VT BLOCKCHAIN CHALLENGE 2020

LED BY COMPUTER SCIENCE

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THE VT BLOCKCHAIN CHALLENGE (SPRING 2020)

• A semester-long blockchain application development competition

• Teams will be asked to participate in a series of TWO challenges

• Challenges are modelled after EOSIO Hackathons. $25,000 in prizes.

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THE VISION

Build cutting edge distributed blockchain applications that provide value to the broader Virginia Tech community of students, faculty, staff, alumni, and friends.

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HOKIECHAIN DEMO (2019 VT BC WINNER)
ELIGIBILITY REQUIREMENTS AND TEAMS

• You must be a currently enrolled Virginia Tech undergraduate or graduate student in good standing.

• Teams will consist of 2-5 people. This is a hard requirement.

• TEAMS are composed of undergraduate and/or graduate students only. Mixed teams of undergrads and grads welcome. A student may participate in one team only. No changing teams after registering your team.
HOW TO PARTICIPATE [REGISTER BY FEB 18!]

1. START WORKING ON PHASE I AND PHASE II TONIGHT!

2. REGISTER as an INDIVIDUAL participant. This requires agreeing to the rules of the competition. See http://www.cs.vt.edu/blockchain for link. [WILL GO LIVE SOON, KEEP CHECKING BACK, WATCH EMAIL, SLACK.]

3. REGISTER YOUR TEAM. This won’t be possible until February to give you time to form teams. You can only join 1 team. [NO CHANGING TEAMS AFTER YOU SIGN UP. SO BE SURE!]

4. CREATE YOUR KILLER BLOCKCHAIN APP!

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VT BC 2020 PROMPT

Using the EOSIO Framework, develop a distributed blockchain application that creates a token-based, incentive-driven market for one or more of the following shared Hokie resources.

Class dates/times
Parking spaces
Football Tickets
Textbooks

**The intent is to create a functional, working prototype as proof of concept using contrived data, not a deployed solution.**
SOLUTIONS MUST

1) Address at least one of the market challenges noted;

2) Use a token and EOSIO blockchain;

3) Enable key transactions (via contracts) such as buy, sell, lease, auction
WINNING SOLUTIONS WILL LIKELY

1) Propose creative solutions to at least one of the market challenges identified;

2) Use clever incentives to encourage "desired behavior" within each market and discourage "bad behavior" within the market;

3) Create a compelling user interface that is both appealing and easy to use; make a killer demo!
SOME EXAMPLES (VARIATIONS ENCOURAGED!!)

• Use EOSIO blockchain to create a class scheduling system dapp that assigns students an initial number of tokens to bid on class day/times and compete in an auction. Students can buy and sell spots in popular classes. Students can earn tokens by accepting low demand classes, etc.

• Use EOSIO blockchain to create a dapp for parking spaces (not lots) that are bought, leased, sold in lots around campus. Spaces close to key buildings at high-demand are leased or exchanged for tokens or access to lower-demand spaces in an open, real-time auction.

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SOME EXAMPLES (VARIATIONS ENCOURAGED!!)

• Use EOSIO blockchain to create a dapp that enables peer-to-peer exchange of tokens for football tickets eliminating F2F scalping of tickets and enabling incentives (example, a small fee back to VT every time tickets change hands). Ticket “pricing” is based upon demand for the best seats.

• Use EOSIO blockchain to create a dapp that enables peer-to-peer sharing of textbooks on demand via token-based deposits and contracts. Use reputation-based statistics to “rate” book lenders via ratings and consensus.

**The intent is to create a functional, working prototype as proof of concept using contrived data, not a deployed solution.**
PHASE I IDEA VALIDATION

Submit your innovative idea (one submission per team) to receive feedback and validation from local experts and engineers early in the software design process.

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PHASE I SUBMISSIONS [DUE FEB 25 11:59PM]

• 250 word jargon-free abstract that attempts to answer these questions:
  What do you want to do?
  How will you use the blockchain? Tokens? Smart contracts? EOSIO?

• 250 word technical description of your design:
  What roadmap will you follow and what tools will you use?
  What is the minimum functionality of your prototype?
  What is your plan with regard to user interface or experience?
PHASE I JUDGING CRITERIA

• Use of the EOSIO Technology (Max 5 points)
• Impact on VT community (Max 5 points)
• Functionality roadmap (Max 5 points)
• Creativity (Max 5 points)
• Design and Usability roadmap (Max 5 points)
PHASE 1 PRIZES

• $500 to top submission
• $250 to runner-up
• $100 to top social media post

Twitter: #vtblockchain @VT_CS @VTEngineering
facebook.com/VT.ComputerScience
PHASE II TECHNOLOGY BUILDOUT

Team’s submit their fully working prototype that leverages blockchain technologies and the EOSIO platform (one submission per team).
PHASE II SUBMISSIONS [DUE APRIL 24 11:59PM]

Further Details TBD

1. REGISTER your team on Qualtrics  
   **All team members must register as INDIVIDUALS first by Feb 18.  
   [See slide #6]
2. Submit your solution, include pointer to code base (e.g., github)
3. Submit 90 second or less mp4 (MPEG-4) video demo
4. Teams with compliant submissions invited to pitch demo.
5. Finalists notified [April 28]; Mandatory pitch workshop [May 1]
6. Finalists pitch demo to judges at final Award Ceremony [May 4]
PHASE II JUDGING CRITERIA

• Use of the EOSIO Technology (Max 5 points)
• Impact on VT community (Max 5 points)
• Functionality (Max 5 points)
• Creativity (Max 5 points)
• Design and Usability (Max 5 points)
PHASE II PRIZES

• Grand prize team submission: $15,000
• Runner-up team submission: $8,000
• Honorable Mention: $1000
• Best social media post: $150

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TENTATIVE TIMELINE

[18 JAN 2020] Spring 2020 CS@VT Blockchain Boot Camp
[18 JAN 2020] Spring 2020 VT BC CHALLENGE BEGINS
[25 FEB 2020, 11:59 PM EST] Phase I Submissions Due
[1 MAR 2020] Phase I Feedback provided and Prizes awarded
[24 APR 2020, 11:59 PM EDT] Phase II Submissions Due
[28 APRIL 2020] VT BC Challenge Finalists Notified
[1 MAY 2020, TBD] MANDATORY Finalist Presentation Workshop
[4 MAY 2020, 3:00 PM] VT BC Challenge Finalist Presentations
   (Location TBD)

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