AM	Breakfast and registration	
8:00-12:00 PM	Hackathon	Concurrent seminar: 8:00-9:30 AM <i>Power Pitch: Mastering the Art of Persuasion and Presentation</i> David O'Hagan Chief Firecracker, Kick Fire Kitchen
12:00-1:00 PM	Lunch	
1:00-7:00 PM	Hackathon	
7:00-8:00 PM	Dinner	
8:00 onwards	Hackathon	
10:00-11:00 PM	Second Code Review*	
Day 3: November 26		
6:00-8:00 AM	Breakfast and registration	
8:00-9:00 AM	Final Code Review*	
9:00-10:00 AM	Submission of Codes and Prototypes	
10:00-11:00 AM	Teams: Practice Pitch NGP: Ingress for Pitching and Awarding Ceremony	
11:00-12:00 PM	Room Checkout Lunch break	

**This was based on the original program. Code reviews were made more frequent during the event, as required by the technical team.*

Technical Review

To promote the spirit of the hackathon—building solutions and writing code in a short span of time—the teams were required to upload (Commit and Push) their source codes to a designated code repository (<https://git.hack4ph.gov.ph>) periodically throughout the hackathon. This was done to ensure that all codes written are from the participants, and were written during the event.

As part of the technical review, all other codes not written by the participants (Forked codes, Code Snippets, Frameworks and Libraries) were required to be properly cited. Teams were also instructed to license codes written during the event as General Public License (GPL) to avoid license conflicts and IP issues. Other codes were also required to be open source.

On the morning of 26 November, the teams presented their solutions to a panel for technical review. The panel, composed of NGP consultants and technical staff, reviewed the solutions according to the following criteria:

Criteria for Technical Judging		
Criteria	Points	Range
Proper use of annotations/comments	10	<p>7-10: Complete use of comments describing each class functions and its arguments and variables, and other annotations (if applicable).</p> <p>4-6: Use of comments describing some function variables and its arguments.</p> <p>1-3: Use of comments describing functions only.</p> <p>0: No comments/annotations found.</p>
Proper code formatting <ul style="list-style-type: none"> - Code readability - Consistency 	25	<p>19-25: Clear readability of codes. Consistency in the use of indentation or spaces. Proper number of spaces/tabs in inner content.</p> <p>13-18: Readability of majority of the codes. Mostly consistent use of indentation or spaces. Proper use of spaces/tabs in the inner content.</p> <p>6-12: Somewhat readable codes. Somewhat consistent use of indentation or spaces. Somewhat proper use on the number of spaces/tabs in most of the inner content.</p> <p>0-6: Non-readable codes. Inconsistent use of indentation or spaces. Improper number of spaces/tabs in most of inner content and closing.</p>
Proper code structures <ul style="list-style-type: none"> - Coding style/standards 	20	<p>16-20: Strict use of coding styles or standards.</p>

<ul style="list-style-type: none"> - Dynamic - Proper naming 		<p>11-15: Use of some coding styles or standards.</p> <p>6-10: Inconsistent use of coding styles or standards.</p> <p>0-5: No coding style or standard observed.</p>
<p>Complexity of codes</p> <ul style="list-style-type: none"> - Use of design patterns - Open for enhancements - Open for integration with other technologies and standards 	20	<p>16-20: Proper use of design patterns. Use of abstraction patterns that allows other entities to extend their base behavior. Open for enhancement with no refactoring needed. Open for integration to other technologies or standards.</p> <p>11-15: Use of some design patterns; Open for enhancement with no or minimal refactoring needed; Open for integration to other technologies or standards.</p> <p>6-10: Majority of the code needs to be refactored for enhancements. No integration.</p> <p>0-5: All codes have to be refactored for enhancement. No integration.</p>
<p>Proper use of sources and frameworks</p> <ul style="list-style-type: none"> - Complete citation of source - Follows sources'/frameworks' coding standards 	10	<p>7-10: Proper citation of source. Proper use of sources' or frameworks' coding practices and standards.</p> <p>4-6: Has some citation of the source. Somewhat proper use of sources' or frameworks' coding practices and standards.</p> <p>0-3: No citations. Does not use the sources' or frameworks' coding practices and standards.</p>
<p>Technology Innovation</p> <ul style="list-style-type: none"> - Use of technology - Integration of multiple technologies (Web, desktop, device, IOT) 	15	<p>11-15: Innovative use of technology. Proper use of technology. Use of more than 2 technologies.</p> <p>6-10: Proper use of technology. Use of 2 technologies.</p> <p>0-5: Improper and unoptimized use of technology. Use of only one technology.</p>
TOTAL	100	
<p>Bonus Points: Proper implementation and use of GCP tools</p>		<ul style="list-style-type: none"> - Portal CMS – 10 - Forms Builder – 10 - Open Data – 10 - Business Intelligence and Analytics – 5 - Business Process Management - 5



Pitching and Awarding

In the afternoon, the main hall was opened to the public for the pitching and awarding ceremony.

DICT Acting Sec. Eliseo M. Rio Jr. gave the welcome address while Dir. Nerissa Esguerra of NEDA delivered a keynote presentation on *Ambisyon Natin 2040*, which was the anchor for the entire event. Senior Executive Vice-President Henry Aguda of Union Bank shared his company's experience with *The Hack4Community*. Participating teams, mentors, judges, NCP staff, and consultants with DICT Acting Sec. Eliseo Rio Jr. and the improvements gained from these events.

Each team was given five minutes to pitch their solution, plus two minutes to answer questions from the judges. A unique set of judges was assigned to each challenge.

The program of the pitching and awarding ceremony is detailed below:

Pitching and Awarding Ceremony		
1:00-1:30 PM	Registration	
1:30-2:30 PM	Invocation	
	National Anthem	
	Welcome Address	Eliseo M. Rio Jr. Acting Secretary, DICT
	Keynote Presentation	<i>Ambisyon Natin 2040</i> Nerissa T. Esguerra Director IV, NEDA
		<i>Union Bank's Experience with Hackathons</i> Henry R. Aguda Senior Executive Vice-President & CTOO Union Bank of the Philippines
2:30-3:00 PM	Solidarity Message from Partners and major sponsors	Kezar Innovations Pondr
3:00-3:15 PM	Introduction of Judges and Presentation of the Criteria for Judging	Cynthia Topacio President, CIOF Foundation
3:15-3:30 PM	Networking break	

3:30-6:30 PM	Pitching session	
6:30-7:00 PM	Deliberation period Sponsor pitches	
7:00-7:25 PM	Awarding Ceremony Recognition of Partners	
7:30-9:00 PM	Networking cocktails	

Criteria for Judging

The teams' pitches were judged according to the following criteria:

➤ Impact	35%
➤ Innovation	25%
➤ Creativity	15%
➤ Project maturity, quality, and completion	15%
➤ Sustainability	10%
TOTAL:	100%

Hack4PH Winners

After a brief deliberation period, the following winners were declared:

- Hack to Work: Team Sapantaha
- Hack to Live: Team AgricultuRice
- Hack to Learn: Team OpenAPI.gov.ph
- Hack to Play: Team BeeYahe

Sponsors also gave special prizes. MDI gave one iPad 2018 each to Team DYIPers from Cebu City and Provisional Team 2A. Their choice was based on the technical review. They awarded applications based on how mature and how the GCP tools were integrated into the solution. Meanwhile, Sagesoft Solutions awarded Php 15,000 to Team IPinas.

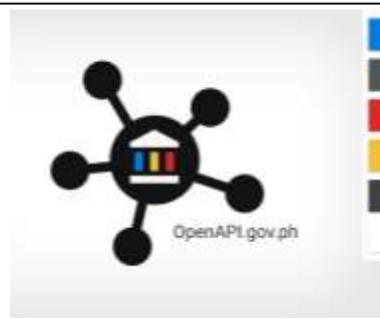
Challenge Champion: Hack2Work

 <p>WORK PANDA By Team Sapantaha</p> <p>Members: Ricardo Osit Lizandro Mayonado Vincent James Valero Tristan Ross Lazaro Nichole John Romero</p>	<p>Work Panda is a mobile app that will show commuters the PUVs plying the route to their office. This will let them see the conditions of their commute route and help them decide whether to go to the office or to a nearby co-working space. It has an interface for both the commuters and the drivers. Drivers will also benefit from the app because they can see where the passengers actually are, instead of stopping at all stations in the hope of picking up passengers.</p> <p>This app also encourages partnerships between companies and co-working spaces to further promote telecommuting. Companies will get the benefit of being able to attract talented employees who otherwise might not want to work for them due to the distance of the office from their homes.</p> <p>Work Panda is innovative because currently, there are no existing apps that shows the location of PUVs based on the desired route of the user. It uses Java or Kotlin or React Native, Firebase or any real-time database, and Nodejs.</p> <p><i>Needed support: Resource and assistance such as infrastructure, servers, marketing, decision-making, and implementation of the project.</i></p>
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Challenge Champion: Hack2Live

 <p>AGRICULTURICE</p> <p>AgricultuRice</p> <p>Members: James Vincent Buizon Arriane Livara Diego Dy Suriaga Luigi Arce</p>	<p>AgricultuRice is a mobile app that diagnoses crop diseases through the use of a smartphone camera and shows a solution to the disease.</p> <p>The app aims to prevent crop yield loss due to diseases and prevent food waste at the production level.</p> <p>The app was designed for farmers and agricultural researchers. It uses machine learning to properly analyze and diagnose crop diseases.</p> <p>In building the app, the team used TensorFlow, an open-source machine learning platform by Google, to help build a convolutional neural network (CNN) for recognizing images.</p> <p>Only an android smartphone is needed to access the application. No internet connectivity needed.</p> <p>To sustain the project after the Hackathon, the team is considering either a “freemium” model, “paymium” model, or a third-party distributor model.</p> <p><i>Needed support:</i> <i>We are in need of more datasets to be able to appropriately develop the solution that we envisioned. Furthermore, marketing would be of great help as our target users are spread all over the nation.</i></p>
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Challenge Champion: Hack2Learn



OpenAPI.gov.ph

Members:

Trinmar Boado
Franz Louis Cesista
Michael B. Fong
Jeffrey F. Florendo

OpenAPI.gov.ph is a tool that converts uploaded files in different formats (word documents, pdf, excel, and image) to queryable APIs. The app has cross-platform capabilities for both mobile and laptop and can be seamlessly integrated to existing systems and websites.

It has OCR capabilities so agency users can upload jpeg pictures and the app will make it searchable, expediting the process of uploading files. This tool can allow easier and faster digitalization of government data as well as allow Filipinos to have easier access to such data.

To sustain the project, the team is looking into a subscription-based business model of Php60,000-70,000 (VAT inclusive) per office branch. There will be 3 phases: Phase 1 (4-6 weeks) Deep Analysis; Phase 2 (2-3 weeks) System Integrations; and Phase 3 (3 days to 1 week) Technical Training.

Needed support:

We are ready to launch but we will need the agency's existing website and server. If this will not be possible, we may request for a GovCloud instance to host the tool.

GCP tools may be integrated later using the Standard OpenAPI. Endorsement from PCOO and DICT will be a big help. Additionally, government mandate or recommendation to government agencies to integrate the tool would be of great help.

Challenge Champion: Hack2Play



BeeYahe

Members:

Jason Occidental
Romar Cablao
Era Sheine Mariz Olgado
Hadji Harris Mukaram Ismael

BeeYahe is a mobile application that aims to simplify travel to unfamiliar places in the Philippines by using QR codes to store important information. The codes can be posted on the main points of entry, public transportation systems, tourist spots, and terminals.

For example, at the airport, QR codes can display emergency numbers and available transportation. On tricycles, they can show the name of the driver, vehicle registration number, fare matrices, etc. On tourist spots, they will give information about the location.

The app will solve the problem of lack of information for tourists in such off-the-track destinations, and will also help promote these places so they can benefit from the growing tourism industry. It will also address the lack of a centralized tourism information system for the country.

The LGU will maintain the QR codes and do the necessary verifications, while the Department of Tourism will help establish the network of local tourism offices across the country. The National Government Portal will provide data storage and sharing services. The app can be further improved with business and data analytics, database management, back-end, and cloud computing.

BeeYahe is a low-resource system that adopts GCP tools and uses less equipment since most of these unfamiliar destinations lack internet access and, sometimes, even phone signals.

The app can generate revenue through project contracts with LGUs, tourism analytics services, and advertising from local establishments.

Needed support:

DICT can help through integration with GCP. BeeYahe uses the data storage and data sharing services of GCP and gaining knowledge and expertise on using the platform would also mean the success of the project. Moreover, DICT also has an established network of LGUs as their partners and that network could help us in expanding the project around the country.

Special Awards



Suroy

Members:

Ruby Cres J. Gayda

Sean Dominic T. Abella

Gregory William Joseph D. Liu

Joseph Karl C. Salva Jr.

Bryne Alric L. Yu

Suroy is an app that aims to help tourists access the public jeepney transportation system. Jeepneys are deeply intertwined with Filipino culture, yet tourists are unaware of how to use them. Potential partners or stakeholders in this app would be the DICT, DOT, and other NGOs that could help integrate it into the public jeepney system.

A Suroy Cube is installed near the entrance of the jeepney. Passengers can press a button upon getting on or off, which increases or decreases the internal passenger count. This is sent via Bluetooth to a phone with the driver running the Suroy Driver app. This passenger count, along with live GPS coordinates, are then transmitted to the cloud.

Prospective passengers using the Suroy Rider app can see where nearby jeeps are and how many passengers are on the jeep so they can plan ahead of time, instead of contributing to the worsening traffic woes. Commuters can also query to see what jeepneys to ride to travel from one place to another.

Suroy is an innovation because there is no existing system to track jeepneys and provide information to prospective passengers as to the availability of these jeeps. The project can generate revenue through advertisements, since the app prompts users regarding places to visit in the area. Platforms used for the app are Android, Firebase, Google Maps and Places API, and Arduino. The GCP Tools used were PortalCMS, Pentaho Analytics, Process Maker, and Form Builder. Furthermore, we hope to contribute to OpenData through the data we can generate with the integration of the device.

Needed support:

More developers could be of great help to improve the app and to optimize the security of the system. Furthermore, a means of creating a steady internet connection in public areas for the jeepney drivers to use or a special collaboration with telcos for the mobile data on the jeepney driver phones.



Foodle

Members:

Brian Bantugan
Bryan Bontilao
Jannieca Camba Sunday
Racquel Sarah Castro
Jowil Mejia Plecerda

Foodle is a mobile food-donation app that makes it fun to give because it features incentives for users and rewards from partners. It is a community-building tool that brings together like-minded people who want to help solve the problem of hunger and food wastage, and expands their reach.

It gamifies the manner in which hunger is addressed and leverages crowd-sourcing and crowd-funding by registered users. It solves the problem of food wastage and hunger through a platform that makes food easily accessible at the local level by mapping out sites and communities of food and food-related information providers. As such, it can be a great tool during calamities and disasters. It involves all sectors of society and helps form corporate partners that can provide incentives to communities, encouraging activities that address hunger and food wastage.

It has a nationwide ranking system for all people who participate in the donation. There is a map of food terminals from the barangays. There will be fact checkers and validators who will screen the uploaded information.

The app is geared toward mobile phone users (individuals and groups) who can donate resources, provide, validate, and share information; and organizations (LGUs, NGOs, POs) that can mediate, facilitate, or coordinate transactions against food wastage and hunger.

To sustain the project after the hackathon, the team hopes to tap funding agencies, crowd-funding, or grants.

The Tech Stack for the app consists of:
React Native (MIT License; Facebook, Inc.) - Framework for building native Android and iOS mobile apps - JavaScript, React - Packages: React Navigation, Native Base, React Native Vector Icons.

Expo - Utility for testing React Native apps on phone or computer emulator.

Google Firebase - Real-time Database, File Storage.

The GCP tools that were integrated were the following: (1) Form builder used in registering a donation via [forms.gov.ph](#); (2) information about Barangay Food Terminals via [data.gov.ph](#); (3) laws and policies that can help inform people about processes that support the project.

	<p><i>Needed support:</i> <i>As this tool is intended to help solve a priority problem of the government, the DICT could help the group locate funds for the further development of the mobile app. It could also introduce the group to venture capitalists who might be interested to become part of the solution. We are essentially a team working together despite the distance, and the DICT can help finance regular face-to-face meet-ups by taking charge of the travel, food, and accommodation costs of the team while it further develops the solution.</i></p>
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 <p>Katipunán.com I Pinás</p> <p>Members: Shanelle Grace B. Recheta Ian Ishmael C. Oderon Marejean G. Perpinosa Zonia Mae C. Quipot</p>	<p>Katipunán.com is an app that features a rating system that allows employers to rate their employees for the grant of telecommuting privileges. The company's KPIs can be incorporated into the app.</p> <p>The employee has a personal GANNT CHART where he/she can allocate how much time he/she wants to spend per task. If the user goes over these allocations, the app will send notifications for work-life balance.</p> <p>It has a game-like structure where tasks are treated like levels and can only be accessed one at a time. There will be a database where all outputs can be consolidated. The app will help motivate employees, since they will need to work hard to earn telecommuting privileges.</p>
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Other Solutions Pitched During Hack4PH

A total of 29 solutions were presented during the pitching and awarding ceremony. Eleven solutions (38%) were presented under the Hack2Live challenge; eight solutions (28%) were presented for the Hack2Play challenge; five solutions (17%) were pitched for Hack2Work; and another five were pitched for Hack2Learn.

In addition to the solutions described in the previous section, the following solutions were pitched at Hack4PH:

Hack2Work

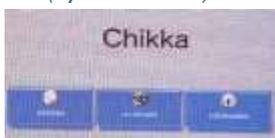
Hack2Work challenged the teams to come up with telecommuting solutions as a way of improving the Filipinos' quality of life so they would have more time to spend with their families and the activities that are important to them. The following were the solutions presented, in the order that they were pitched.

EZwork (by Team Legazpi)



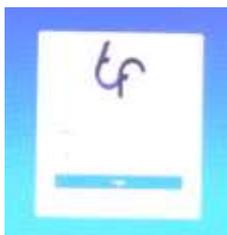
A Software as a Service (SaaS) application that allows users to work anywhere. It integrates the capacities of the best working platforms (e.g., Trello, APIs, recording) into one common platform and includes time tracking. This is in acknowledgement of the current situation that while there are existing productivity apps, these are from different providers and users have to constantly switch between applications. It also integrates virtual reality so the user can be at a place and interact with other people without physically being there.

iCHIKKA (by Think Blue)



iCHIKKA is a real-time, on-demand, secure collaboration platform for government agencies. It is not just a chat app, it is a point of contact for all government transactions. It can be used between agencies and produce big data that government agencies need, from the Office of the President to the LGU level. It is citizen-centric with less hassle and emphasizes data protection with blockchain.

Taskframe (by Team Optimize Prime)



Taskframe is a dashboard that uses data analytics to address the main concern of employers with regard to telecommuting, which is the tracking of employees' work progress, workload, and communication. The employer can see what the employees are doing and the status of their work, so they can adjust tasks accordingly and avoid overloading employees. It has a chat feature for easy communication, and a file sharing program to share documents and other files.

Hack2Live

Hack2Live tested the teams on their ability to come up with innovative solutions to reduce hunger and eliminate food waste, both at the production and consumption levels. The following were the solutions presented, in the order that they were pitched.

Charity App (by Team Adobo Warriors)



The app is envisioned to connect the hungry, the charities that seek to help them, and Filipinos who are in the position to help. The creators of the app want to “think big,” “sustainable,” and “long-term,” because there are millions of hungry Filipinos. According to the team’s research, 90% of wasted food come from groceries, so they created an app where suppliers can sign up, and the charity will pick up their donations. The user can schedule pickup, and see a map of different suppliers in the area. The user can also track inventory and be alerted on which items are nearing expiration. For non-urban areas, the charities will be the ones tasked to distribute food and track the people who are helped. The app also has a rating for food quality and health score.

Afford-a-Food (by Team Afford-a-Food)



This is an e-commerce website with the goal of allowing the poor to access grocery food that are normally sold at a high price, by selling products approaching the end of their shelf life at a more affordable price. According to their research, over 40% of grocery food are left to expire due to the lack of the consumer market that can afford these products. There will be a system where investors and government can reach 4Ps beneficiaries, and involve local groceries and delivery couriers.

Foodbox PH (by Team Code 4 Lives)



Foodbox leverages smartphones to make food donation easier and allows the government to gather funds to create charity work, food companies to advertise their products, and users to avail of discounts. The app allows users to purchase products they need. With every purchase, a certain amount will be allocated to the government, to be used for feeding programs and charities.

Binhi (by Team Equinox)



The Barangay Information Network for Hunger-management Initiatives (BINHI) is a web app that is based on the barangay, since that is where the problem is. It incorporates a barangay information system that has information on the residents, an application for donors, a recycling center, an upcycle center (for distributing food), a dashboard (to generate stats and reports for the government), and reports for government agencies. It also has a forum where barangay residents and officials can communicate.

Foodlens (by Team CHMSC)



Foodlens is a mobile application that provides monitoring and overview to forecast demand and supply, thus avoiding waste. It involves the

private and public sectors, government agencies, producers, suppliers, and citizens. Users can upload their needs (demand) to a repository while producers can upload what they have (supply). The information will be available for users to search. The app can be used to forecast needs to ensure that these will be supplied.

Philharvest (by Team Code Play)



Philharvest is a centralized monitoring database to monitor the movement of supply and demand. It monitors the production of crops and livestock, presents alternative products to cultivate, encourages investment support from investors, and identifies regions that lack resources. It uses analytics for decision-making and regulates the movement of data to avoid hoarding. It also promotes transparency.

Merkado.ph (by Team Busay)



Merkado is a marketplace for farmer's produce, with heat map and analytics. The mobile app uses geotags and shows information on the available produce, who is selling, and at what price. It also has a button that users can use to click and buy. There is a heat map for demand, for supply, and there is also a weekly average price chart. There is also SMS integration since many users don't have smart phones.

Suki (by Provisional Team 2C)



Suki is an app that brings the market within the reach of your fingertips. Users can search for products, compare products, list down choices, and chat with vendors. Vendors display their products in a virtual market and monitor the competition by viewing other vendors within the area. There is also a statistics feature that provides information for stall owners on the most sought-after products by customers. For customers, the app will reduce the hassle of going around the market to canvas for products.

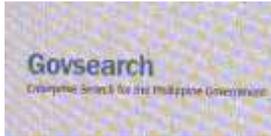


Xcess Express (by Coders Who Code)

This is an app that aims to solve the hunger problem through sustainable food redistribution. It sells products that are close to the expiry date, or are "ugly" and less likely to be bought. In so doing, it will help prevent food waste. Users can be individual consumers or NGOs. The sellers can be big companies, bakeshops, etc. To ensure safety, products are taken off three days before expiry.

Hack2Learn

Hack2Learn challenged the teams to create new solutions to the age-old problem of public access to government information. The following were the solutions presented, in the order that they were pitched.



Govsearch (by Team Infodocs)

Govsearch is an enterprise search application based on open source software that will index and search for documents across government. It aims to hasten and simplify the process of searching for information, which currently takes a considerable amount of time. The system can do automatic index and search when a URL is exposed to it.

Tita Juana (by Team AI4Gov)



Tita Juana is an AI-powered chatbot with the persona of a government employee (“*kawani ng bayan*”). It is a low-tech solution that can be connected to SMS. In developing the app, the team first discovered what challenges the LGU had, then programmed the AI based on these needs.



MyChain (by Team MJAKT)

This app is a digital ID system that uses blockchain and reduces the possibility of hacking because it is decentralized and not stored in a central data store. MyChain will speed up the process of applying for government IDs, licenses, etc. while making it more secure.

Search Algorithm (by Team SibuyasPH)



Team SibuyasPH came up with a search algorithm that will grab the content of existing websites, to aid in giving people the information they are looking for. When a user performs a search, it will be able to grab the public content that are posted on government websites and lead the user directly to the source.

Hack2Play

Hack2Play challenged the teams on their capacity to come up with new solutions to make travel in the Philippines easier and more fun. The following were the solutions presented, in the order that they were pitched.

Taralets (by Dream Team Pilipinas)



Taralets is an all-in-one app designed to enhance social and collaborative planning to enrich travel in the Philippines. Users can plan trips and share these with their friends, and post new locations or accommodations that are not in the database. These can be

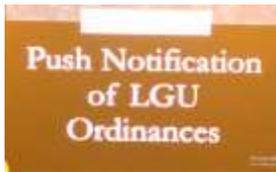
updated and put into the library so the next set of travelers will have a better itinerary. To protect their security, users can keep trips private during the trip and broadcast it afterwards.

Entourage (by Team Entourage)



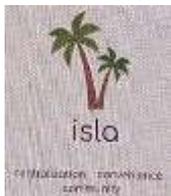
Entourage is an itinerary app that matches local tour “navigators” (tour guides) and “explorers” (tourists), with a feature to track them both so they don’t lose each other while on the tour. Users can sign up as either a navigator to offer local customized tours, or as an explorer to experience local tour offerings. There will be a verification process for the safety of users.

Push notifications of LGU ordinances (by Team SOBAPCO)



Push notifications will inform tourists about relevant ordinances so they will have a hassle-free trip. The user will download the app and get notified on existing LGU ordinances in his destination, based on GPS. The app has a portal API to centralized LGU ordinances. There is a setting where the LGU will choose which laws they will push.

Isla (by Team 4A+U)



A travel app that features a unique “local impact rating” to show how the tourist has contributed to the local community’s economy. The app measures impact in terms of how many local workers benefited from the user’s activities. The app will also highlight less known destinations in the country.



Pedal (by Team Wireframe)

Pedal is a bike-rental app, similar to an “AirBnB” for bikes. Users can book a bike and have an eco-friendly travel experience. As an additional perk, users can pedal to anywhere they want, because they are not bound to local transportation routes. For everyone’s safety, both the users and bike owners are registered. The app has a social platform, so if users are travelling with a group, they can interact with local bikers, to organize and collect enough bikes.



Pinvel (by Team Epic)

The Pinvel app is a community-based social app that allows users to share, and view travel experiences on a point-by-point flow. The app enables users, especially DIY travelers, to be guided by others’ travel experiences.

Expenses

The bulk of the expenses for Hack4PH were shouldered by the National Government Portal. Cash prizes amounting to Php 400,000.00, as well as other prizes in kind, were raised by co-organizer CIO Forum Foundation, Inc.

Item	Cost
Banners <i>(Note: Amount should be higher next time; not enough for the event)</i>	1,902.00
Collaterals (PR figures only) (Big cheques, button pins, polo shirts for participants and organizers)	120,000.00
Frames and stickers (in lieu of plaques, etc., for winners, mentors, and sponsors)	6,999.25
Pre-hackathon (food and venue)	279,840.00
Hackathon and Pitching and Awarding ceremony	1,661,300.00
Cash prizes (c/o CIOFF and sponsors)	400,000.00
Incidental expenses (printing, meals, etc.)	11,904.00
TOTAL	2,481,945.25

Feedback and Conclusion

Public response

When Hack4PH was announced on www.gov.ph and the Facebook page of the National Government Portal, there was a positive response from the general public. The announcement was picked up and carried by several websites, and event posters were shared across various IT and technology-related groups.

While there was palpable surprise that the government was actually reaching out and asking its citizens for help—it was clearly a welcome surprise. A lot of people wanted to pitch in and contribute to helping the government solve the country's problems, and were pleased that the government was willing to adopt new technologies. Since the initial message was that Hack4PH was open to everyone who had an idea and wanted to help co-create the future that Filipinos want, it also attracted professionals from a wide range of fields who wanted to do their part in this endeavor.

The Hack4PH experience

Overall, the participants, mentors, judges, and partners found Hack4PH as a great experience. The participants reported that they learned a lot during the hackathon, and were able to better appreciate the government's initiatives and the projects of DICT. In particular, they valued the learnings they got from the sessions on data security and the government common platform tools, as well as the helpful insights that they got from the mentors. They also enjoyed brainstorming and working together to do what they can to solve the problems of the country.

Meanwhile, the judges appreciated the diversity of ideas, creativity, and the different approaches the participants used to tackle each problem. One mentor remarked on the vibrant “energy to change things, do things, and do good work for the nation,” that was prevalent among the teams.

It was also interesting to note that while there were sentiments that the teams were not on equal footing since there were pre-constituted teams who already worked together since the beginning, and provisional teams who just met during the hackathon itself—two of the champions, and two special awardees, were provisional teams. In terms of gender, one participant who has been in IT for over a decade remarked that it was good to see there were more women participants, because in his experience, there used to be very few females in the IT field.

Since Hack4PH was a first for the NGP, there were issues that cropped up during the activity that provided important lessons for succeeding hackathons. Foremost among these was the need for sufficient lead time to prepare for the event, given the long internal processes in government that can be very time-consuming. Closely associated with this is the need for a dedicated team assigned to the hackathon, since it involves a lot of work and coordination.

Equally critical is to set clear goals, expectations, and mechanics for the event, and to ensure that everyone involved (management, core staff, partners, sponsors, participants) have a common

understanding of these from the very beginning. Since the “hackathon” is a fairly new concept and there are different types of hackathons, it is critical to be on the same page to achieve the desired results.

Another important lesson is to consider focusing future hackathons on actual pain points that end-user agencies or sectors themselves have identified. This way, there would be intrinsic engagement from challenge-owners and they would be deeply involved in all steps of the process. Most importantly, this would also maximize the ability of the participants to make a difference and solve problems—because more than the prize itself, this emerged as the major motivation for many of them.

Conclusion

Hack4PH successfully brought together government, the private sector, academe, civil society, and citizens who wanted to help shape the future that Filipinos want. The overwhelming response from stakeholders manifested in the diverse composition of judges and mentors, namely, government executives, corporate leaders, academicians, and civil society actors. The community formed in this Hackathon opened opportunities for networking, capacity building, pilot testing, incubation, and scaling up, among others. This arrangement intends to create an enabling environment where different individuals and teams can work together after the competition.

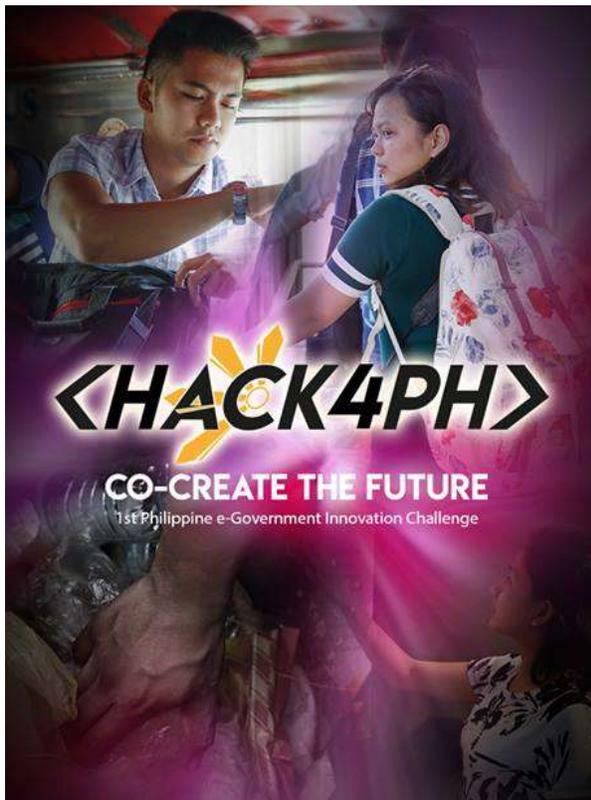
It provided a venue where each sector brought the best of what it had to offer and became a space for sharing expertise and learning across sectors, industries, and generations. Ninety-five percent (95%) of participants expressed their willingness to join succeeding hackathons and looked forward to being given another opportunity to help the country—while learning, expanding their networks, and challenging themselves on what they can come up with to contribute to solving the nation’s challenges.

Based on the response from the stakeholders of the event, and with the NGP’s thrust toward e-governance and a more citizen-centric government, this initial foray into citizen engagement promises a positive response for succeeding ventures.

Sponsors

The National Government Portal (NGP) is a government project and as such, cannot directly receive cash donations from sponsors. To raise the cash prizes amounting to Php 400,000, the NGP partnered with the CIO Forum Foundation Inc (CIOFF). It was the CIOFF that did the coordination and received the donations on behalf of the NGP.

The companies were categorized into two: major sponsors, which contributed funds for the cash prizes; and partners, which gave non-monetary contributions, such as capacity-building, in-kind prizes, technical support, etc. In addition, there were also “challenge-owners,” which are government agencies whose mandate were directly related to the challenges.



ORGANIZED BY:



OUR MAJOR SPONSORS:



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Major Sponsors: Unionbank; ISI Icomteq; SMS Global Technologies Inc.; Kezar Innovations; Hitachi; Cisco

Partners: Outsystems; Nokia; Microsoft; Pondr; Asian Institute of Management; Kickfire Kitchen; Globe; American Technologies Inc.; Micro D International; Sagesoft Solutions, Inc.

Challenge-owners: NEDA; PCOO-FOI; National Nutrition Council; TIEZA; Institute for Labor Studies

APPENDICES





Hackathon winners pitch solutions at CIO conference

[NATIONAL GOVERNMENT PORTAL- FRIDAY, DECEMBER 7, 2018](#) 146 Reads

Winners of the recently concluded “Hack4PH: The First eGovernment Innovation Challenge,” presented their solutions at the fourth general membership conference of the CIO Forum and the CIOF Foundation on Thursday, 6 December. The CIOF Foundation was the partner of the National Government Portal in organizing the hackathon.

Team Sapantaha presented their telecommuting app WorkPanda; Team AgricultuRice highlighted their solution that diagnoses rice crop diseases; Team OpenAPI.gov.ph discussed their protocol that converts government files to “queryable” APIs; Team BeeYahe showcased their app that uses QR codes to store important information for tourists. Meanwhile, Provisional Team 2A presented Foodle, an app that facilitates the donation and distribution of food, and rewards donors with tax incentives.

George Kintanar, chairman of the CIOF Foundation, explained why the Foundation supports Hack4PH and the DICT. “We want to harness the best of Filipino brains to have the best solutions for the Filipino,” he said.

Ultimately, the CIOF and CIOF Foundation’s goal is to have a digital leadership program led by the DICT and DBM toward government digital transformation, Kintanar said.

The conference, held at the at the Crowne Plaza Hotel in Ortigas, Pasig City, brought together over a hundred current and former government chief information officers (CIOs), advocates from the public sector and industry, and guests who are passionate about their work to promote digital transformation in the government.

In his keynote message, DICT Acting Secretary Eliseo M. Rio Jr. emphasized the robust state of public-private partnerships in the field of ICT. He also highlighted DICT’s initiatives toward digital transformation, particularly the building of a broadband infrastructure that would reach areas not covered by commercial providers and the selection of the third telco. “We have a vision in DICT,” Rio said. “By 2020, the Filipino people will start feeling a big improvement in our ICT industry.”

Meanwhile, National Privacy Commissioner Raymund E. Liboro emphasized the vital role of CIOs in the country's road to digital transformation. Since the government is the largest repository of citizens' data, he stressed the importance of data protection. In the case of the national ID, Liboro explained that the Philippine national ID will be the first national ID system in the world that is privacy-designed, unlike older systems that did not have to contend with such issues.

During the conference, sessions were devoted to next generation technologies that will be able to help government harness the power of ICT on its way to digital transformation. Topics featured specific solutions such as artificial intelligence, integrated resource planning systems, data analytics and integration, and data-driven innovation.

Hack4PH Internal Assessment, Feedback, and Recommendations

Phase	What Went Well	What Went Wrong	Future Recommendations
PLANNING			
		Initially, it was unclear how a hackathon should be held.	Tie-up with groups who have extensive experience with hackathons, or on the specific area we lack expertise in.
		No clear objectives for the hackathon from the beginning; Hackathon design is more on GCP tools marketing, learnings weren't highlighted and how to bring it to DICT; <i>what's in it for NGP/DICT?</i>	Identify clear goals for hackathon, because these will affect the promotions, mechanics, and results of the activity.
		Too little time to prepare for actual event; lack of manpower because staff were busy with other events.	Ensure that no other major events are planned in the week(s) before the hackathon.
		There was little executive support; no special order.	
<i>Participants</i>	A broad range of professionals across a variety of fields responded to the call for participants.	Participants did not match the project/sponsors expectations.	Level off with all stakeholders re expectations about the entire activity at the very beginning.
<i>Challenge owners</i>		There were target challenge owners who did not respond as expected. It was difficult to invite government personnel to attend activities on weekends.	Start with real problems identified by these agencies and work with them so they will really "own" and be involved in the challenges.
<i>Mechanics</i>		Detailed mechanics were finalized late in the process. Final mechanics were sent via email for comments but there was no feedback.	Set mechanics at the beginning.
		Mechanics prohibited pre-coding, but many teams had already pre-coded.	Clarify objectives: is the goal to see how well they can perform within the allotted time, or how well-developed their apps are? The objective should be integrated in

			the design, mechanics, and criteria for judging of the next hackathon. If the organizers want to prevent pre-coding or advance development, the theme and criteria should be announced only on the day of the hackathon.
		Uneven weight of pitching and technical judging in the final score.	Increase importance of the technical rating.
		BeeYahe and Suroy just had .14 difference in score.	Mechanics should allow for a tie when the difference is less than one point; and have placers, too, instead of just one champion. Also, look into providing other awards such as People's Choice, etc.
		Some came to the event with an idea and mistook the event as an ideation contest.	Clarify objectives and messaging.
		There were no rules on time for the pitching in case of interruptions.	Set clear guidelines.
		Complete rubrics for both qualitative and technical should have been given before the event. Scores should also be released for full transparency.	These should be prepared at the outset.
<i>Budget</i>		No approved budget; budget still has to be finalized.	There should be enough lead time to prepare.
<i>Transportation</i>	CHED memo enabled schools to shoulder the transportation of their faculty and students.	Transportation bursaries did not push through, causing some qualifiers to back out and lessening the percentage of provincial participants.	Start planning early so there would be more time to raise funds for transportation and to secure travel documents.
<i>Staffing</i>		No official hackathon committee was formed, resulting in lack of manpower because other staff were busy with their jobs.	Formally constitute core team.
<i>Promotions</i>	Purely online; no funds spent for promotions.		
	Call for participants was carried by many		Consider involving DICT Info Division so they will also carry it

	other websites and Fb groups.		on their website, not just the Facebook page.
		Certain messages weren't clear to the public; people thought Hack2Work was about coming up with solutions to traffic and commuting, and that Hack2Learn was about education.	Pre-test messaging with target participants before launch.
	"Likes" on NGP Fb page increased		
REGISTRATION			
		Registration form lacked needed fields, such as age and background of team members.	Plan ahead to forecast what information would be needed from participants and include these in the form; require pic or photo ID.
		Late submission of list of names, which resulted in the delays of account creation.	Allow enough lead time.
		There was no automatic notification for successful registrations.	Notify applicants if registration is successful.
		The criteria for judging (technical and pitch scores) weren't available during the registration period. The criteria will guide applications to better address each challenge's problem statement.	Make all relevant information available at the time of registration.
			To better assess entries, require a project charter instead of just a description of the idea.
Screening		Forms builder was difficult to use. Registrations were initially emailed to the organizing committee as pdf files. Later, an Excel file was created, but a lot of the data still had to be manually extracted from the linked forms.	Improve the application or use an easier alternative, such as Google Forms.
		Lack of time for screening because of the extended deadline.	Stick to original deadline; Perhaps come up with "false" deadline to allow for applicants who insist on extensions, then a final deadline that will not be extended.

		Number of teams that were qualified were over the target of 20 teams; in two challenges, teams had more competitors.	There should be equal number of teams per challenge.
		Imbalanced number of participants per team.	Initial mechanics stated teams can have 3-5 members; perhaps future hackathons could set a definite required number.
<i>Announcement of qualifiers</i>		Qualifiers were announced just two days before the pre-hackathon.	There should be enough lead time between the announcement and the next activity to allow participants time to secure needed documents and funding. A participant who is a government employee suggested 1 month.
PRE-HACKATHON			
		Participants were not able to maximize the inputs during the hackathon since they had to code.	Move all the sessions to the pre-hackathon event and leave the hackathon weekend purely for coding and brainstorming.
		The pre-hack was optional; some participants did not watch the live stream of the pre-hackathon.	If there are specific requirements for the hackathon that participants need to know, the pre-hack should be required.
HACKATHON			
<i>Registration</i>		There was no verification if the participants who arrived were actually the ones who registered.	Require ID upon registration.
		Button pins did not arrive on time so staff had to make do with stickers	Order collaterals way ahead of time.
		There was no way for participants to identify who were the organizers, mentors, participants within the same challenge.	There should be an easy way to identify them, such as uniform, name plates, shirts, etc.
<i>Rules and guidelines</i>		Participants commented that rules kept changing and were not enforced.	Rules should be clear and enforced.
<i>Program</i>		Hack proper started late due to technical (internet) and logistical adjustments.	Detailed design of the room and ocular before the event; ensure internet access is working.
		Sudden announcements from organizers during the hack distracted the participants during their brainstorming.	Schedule announcements during breaks.

		No DICT official was present in the opening program; it was AIM who delivered the welcome remarks.	There should be a DICT official during the opening program.
		Participants wished all the seminars were done before the hackathon. Though they wanted to attend all the sessions, they had to choose between attending and coding.	All inputs should be available before the hackathon so these could be maximized by the participants.
<i>Pitching and awarding</i>		Participants found it rude how the judges were interrupted when the time was up.	Next time, maybe a beep or bell would suffice. Or time the judges' response.
		Pitching program was too long because of the number of participants.	Next time, consider having the pitching of different challenges done simultaneously in breakout judging sessions. Only the winners would pitch in the plenary.
<i>Judging and criteria</i>			<p><i>Suggestions from participants:</i></p> <ul style="list-style-type: none"> - Criteria should be focused on the theme per category, if it can be implemented and it will really solve the problem. Percentage of idea of solution and prototype should be increased because it is a hackathon. -Technical code review: make it more technical (as in reviewing of CODE), not just asking the applications used by the team. -Ideas and long-term potential should be greater than technical criteria.
			Include specs and full documentation of apps in the requirements for judging, for documentation purposes.
<i>Mentors</i>			Mentors should be helpful in suggesting more ideas about the app, not just criticizing it and making comparisons. Add a mentor that is really an expert in hackathons and coding so they will know if the system is doable within the hackathon period.
<i>Technical</i>		Participants mentioned issues with extension cords.	Organizers should ensure there will be enough extension cords during the activity.

		Many participants were not able to maximize the use of GCP tools.	Make GCP tools available before the start of the hackathon.
		Intermittent and slow internet connection.	Ensure stable connection before the hackathon.
		Participants found the frequent pushing too restrictive.	Lessen the frequency of pushing.
<i>Venue and accommodation</i>		Some participants said the plenary was not conducive for working. Some found the venue too cold for comfort, and their tables were too small.	Next time, coding in the rooms may be allowed if the tech team will allow it and if participants are given one room per team.
		Some participants from the provinces had no place to stay after the hackathon.	Accommodation should take into consideration the time of arrival and departure of the participants.
<i>Food</i>		No AM snack for the first day due to lack of budget and delays in management decision.	AM snack should be required, especially since there were participants who traveled from the provinces.
		No midnight snacks.	Include in the budget.
<i>Others</i>			Include raffles from sponsor to make it more enjoyable.
			From participant: Hope DICT will also allow all finalists to further co-develop the apps as everyone will want to contribute to our country's future.
NEXT HACKATHON			
			Next hackathon could hopefully be in June 2019 for ICT month. As early as January, think already about the target sectors.
			Explore possibility of clustering small hacks (for immediate solutions) and big hacks (for complete projects).

Hack4PH Scores

HACK2WORK								
	PITCHING (85%)					TECHNICAL (15%)		
TEAM	IMPACT (35)	INNOVATION (25)	CREATIVITY (15)	SUSTAINABILITY (10)	PITCHING TOTAL (85)	CODE REVIEW SCORE TOTAL	TOTAL SCORE	Rank
SAPANTAHA	30.25	21.25	12	7.5	71	9.39	80.39	1st
1PINAS	26	20.25	9.75	5.75	61.75	9.32	71.07	2nd
LEGAZPI	21.25	13.75	9	5	49	9.62	58.62	3rd
OPTIMIZE PRIME	17.25	12	5.5	4.25	39	8.85	47.85	4th
THINK BLUE	16.25	11.75	6	3.25	37.25	7.86	45.11	5th

HACK2LIVE								
	PITCHING (85%)					TECHNICAL (15%)		
TEAM	IMPACT (35)	INNOVATION (25)	CREATIVITY (15)	SUSTAINABILITY (10)	TOTAL (x85%)	CODE REVIEW SCORE TOTAL	TOTAL SCORE	Rank
AGRICULTURICE	33.5	23.25	13.5	10	80.25	12.15	92.4	1st
2C	31	24.33333333	11.66666667	9.333333333	76.33333333	8.25	84.58333333	2nd
EQUINOX	31.25	20.5	12	7	70.75	8.38	79.13	3rd
CHMSC	29.5	19	10.25	6	64.75	9.45	74.2	4th
CODERS WHO CODE	27.66666667	18.66666667	12	7.333333333	65.66666667	7.07	72.73666667	5th
2A	27	17.33333333	10	7	61.33333333	10.86	72.19333333	6th
AFFORD-A-FOOD	27.5	19.5	10.5	5.5	63	6.79	69.79	7th
BUSAY	22.25	17.75	11.5	6.75	58.25	10.99	69.24	8th
CODE4LIVES	19.66666667	17.66666667	12.33333333	6.333333333	56	9.9	65.9	9th
ADOBO WARRIORS	22	18.75	12.5	7.5	60.75	3	63.75	10th
CODE PLAY	24.66666667	15	6	7	52.66666667	9.26	61.92666667	11th

HACK2LEARN								
TEAM	IMPACT (35)	INNOVATION (25)	CREATIVITY (15)	SUSTAINABILITY (10)	PITCHING TOTAL (85)	CODE REVIEW SCORE TOTAL	TOTAL SCORE	Rank
OPENAPI.GOV.PH	30.67	22.67	12.67	5.67	71.67	12.51	84.18	1st
MJAKT	32.00	23.67	9.67	6.00	71.33	11.27	82.60	2nd
AI4GOV	30.67	22.33	13.00	6.00	72.00	10.39	82.39	3rd
INFODOCS	29.33	20.33	10.33	7.00	67.00	10.05	77.05	4th
SIBUYAS	25.33	18.00	9.67	5.00	58.00	7.97	65.97	5th

HACK2PLAY								
TEAM	PITCHING (85%)				TECHNICAL (15%)		TOTAL SCORE	Ranking
	IMPACT (35)	INNOVATION (25)	CREATIVITY (15)	SUSTAINABILITY (10)	PITCHING TOTAL (85)	CODE REVIEW SCORE TOTAL		
BEEYAHE	29.00	19.67	12.67	8.33	69.67	8.01	77.68	1st
DYIPERS	25.00	19.67	11.67	7.00	63.33	14.21	77.54	2nd
WIREFRAME	28.00	19.67	10.67	7.67	66.00	7.03	73.03	3rd
ENTOURAGE	25.33	16.33	10.00	6.33	58.00	9.47	67.47	4th
DREAM TEAM PILI	24.67	17.33	10.33	6.67	59.00	0.47	59.47	5th
4A+U	17.33	16.00	8.33	4.67	46.33	8.53	54.86	6th
EPIC	14.67	12.00	7.00	4.00	37.67	7.74	45.41	7th
SOBAPCO	15.00	11.33	6.00	4.67	37.00	7.41	44.41	8th

Hack4PH Participants

TEAM NAME	NAME
HACK2WORK	
PROVISIONAL TEAM 1-A	SHANELLE GRACE B. RECHETA
	IAN ISHMAEL C. ODERON
	MAREJEAN G. PERPINOSA
	ZONIA MAE C. QUIPOT
TEAM LEGAZPI	JUSTIN BALDERAMA
	JAY MHELSON BAS
	JHON MIKE BALLESTER
	JOHN MARION L. GREFALDO
	HAKEEM MAGAYANES
TEAM OPTIMIZE PRIME	ERIC M. ANASTACIO
	MARK STEVEN A. NONATO
	PRINCE ALVINSON SERDANCO
	ROWELL S. DAVID
	YANLEE T. FALYAO
TEAM SAPANTAHA	LIZANDRO E. MAYONADO
	NICHOLE JOHN T. ROMERO
	RICARDO A. OSIT JR.
	TRISTAN ROSS S. LAZARO
	VINCENT JAMES T. VALERO
THINK BLUE	JOSE ACHMAD V. PALALA
	JOHN DAVE DECANO
	MELVIN C. FERRER
HACK2LIVE	
ADOBO WARRIORS	ELIZABETH T. SUMALDE
	KHARLO J. RIDADO
	RIVA UY
CODE4LIVES	JAMES PATRICK C. DE PERIO
	MARJORIE L. TIOZON
	MC JOVER P. DACANAY

CODERS WHO CODE	CHER OHELLA MARGARET T. PANLILIO
	CHIARA S. LEDESMA
	LEO ISAIAH P. YAP III
	MARIA MICHAELA E. JAZMINES
PROVISIONAL TEAM 2-A	BRIAN S. BANTUGAN
	BRYAN G. BONTILAO
	JANNIECA P. CAMBA
	JOWIL M. PLECERDA
	RACQUEL SARAH A. CASTRO
PROVISIONAL TEAM 2-C	ARMANDO T. VILLANDRES
	CHRISTIAN L. GARILLO
	CHRISTIAN R. PANGAN
	IVY DL. SAN JUAN
	MARY JOY M. MANAOG
TEAM AFFORD-A-FOOD	CHRISTIAN B. GASPAR
	DANIELLE VERA P. DAVID
	JEAN MICHEL GABRIELLE C. GOMEZ
	JOHN CARLO C. JUMAWAN
	NHORIZA CINDY M. ICARO
TEAM AGRICULTURICE	ARRIANE E. LIVARA
	DIEGO D. SURIAGA
	JAMES VINCENT L. BUIZON
	LUIGI MIGUEL A. ARCE
TEAM BUSAY	DARYL P. PONGCOL
	JESREY MARTIN S. MACASERO
	LEX BRYAN B. BANGOT
	MARK ANGELO G. NAMBATAC
TEAM CHMSC	JENNIFER P. JUANEZA
	JOE MARIE D. DORMIDO
	JOSE ARMIN G. MANINGO JR.
	RUBEN M. LLADOC JR.
TEAM CODE PLAY	CAROLINE E. IGNACIO
	DANISE GABRIEL M. DE PERIO

	FAIRLIN P. LAVARO
	JUDE JOEL T. GARAY
	MARK ANTHONY D. MARCIAL
	CECILIA E. TADEO
	JENREE ROBERT S. PANGAN
	JOSHUEL N. RANOLA
TEAM EQUINOX	MARC ROGER BACORDIO
HACK2LEARN	
	LIEZL ANN O. MOTILLA
	MARIE FATIMA I. GAW
	FATIMA VICTORIA B. DEL ROSARIO
AI4GOV	CHARMAINE DISTOR
	JUSTIN S GOYANKO
	JOHN ERIC R. BIE
	RODEL, B, BERNABE
	KRISTINE N GUARDIAN
INFODOCS	PRINCESS MAY Y. CRUZ
	KEMP SHERWIN, S, PO
	JUAN MIGUEL ALFONSO, A, HABANA
	ALYSSA NICOLE, N, TY
	ANTONIO III, G., CALLANTA
MJAKT	JUDE ANTONIO D. BAUTISTA
	JEFFREY F. FLORENDO
	MICHAEL B FONG
	TRINMAR BOADO
OPENAPI.GOV.PH	FRANZ LOUIS T. CESISTA
	MICHAEL D. LIBNAO
	ARES M. BALCARSE
PROVISIONAL TEAM 3-C	CRIS JOHN LLOYDS G. RENDOQUE
TEACHERS4TECH	JASON A. CATADMAN
HACK2PLAY	
4A+U	HADRIAN PAULO M. LIM
	JAC LIN T. YU

	JAKOV IVAN S. DUMBRIQUE
	LOUISE GILLIAN C. BAUTISTA
	MARIA REGINA E. ESTUAR
	RENZO P. TAN
DREAM TEAM PILIPINAS	BEATRICE NICOLE E. ACUÑA
	JERICA ANN R. DUCANES
	MIGUEL GERARDO D. OABEL
	RUBEN KRISTOFFER P. CARIÑO
	WENDY GENEVA S. LEONOR
PROVISIONAL TEAM 4-A	ERAH SHEINE MARIZ SP. OLGADO
	JASON T. OCCIDENTAL
	ROMAR N. CABLAO
SOBAPCO	DONALD B. SALMINAO
	EMIL LAWRENCE PEQUERDA
	JUESS PAUL BACODIO
	ROBERTO A. BALLENAS JR
	VANCE LIEF PEDROSO
TEAM DYIPERS	BRYNE ALRIC L. YU
	GREGORY WILLIAM JOSEPH D. LIU
	JOSEPH KARL C. SALVA JR.
	RUBY CRES J. GAYDA
	SEAN DOMINIC T. ABELLA
TEAM ENTOURAGE	FRANK PHILIP P. SARTE
	JOHN KEITHLEY L. DIFUNTORUM
	ROTHER JAY B. COPINO
TEAM EPIC	ANDREW M. BERANIA
	JERALD JOHN P. GALICHA
	JEROME C. ENDAYA
	JESSIE B. BADILLA
	KIM BENEDICT A. SOLANO
TEAM WIREFRAME	JUSTIN M. SANORJO
	RENIELLE TOLENTINO CARPIO
	WILMAR L. GOPOLE

Hack4PH Judges

Challenge	Judges
<p>Hack2Work: Making Telecommuting Work</p>	<p>Ahmma Charisma Lobrin - Satumba Executive Director Institute for Labor Studies</p>
	<p>Richard Bon Moya National Technology Officer Microsoft Philippines</p>
	<p>Ariane Munar Head for Social Innovations Globe Telecom</p>
	<p>Ryza Dipatuan Co-founder Pondr</p>
<p>Hack2Live: Achieving Zero Hunger</p>	<p>Hygeia Ceres Catalina B. Gawe Chief, Nutrition Surveillance Division National Nutrition Council</p>
	<p>Vincent Tobias Head of Innovations Ayala Corporation</p>
	<p>Jennifer Pacatang Project Manager Department of Information and Communications Technology</p>
	<p>Daniel Salunga Nutrition Officer National Nutrition Council</p>
<p>Hack2Learn: Digitizing Public Information</p>	<p>Michael Kristian Ablan Assistant Secretary Presidential Communications and Operations Office</p>

	<p align="center">JP Acuna Executive Director Foundation for Media Alternatives</p>
	<p align="center">Niña Terol Co-founder and Chief Fireball Kick Fire Kitchen</p>
<p align="center">Hack2Play: Enriching Travel Experience</p>	<p align="center">Racquel Dela Cruz OIC - Department Manager, Management information Tourism Infrastructure and Enterprise Zone Authority</p>
	<p align="center">Mikael Angelo Francisco Technology & Lifestyle Journalist and Editor-in- Chief flipscience.ph</p>
	<p align="center">Tivon Mallillin Competency Development Manager Nokia</p>

Hack4PH Mentors

Mentors	Position	Affiliation
Kenneth Hartigan-Go	School Head, Stephen Zuellig Graduate School of Development Management	Asian Institute of Management
Richard Bon Moya	National Technology Officer	Microsoft Philippines
Ma. Carmen Testa	Adjunct Professor	Asian Institute of Management
Primitivo Mallillin	Competency Development Manager	Nokia Technology Center Philippines
Francis Jan Macam	Research and Development Engineer	Nokia Technology Center Philippines
David O' Hagan	Chief Firecracker	Kickfire Kitchen
Arbin Baquial	User Experience Manager	Globe Telecom
Michelle Manza	Lead Engagement Officer	Freedom of Information PMO
JP Acuna	Data Architect	National Government Portal
Raymond Nunez	IT Security Consultant	National Government Portal
Jayson Martinez	Team Lead, Capacity Building	National Government Portal
Gideon Ponio	Team Lead, Data Management	National Government Portal



Republic of the Philippines
OFFICE OF THE PRESIDENT
COMMISSION ON HIGHER EDUCATION



MEMORANDUM FROM THE CHAIRMAN

FOR : ALL CHED CENTRAL AND REGIONAL OFFICE DIRECTORS
ALL PRESIDENTS / HEADS OF PUBLIC AND PRIVATE HIGHER
EDUCATION INSTITUTIONS (HEIs)

SUBJECT : PARTICIPATION IN THE NATIONWIDE COMPETITION
ENTITLED: "HACK4PH: THE 1ST PHILIPPINE E-GOVERNMENT
INNOVATION CHALLENGE", ORGANIZED BY THE NATIONAL
GOVERNMENT PORTAL (NGP) TO BE HELD ON NOVEMBER 23-
26, 2018 IN METRO MANILA

DATE : October 22, 2018

In accordance with the pertinent provisions of Republic Act (R.A.) 7722, otherwise known as the "Higher Education Act of 1994", this Office hereby endorses the above undertaking organized by the National Government Portal (NGP) the support and participation of all concerned.

These activities are open to all interested participants from Higher Education Institutions (HEIs).

Participation of officials, employees and students from private higher education institutions shall be VOLUNTARY. Officials and employees of State and Local Universities and Colleges (SUCs and LUCs) who will participate in this activity should obtain prior approval from the President/Head of their respective institutions and are hereby reminded to observe proper use of government funds in accordance with the Department of Budget and Management (DBM) National Budget Circular No. 563 and Budget Circular No. 2017-5.

For registration and further information, you may coordinate with the organizers through Mr. Florante Galura, Jr. via email at fdgalura@dict.gov.ph. or through chat at www.facebook.com/nationalgovernmentportal.

Wide dissemination of this Memorandum is desired.


J. PROSPERO E. DEVERA III, DPA

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