



MENTORS

Mentors contribute significantly to BrébeufHx, since they help us achieve our goal of helping participants improve their programming skills. Mentors **animate workshops, help participants** (during the hackathon or for their long-term projects), and **judge** the results of the participants' efforts. They have the possibility of choosing one or multiple roles/responsibilities (workshops, help participants or judge).

Workshops

Workshops are primordial to develop interest for programming in youth.

Here are some information about workshops at BrébeufHx 7.0:

Participants: beginner to intermediate level programmers

Platforms: In-person at the venue at collège Jean-de-Brébeuf

Length: 1h-2h workshops.

Topic examples*:

- Introduction to Web development
- Introduction to Python
- Artificial intelligence in medicine
- Introduction to Game Development
- Introduction to git

*Please note that you can also suggest your own topic.

Helping participants during the event

This part consists of answering various programming questions and helping our hackers with their projects.

Mentors walk around the venue and help participants with any questions they might have concerning their projects.

Judging

Judges evaluate from 5 to 15 advanced projects. The projects are judged based on the following criteria: design, technicality and creativity.

Judging will take place Saturday, January 13th, 2024 between 2-4 PM. Projects will be judged based on set criteria. Each team will present in front of a panel of judges.

Interested in becoming a mentor?

If you are interested in being a mentor, **please fill out this form:**
<https://forms.gle/oLeQCYh5bUCNPNR29>

Feel free to email us at support@brebeufhackathon.com if you have questions.