

HopperHacks @ Home 🏠 Division Descriptions

*Note: Some ideas can fall under multiple categories. However, participants must emphasize their division in the description and presentation of their project.

Education

- General Description:
 - Education is the process of teaching skills, beliefs, and ideas in either a school or personal setting
 - Implementation of more engaging and accurate methods to convey information
- Project Information
 - Category 1:
 - Projects that supplement the learning experience
 - Projects should supplement the school system or be an additional resource for students who want more practice on a certain subject
 - Can incorporate the basic school subjects (math, english, science, history, etc.) or supplement general education
 - Category 2:
 - Projects should educate its users on a particular topic not necessarily school or education related

Security

- General Description
 - Security refers to maintaining the general population's or a specific group's safety both in person and virtually
 - Security can refer to digital safety, school safety, etc.
- Project Information
 - Projects can aim to help alleviate danger or threats
 - Projects implement procedures and measures to ensure the safety of the user/organization
 - Could be cyber security related or physical security related

Health/Environment

- General Description
 - Health: Helping people achieve a state of mental, physical, and social wellbeing
 - Environment: Encouraging or contributing to renewable and responsible efforts to improve the environment
- Project Information
 - Health
 - Projects to improve the wellbeing of the user (could focus on fitness, stress, depression, loneliness, etc.)
 - Advancements to aid/help cope with impairments/diseases

- Environment
 - Projects that address environmental concerns such as pollution, deforestation, and energy sources, etc.