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NEXT

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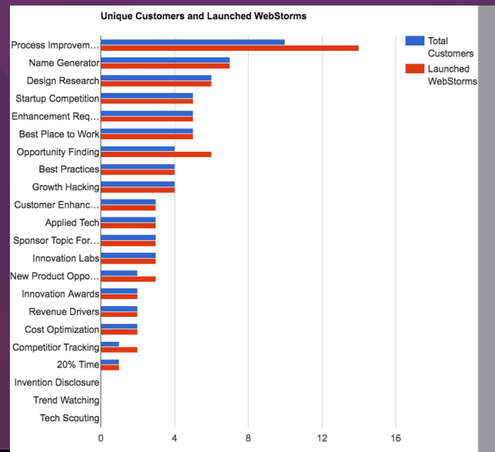

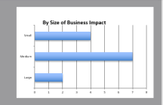

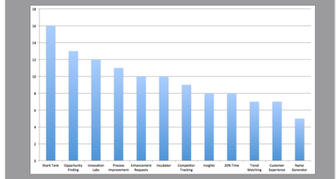

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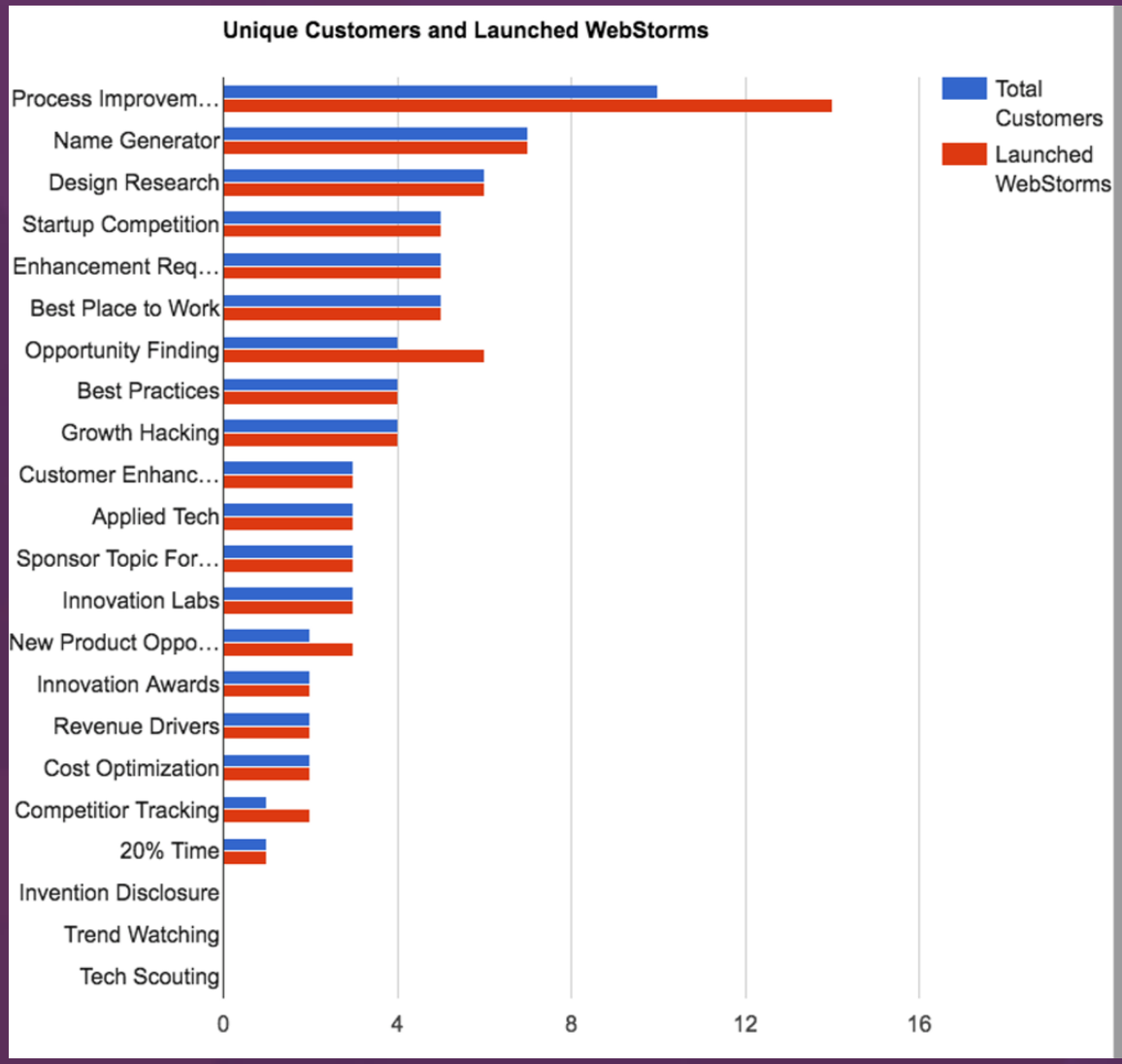

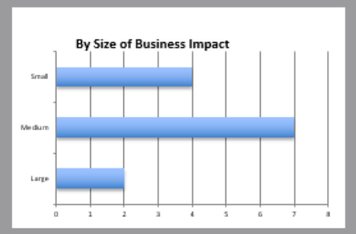

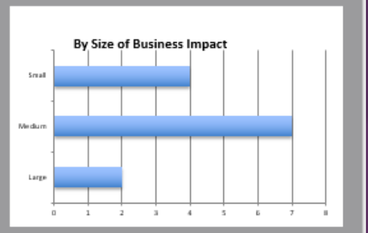

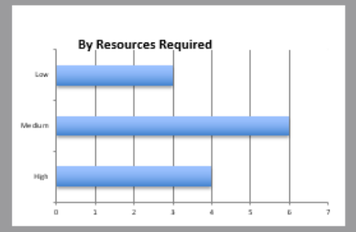

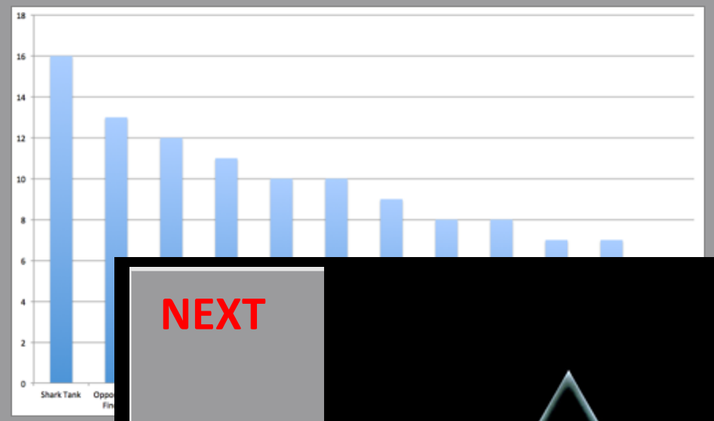

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CURRENT

START

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DISCUSS SOLVE OPTIMIZE HACK INCUBATE PITCH UNDERSTAND MONITOR SUGGEST

CURRENT

DISCUSS

SOLVE

OPTIMIZE

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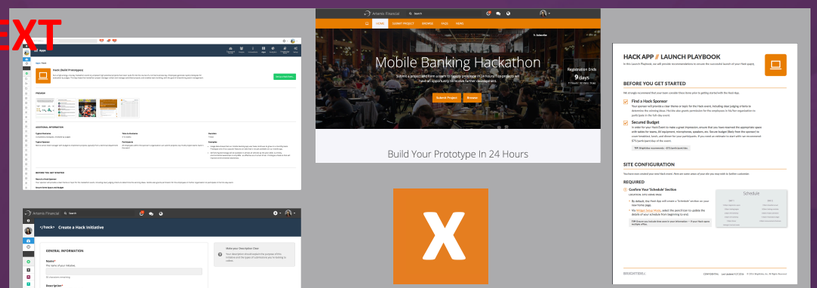

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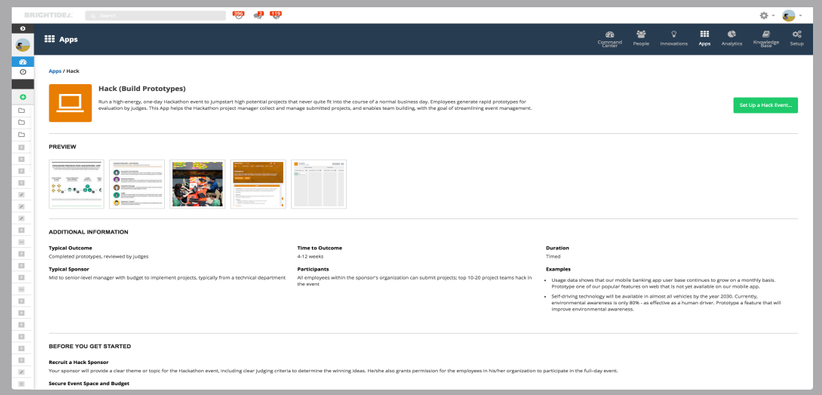
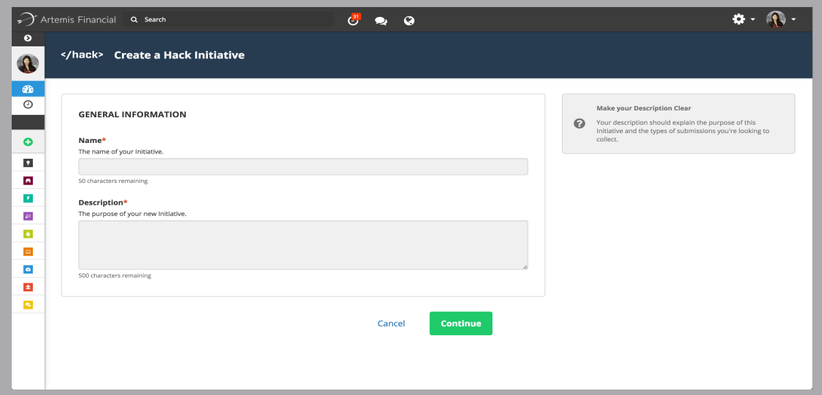


Build Your Prototype In 24 Hours



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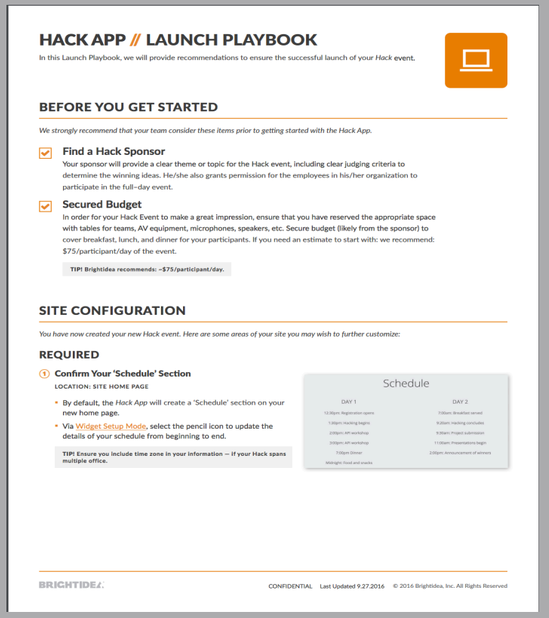

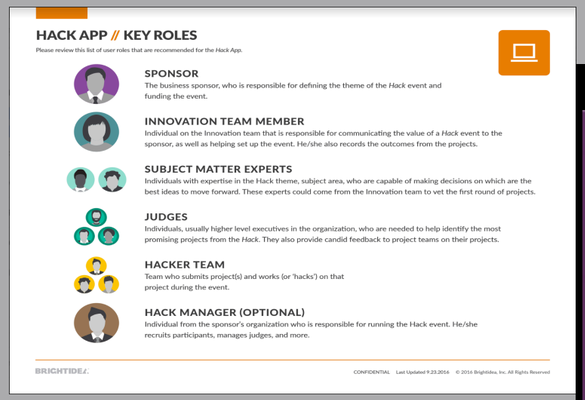

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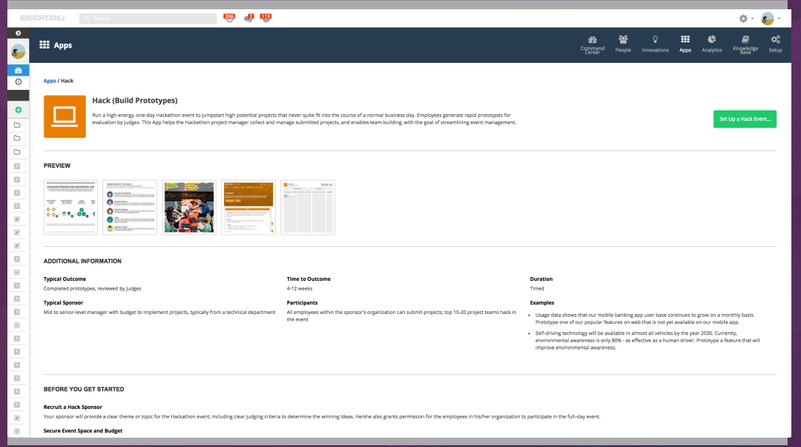

CURRENT

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Search

396 2 119

Apps

Command Center | People | Innovations | Apps | Analytics | Knowledge Base | Setup

Apps / Hack

Hack (Build Prototypes)

Run a high-energy, one-day Hackathon event to jumpstart high potential projects that never quite fit into the course of a normal business day. Employees generate rapid prototypes for evaluation by judges. This App helps the Hackathon project manager collect and manage submitted projects, and enables team building, with the goal of streamlining event management.

Set Up a Hack Event...

PREVIEW

ADDITIONAL INFORMATION

Typical Outcome
Completed prototypes, reviewed by judges

Time to Outcome
4-12 weeks

Duration
Timed

Typical Sponsor
Mid to senior-level manager with budget to implement projects, typically from a technical department

Participants
All employees within the sponsor's organization can submit projects; top 10-20 project teams hack in the event

Examples

- Usage data shows that our mobile banking app user base continues to grow on a monthly basis. Prototype one of our popular features on web that is not yet available on our mobile app.
- Self-driving technology will be available in almost all vehicles by the year 2030. Currently,

BEFORE YOU GET STARTED

Recruit a Hack Sponsor
Your sponsor will provide a clear theme or topic for the Hackathon event, including clear judging criteria to determine the winning ideas. He/she also grants permission for the employees in his/her organiz

Secure Event Space and Budget

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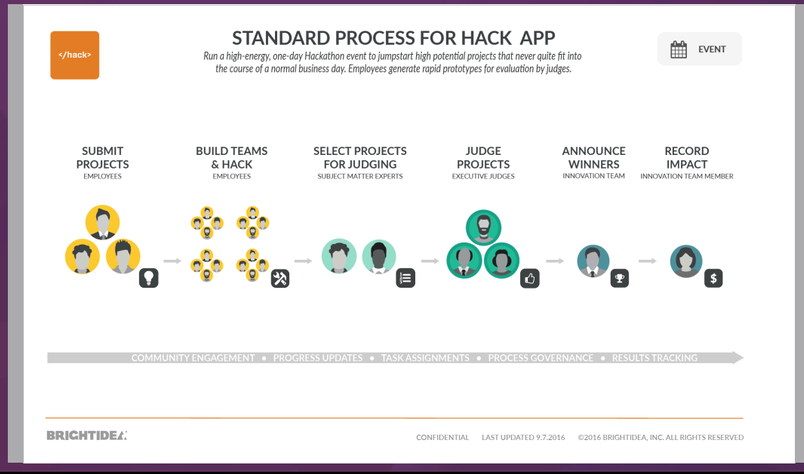

CURRENT

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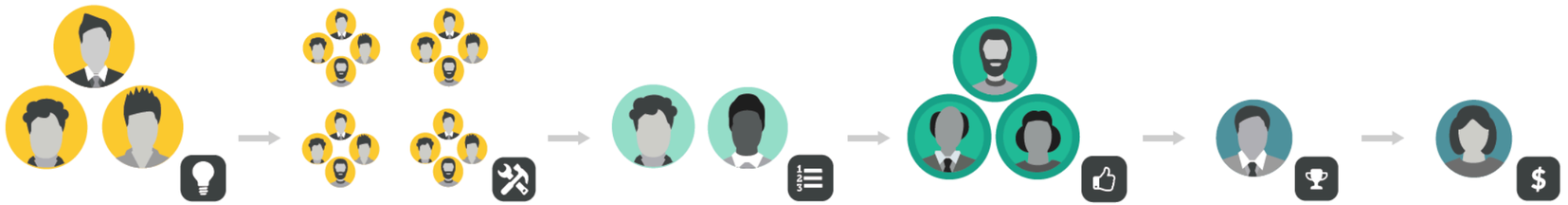
STANDARD PROCESS FOR HACK APP

Run a high-energy, one-day Hackathon event to jumpstart high potential projects that never quite fit into the course of a normal business day. Employees generate rapid prototypes for evaluation by judges.

EVENT

SUBMIT PROJECTS	BUILD TEAMS & HACK	SELECT PROJECTS FOR JUDGING	JUDGE PROJECTS	ANNOUNCE WINNERS	RECORD IMPACT
EMPLOYEES	EMPLOYEES	SUBJECT MATTER EXPERTS	EXECUTIVE JUDGES	INNOVATION TEAM	INNOVATION TEAM MEMBER



COMMUNITY ENGAGEMENT • PROGRESS UPDATES • TASK ASSIGNMENTS • PROC

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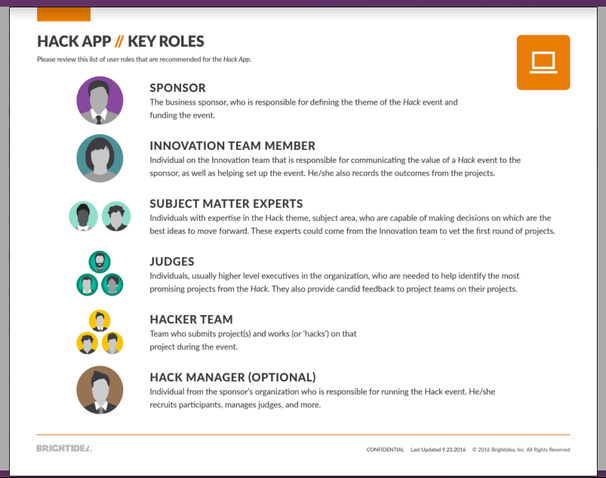

HACK APP // KEY ROLES

Please review this list of user roles that are recommended for the *Hack App*.

SPONSOR
The business sponsor, who is responsible for defining the theme of the *Hack* event and funding the event.

INNOVATION TEAM MEMBER
Individual on the Innovation team that is responsible for communicating the value of a *Hack* event to the sponsor, as well as helping set up the event. He/she also records the outcomes from the projects.

SUBJECT MATTER EXPERTS
Individuals with expertise in the Hack theme, subject area, who are capable of making decisions on which are the best ideas to move forward. These experts could come from the Innovation team to vet the first round of projects.

JUDGES
Individuals, usually higher level executives in the organization, who are needed to help identify the most promising projects from the *Hack*. They also provide candid feedback to project teams on their projects.

HACKER TEAM
Team who submits project(s) and works (or 'hacks') on that project during the event.

HACK MANAGER (OPTIONAL)
Individual from the sponsor's organization who is responsible for running the Hack event. He/she recruits participants, manages judges, and more.

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HACK APP // KEY ROLES

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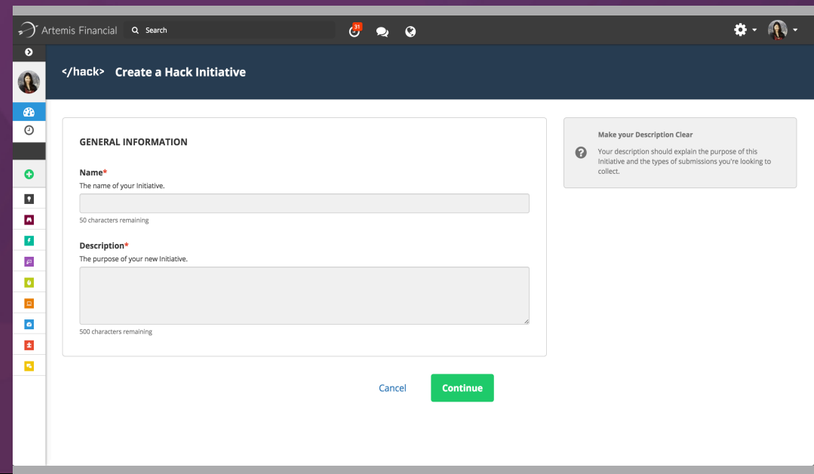

CURRENT

Artemis Financial Search 31

</hack> Create a Hack Initiative

GENERAL INFORMATION

Name*

The name of your Initiative.

50 characters remaining

Description*

The purpose of your new Initiative.

500 characters remaining

Cancel Continue

Make your Description Clear

Your description should explain the purpose of this Initiative and the types of submissions you're looking to collect.

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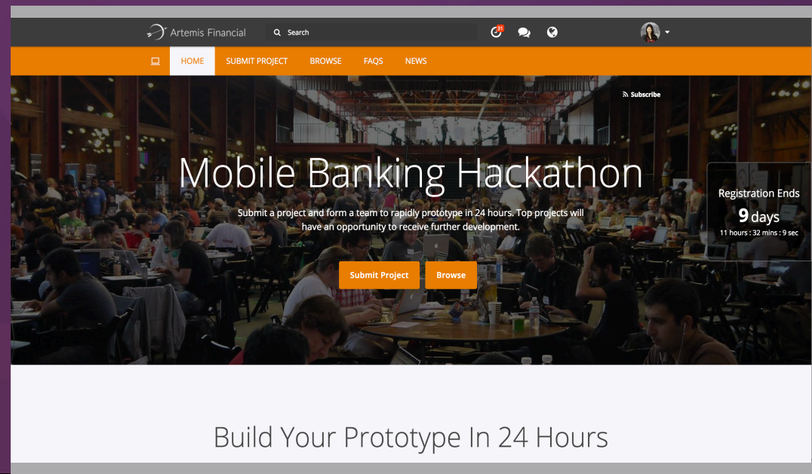

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Artemis Financial

Search

HOME | SUBMIT PROJECT | BROWSE | FAQS | NEWS

Subscribe

Mobile Banking Hackathon

Submit a project and form a team to rapidly prototype in 24 hours. Top projects will have an opportunity to receive further development.

Submit Project | Browse

Registration Ends

9 days

11 hours : 32 mins : 9 sec

Build Your Prototype In 24 Ho

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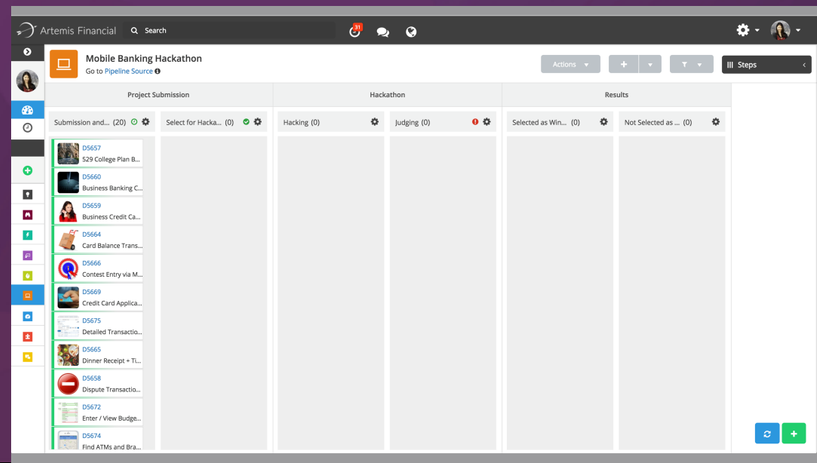


CURRENT

Artemis Financial | Search | 31

Mobile Banking Hackathon

Go to Pipeline Source

Actions | + | Steps

Project Submission		Hackathon		Results	
Submission and... (20)	Select for Hacka... (0)	Hacking (0)	Judging (0)	Selected as Win... (0)	Not Selected as ... (0)

- D5657 529 College Plan B...
- D5660 Business Banking C...
- D5659 Business Credit Ca...
- D5664 Card Balance Trans...
- D5666 Contest Entry via M...
- D5669 Credit Card Applica...
- D5675 Detailed Transactio...
- D5665 Dinner Receipt + Ti...
- D5658 Dispute Transactio...
- D5672 Enter / View Budge...
- D5674 Find ATMs and Bra...

NEXT

HACK APP // LAUNCH PLAYBOOK

In this Launch Playbook, we will provide recommendations to ensure the successful launch of your Hack event.

BEFORE YOU GET STARTED

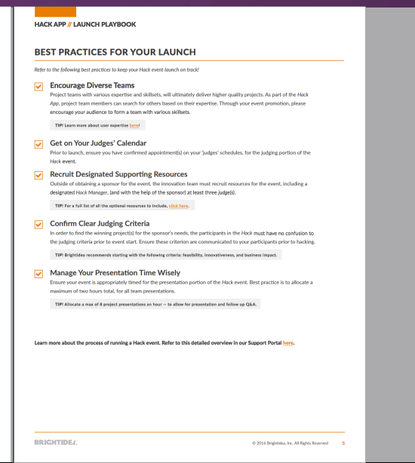
We strongly recommend that your team consider these items prior to getting started with the Hack App.

- Find a Hack Sponsor
- Secured Budget

SITE CONFIGURATION

REQUIRED

- Confirm Your 'Schedule' Section



HACK APP // LAUNCH PLAYBOOK

BEST PRACTICES FOR YOUR LAUNCH

- Encourage Diverse Teams
- Get on Your Judges' Calendar
- Recruit Designated Supporting Resources
- Confirm Clear Judging Criteria
- Manage Your Presentation Time Wisely

CURRENT

HACK APP // LAUNCH PLAYBOOK

In this Launch Playbook, we will provide recommendations to ensure the successful launch of your *Hack* event.

BEFORE YOU GET STARTED

We strongly recommend that your team consider these items prior to getting started with the Hack App.

Find a Hack Sponsor

Your sponsor will provide a clear theme or topic for the Hack event, including clear judging criteria to determine the winning ideas. He/she also grants permission for the employees in his/her organization to participate in the full–day event.

Secured Budget

In order for your Hack Event to make a great impression, ensure that you have reserved the appropriate space with tables for teams, AV equipment, microphones, speakers, etc. Secure budget (likely from the sponsor) to cover breakfast, lunch, and dinner for your participants. If you need an estimate to start with: we recommend: $75/participant/day of the event.

TIP! Brightidea recommends: ~$75/participant/day.

SITE CONFIGURATION

You have now created your new Hack event. Here are some areas of your site you may wish to further customize:

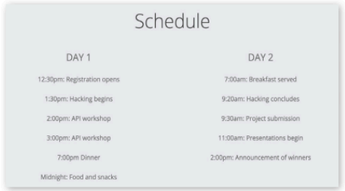
REQUIRED

1 Confirm Your 'Schedule' Section

LOCATION: SITE HOME PAGE

- By default, the *Hack App* will create a 'Schedule' section on your new home page.
- Via Widget Setup Mode, select the pencil icon to update the details of your schedule from beginning to end.

TIP! Ensure you include time zone in your information — if your Hack spans multiple office.



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BEST PRACTICES FOR YOUR LAUNCH

Refer to the following best practices to keep your Hack event launch on track!

Encourage Diverse Teams

Project teams with various expertise and skillsets, will ultimately deliver higher quality projects. As part of the *Hack App*, project team members can search for others based on their expertise. Through your event promotion, please encourage your audience to form a team with various skillsets.

TIP! Learn more about user expertise here!

Get on Your Judges' Calendar

Prior to launch, ensure you have confirmed appointment(s) on your 'judges' schedules, for the judging portion of the *Hack* event.

Recruit Designated Supporting Resources

Outside of obtaining a sponsor for the event, the innovation team must recruit resources for the event, including a designated *Hack Manager*, (and with the help of the sponsor) at least three *judge(s)*.

TIP! For a full list of all the optional resources to include, click here.

Confirm Clear Judging Criteria

In order to find the winning project(s) for the sponsor's needs, the participants in the *Hack* must have no confusion to the judging criteria prior to event start. Ensure these criterion are communicated to your participants prior to hacking.

TIP! Brightidea recommends starting with the following criteria: feasibility, innovativeness, and business impact.

Manage Your Presentation Time Wisely

Ensure your event is appropriately timed for the presentation portion of the *Hack* event. Best practice is to allocate a maximum of two hours total, for all team presentations.

TIP! Allocate a max of 8 project presentations an hour — to allow for presentation and follow up Q&A.

Learn more about the process of running a Hack event. Refer to this detailed overview in our Support Portal here.

NEXT

CURRENT

DISCUSS

SOLVE

OPTIMIZE

HACK

INCUBATE

PITCH

NEXT

CURRENT

NEXT

LIVE DEMO

CURRENT

LIVE DEMO

NEXT

CURRENT

NEXT

CURRENT

DISCUSS

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HACK

NEXT

CURRENT

NEXT

LIVE DEMO

CURRENT

LIVE DEMO

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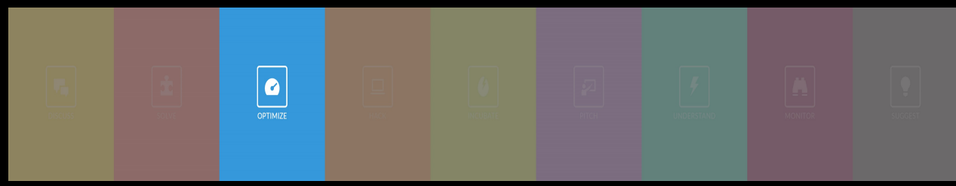

CURRENT

OPTIMIZE

HACK

NEXT

CURRENT

NEXT

LIVE DEMO

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NEXT

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NEXT

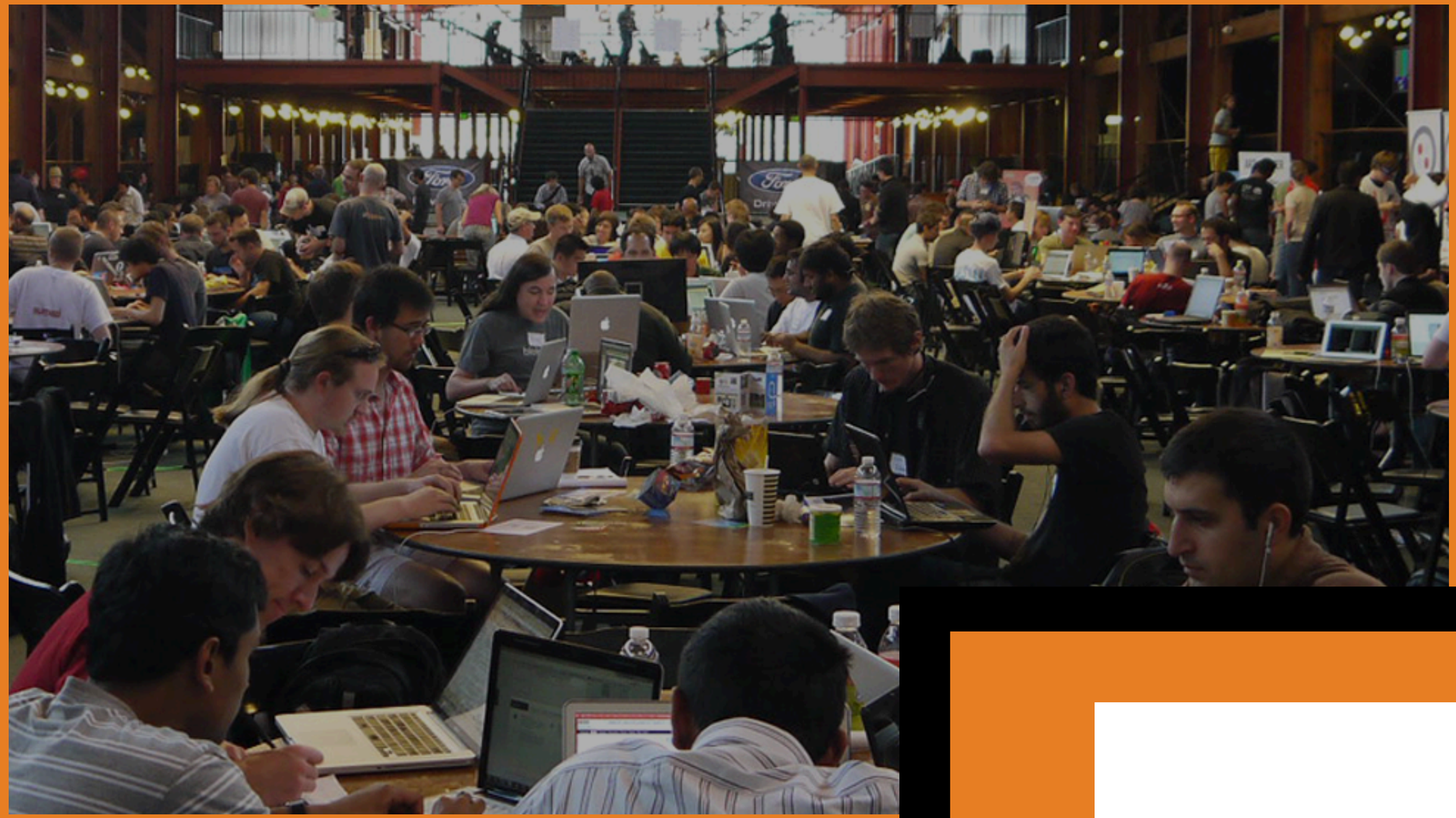
CURRENT

HACK

INCUBATE

NEXT

CURRENT



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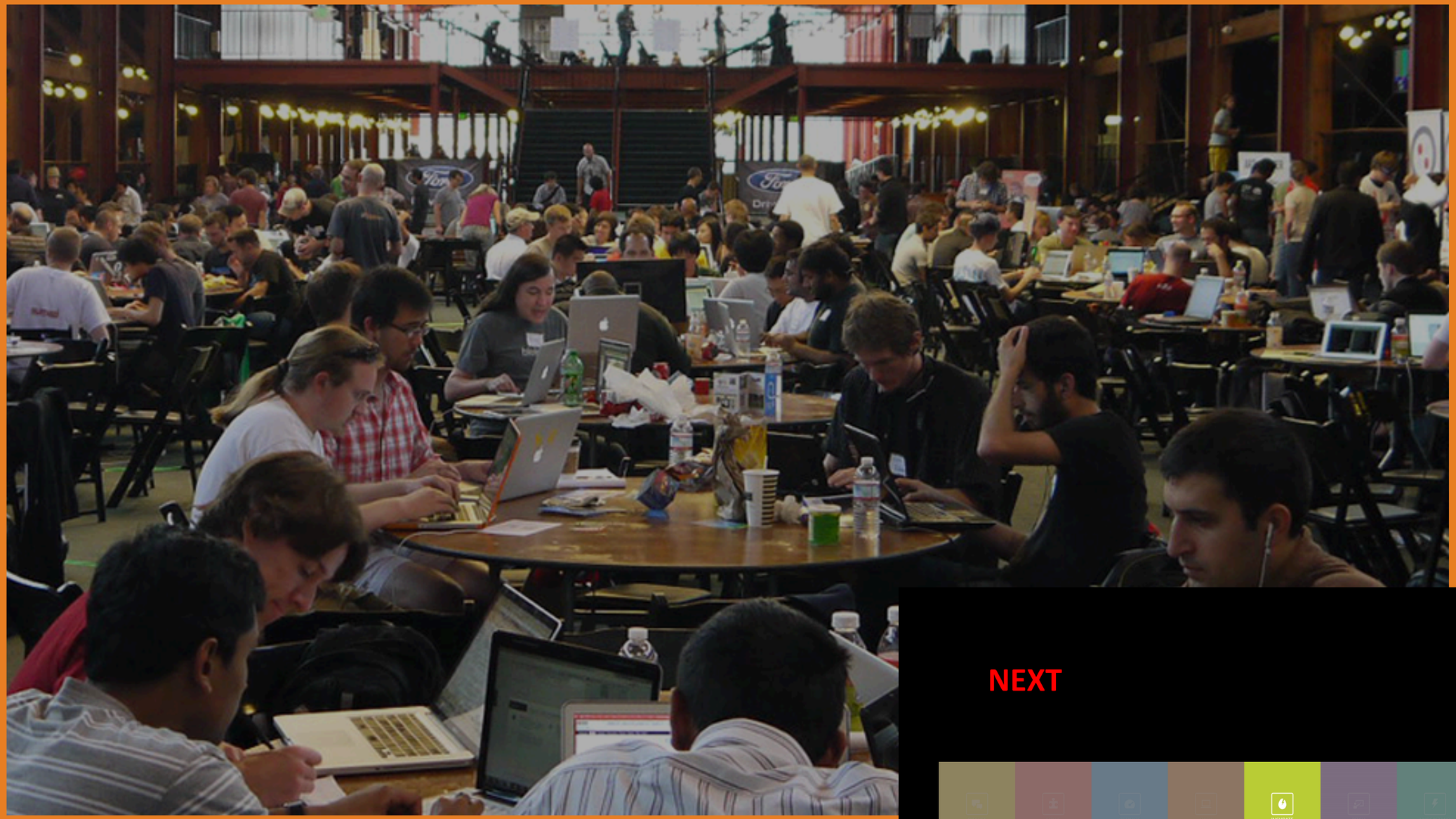

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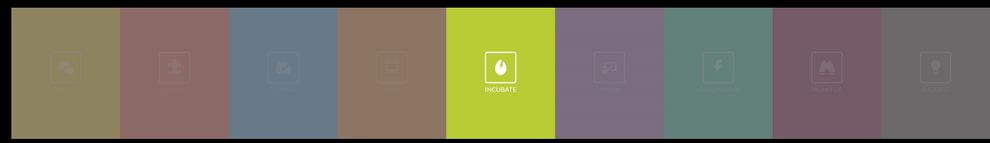

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NEXT

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NEXT

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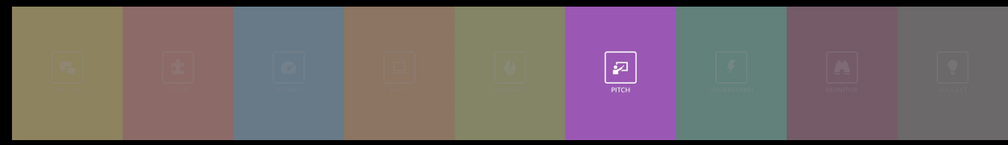
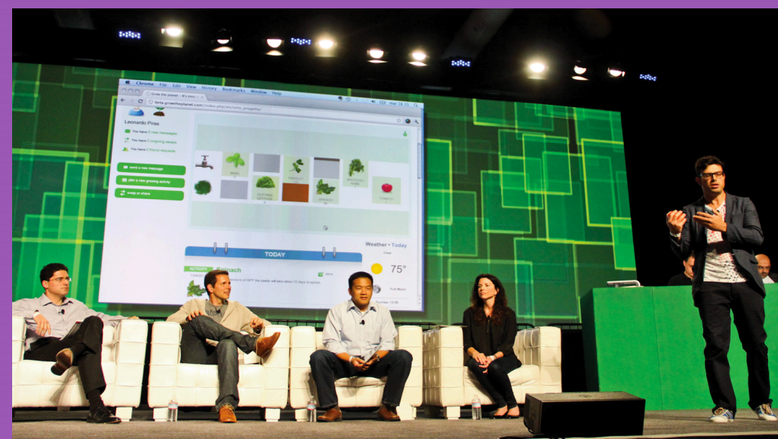


CURRENT

PITCH

UNDERSTAND

NEXT



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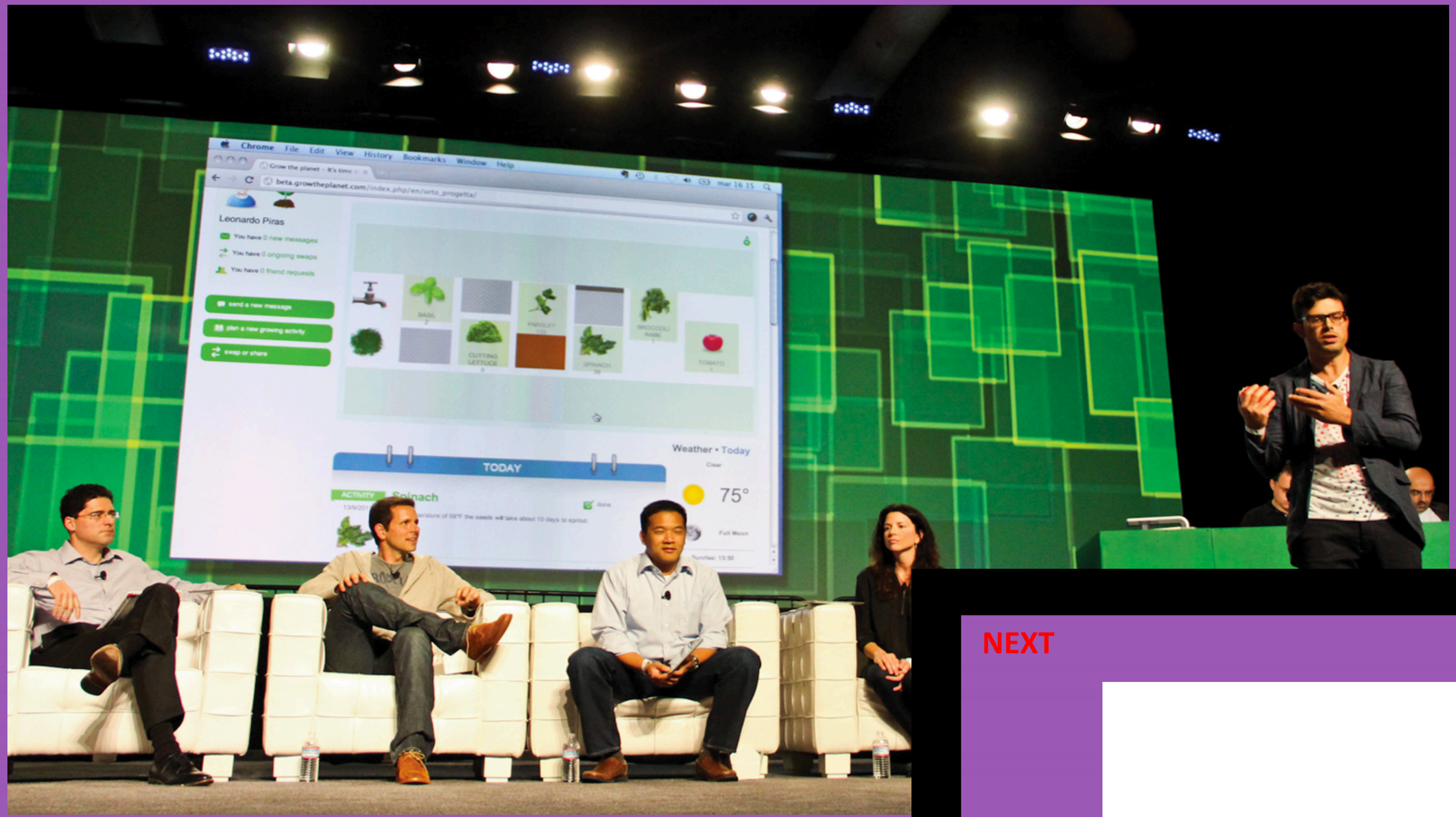

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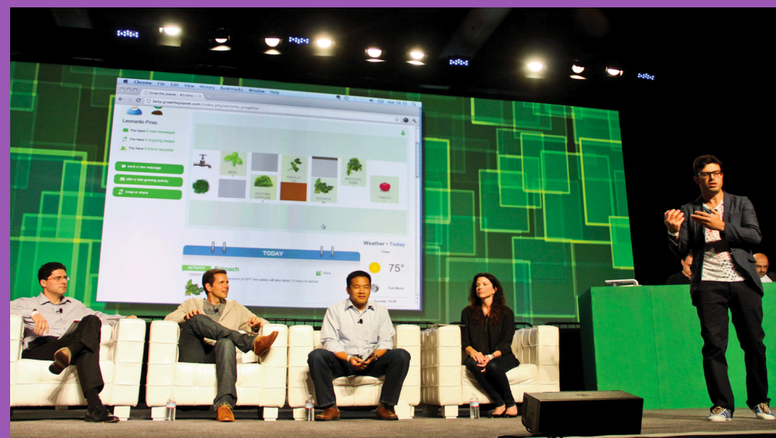

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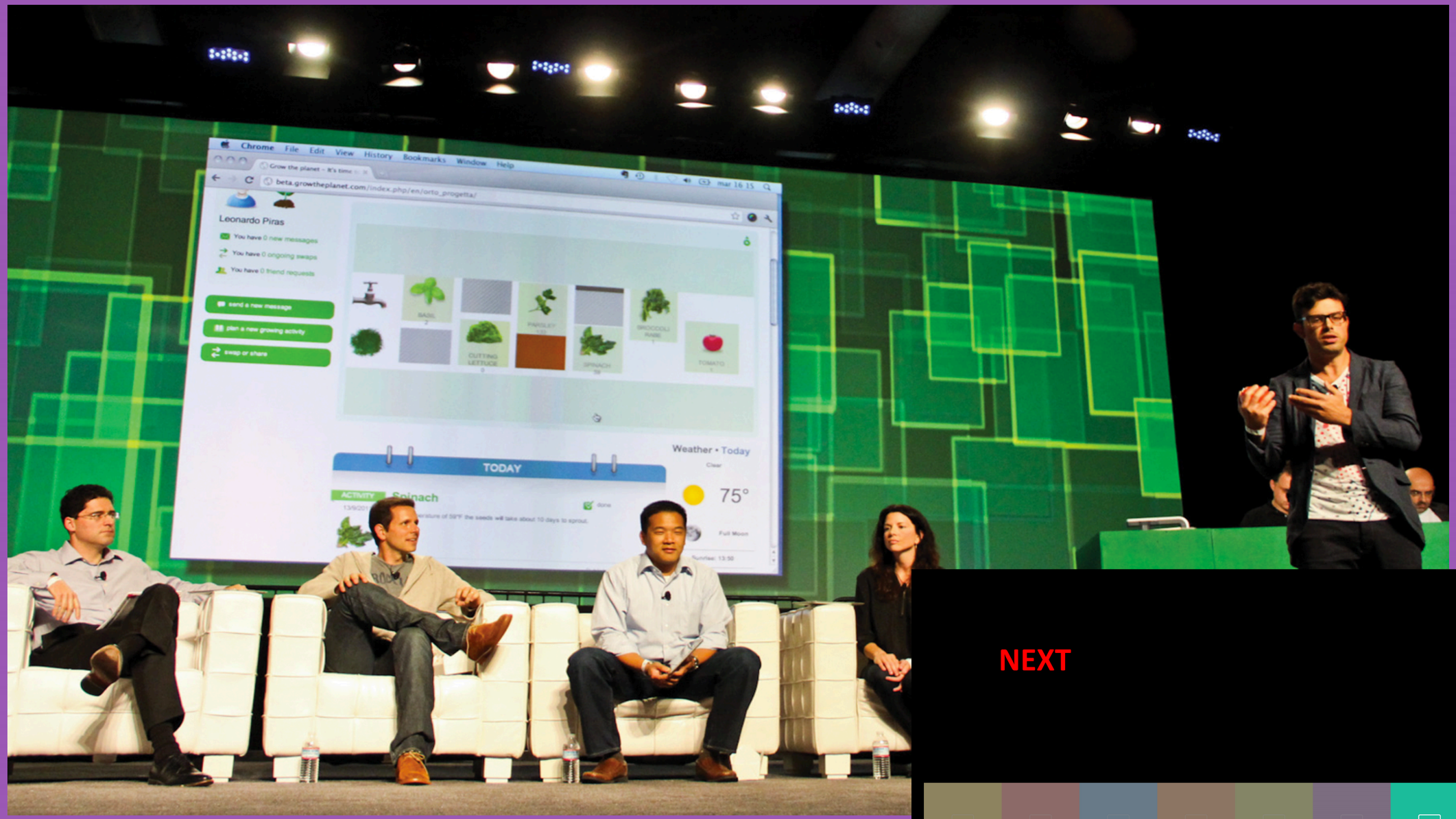

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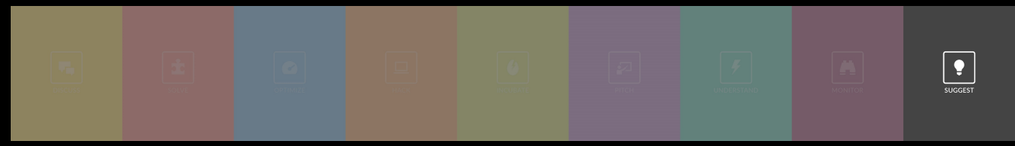

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DISCUSS | SOLVE | OPTIMIZE | HACK | INCUBATE | PITCH | MONITOR | UNDERSTAND | SUGGEST

CURRENT

DISCUSS

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OPTIMIZE

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NEXT

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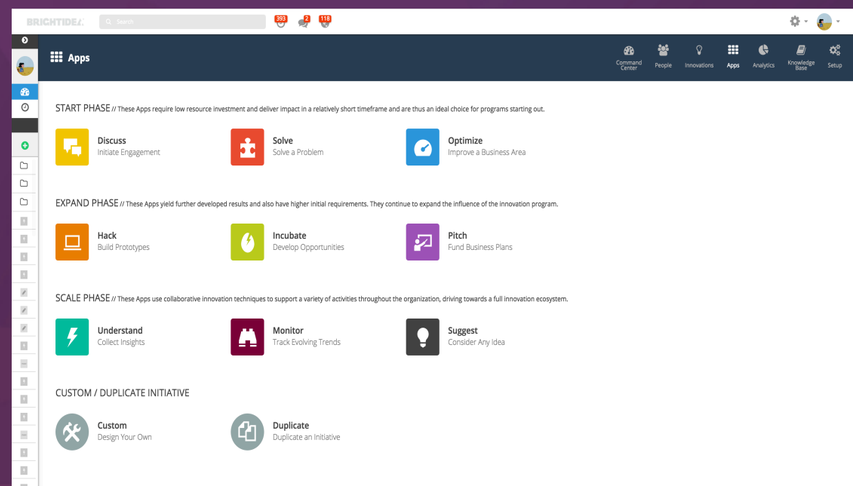

CURRENT

BRIGHTIDEA Search 393 2 118

Apps

Command Center | People | Innovations | Apps | Analytics | Knowledge Base | Setup

START PHASE // These Apps require low resource investment and deliver impact in a relatively short timeframe and are thus an ideal choice for programs starting out.

Discuss
Initiate Engagement

Solve
Solve a Problem

Optimize
Improve a Business Area

EXPAND PHASE // These Apps yield further developed results and also have higher initial requirements. They continue to expand the influence of the innovation program.

Hack
Build Prototypes

Incubate
Develop Opportunities

Pitch
Fund Business Plans

SCALE PHASE // These Apps use collaborative innovation techniques to support a variety of activities throughout the organization, driving towards a full innovation ecosystem.

Understand
Collect Insights

Monitor
Track Evolving Trends

Suggest
Consider Any Idea

CUSTOM / DUPLICATE INITIATIVE

Custom
Design Your Own

Duplicate
Duplicate an Initiative

NEXT

CURRENT

NEXT

Think
BIGGER