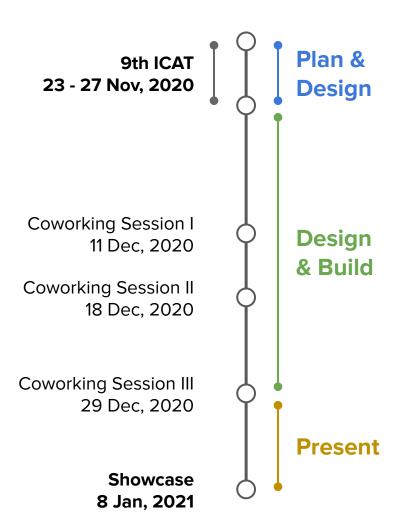




The Tech-a-thon at the 9th ICAT is a fully virtual event that will provide an opportunity to design and build a project in accordance with the values of Appropriate Technology. Teams will have several weeks to design a detailed solution or construct a prototype in response to one of the challenge problems presented by our planning committee.

Tech-a-thon participants will be able to attend the tech fair, workshops, and paper sessions at the 9th International Conference on Appropriate Technology.

At the culmination of the techathon, projects will be evaluated and winning teams will receive monetary prizes of up to \$1,200.

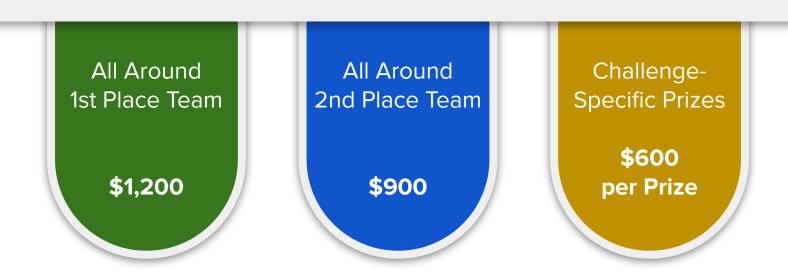


During the 9th ICAT, the conference committee will present challenge problems involving engineering and/or computing that align with the UN Sustainable Development Goals. Teams will start to plan and get feedback on their projects throughout the conference.

Following the conference, teams will get to work developing a detailed plan or prototype, depending on the nature of their design. Three working sessions will be planned, so that teams can receive feedback from each other and from the committee.

Each team will record a presentation of their detailed design or prototype. Presentations should include information on how the technology could be deployed, who would maintain it, etc. The presentations will be showcased in January, and judged on prototype fidelity, feasibility of implementation plan, relevance to Appropriate Technology, and other criteria.

#### Tech-a-thon Showcase Prizes



In addition to prizes for all-around best team projects, there will be multiple prizes given for specific challenge areas. Detailed judging criteria and prize targets will be presented during the techathon kickoff at the 9th ICAT.

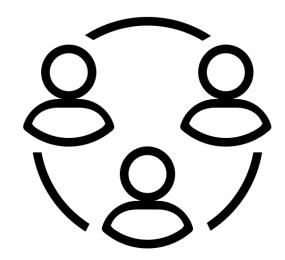
Note that anyone may participate in the techathon, but only student teams may compete for prizes.

## Tech-a-thon Team Formation

Now through 27 Nov, 2020

Participants will organize themselves into teams to address a challenge problem. Teams will consist of 4-6 people and should be multi-disciplinary, multi-institution, and ideally multi-region. Participants should come with a team of 2-3 people, and anticipate joining with another team of 2-3 people from a different institution at the conference. There will be opportunities at the conference to find teams with similar project interests.

All team members should individually <u>register for</u> the conference, and also fill out the <u>techathon team</u> registration form. If you're a student and need financial assistance, please don't hesitate to indicate as much on the team registration form.

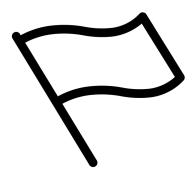


### 9th International Conference on AT

23-27 November, 2020

The techathon kick-off session on 24 Nov during the 9th ICAT is an opportunity to learn about INAT's Appropriate Technology manifesto, and the evaluation criteria for techathon projects. A few challenge problem statements will be presented, but teams can also choose to develop their own problem statements.

Throughout the conference there will be workshops that may be helpful to techathon participants, as well as opportunities to speak with subject matter experts about your project ideas.

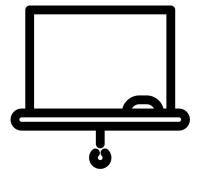


# Tech-a-thon Coworking Sessions

11, 18, 29 December, 2020

These sessions provide dedicated time to work on projects as a team, in the "presence" of other teams. It is meant to provide the same mutual motivation to be on task, with occasional productive breaks, as a study hall or coworking space. The sessions will be 2-4 hours long, held at times that are accessible to most time zones, and aren't meant to be the *only* time that teams work on their projects.

SMEs may be available for "office hours" at certain coworking sessions.



## Tech-a-thon Showcase

8 January, 2021

The showcase is the culminating event of the techathon. Leading up to the showcase, each team will record a presentation about their project. Teams should treat these presentations as if they are pitching their project to a venture fund, NGO, or government partner to receive continued support. Teams should provide not just the technical aspects of their design, but also the rationale behind their design, the feasibility, the hypothetical deployment plan, etc.

Presentations should demonstrate thoughtful application of appropriate technology principles.

