

REPORT ON THE 254 COVID-19 VIRTUAL  
HACKATHON



9<sup>TH</sup> – 13<sup>TH</sup> FEBRUARY 2021

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## INTRODUCTION

[Transparency International Kenya \(TI-Kenya\)](#) through [the Action for Transparency \(A4T\) project](#) implemented with support from [Fojo Media Institute](#), developed a [COVID-19 Aid Tracker](#) to help citizens track use of COVID-19 resources. The Kenya COVID-19 Aid Tracker seeks to enhance transparency and accountability in the use of COVID-19 resources by disseminating information on how much resources have been mobilised and utilised by different public institutions to deal with the COVID-19 pandemic at national and county level.

To further enhance visibility and utility of data on the COVID-19 Aid Tracker, TI-Kenya organised the [254 COVID-19 Virtual Hackathon](#). The Hackathon sought to engage web-based software developers in further developing the [COVID-19 Aid Tracker](#) to enhance data visualisation and track corruption cases on COVID-19. The Hackathon was implemented through [Media-Tech Hub Platform](#) - an online innovative space for positive social change using all forms of media.

## PARTNERSHIP

TI-Kenya and Fojo Media Institute sought partnerships to enrich the learning and impact of the Hackathon. Through the Consortium for Human Rights and Media in Africa (CHARM) project being implemented by Fojo, TI-Kenya has partnered with [Magamba Network](#) of Zimbabwe to design and implement a set of engagements including the 254 COVID-19 Virtual Hackathon encouraging regional collaboration being organisations implementing similar initiative on tracking utilisation of COVID-19 funds. Magamba Network has [FollowCovidMoney](#) site as a Zimbabwe COVID-19 Public Funds Tracker. The collaboration therefore provides a good opportunity for the two organizations share knowledge and have joint engagements for greater impact in creating awareness on COVID-19 accountability.

TI-Kenya also reached out to national level partners to support the 254 COVID-19 Virtual Hackathon. The organizations that partnered in the Hackathon have a wide range of experience in tech development work. The additional organizations partnering in the Hackathon included:

- ❖ [Africa's Voices Foundation](#) - exists to put the voices of citizens at the heart of the continent's transformation by convening digital media spaces where citizens exchange with each other and are heard by decision-makers on priority concerns.
- ❖ [Technosol Africa](#) - Runs [Manifesto](#) - a governance platform seeking to empower the Kenyan people with financial information on accountability of public funds. This project seeks to realize the SDG goal of economic empowerment through transparency.
- ❖ [Innovation for Change \(I4C\) Africa Hub](#) - co-creates solutions and partnerships across the continent to put into practice innovations that build resilient CSOs which can protect, respond, strengthen, expand and recover civil society space across the region.
- ❖ [IREX Kenya](#) - focus on empowering youth, cultivating community leaders, and extending access to quality education and information through teacher training and journalist safety programs.

## HACKATHON

The 254 COVID-19 Virtual Hackathon sought to engage web-based software developers in further developing the COVID-19 Aid Tracker using a functional prototype to enhance data visualisation and track corruption cases on COVID-19.

The Hackathon had two CHALLENGES as follows:

- i. CHALLENGE I - How can we better visualise data on the COVID-19 Aid Tracker?
- ii. CHALLENGE II - How can we crowd source and present (Figures & Stories) on COVID-19 corruption cases?

The Hackathon sought to encourage gender diversity and team cooperation by requiring TEAMS participation to have at least a third of either gender. This resulted in not have an all-male or all- female team thereby benefiting the teams with sharing on different knowledge and skills across the different genders.




Applications for those wishing to participate in the Hackathon were open on 28<sup>th</sup> January until 7<sup>th</sup> February 2021. Six teams applied as participants to the Hackathon with six entries for CHALLENGE I and only one entry for CHALLENGE II with the TEAMS represented as follows:

No.	TEAM Name	TEAM Members	CHALLENGE
i.	Robstanne	❖ Stephen Murimi ❖ Robert Koikai ❖ Anne Njoroge	I & II
ii.	Masters Of JS	❖ Muusa Mutetwi ❖ Keziah Gitahi ❖ Duncan Gichu	I
iii.	The 3 Musketeers	❖ Peter Mwangi ❖ William Muli ❖ Peninah Wangeci	I
iv.	Kiboko Bytes	❖ Anne Fridah Njeri ❖ Peter Njoroge ❖ Dawn Chemoiwa	I
v.	Wakadinali	❖ Braxton Muimi ❖ Nyoike Jerry Ngugi ❖ Marvin Ouma	I
vi.	Community Policing on COVID	❖ Wycliffe Ochieng' ❖ Ammly Kinyua	I

## HACKER'S CONFERENCE

The successful participants had a Virtual Hacker's Conference on 9<sup>th</sup> February 2021 with a question and answer session on the Hackathon. The participants were able to get details on their participation in the Hackathon and insights from the Judges on what to focus on as they participated in the Hackathon.

The Virtual Hackathon was conducted on online platforms:


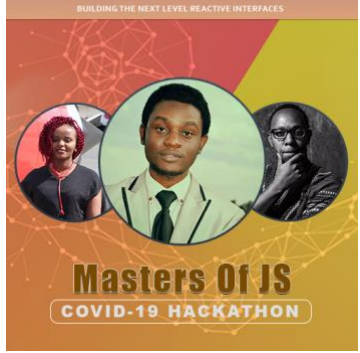

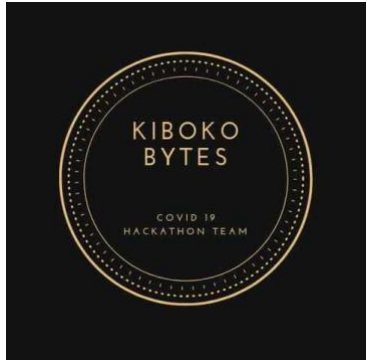
	<ul style="list-style-type: none"> <li>❖ For TEAM Meetings</li> <li>❖ Hacker's Conference</li> <li>❖ Pitching Session and presentations</li> </ul>
	<ul style="list-style-type: none"> <li>❖ Forming TEAM Channels</li> <li>❖ Realtime information and updates</li> <li>❖ Data Sets for the CHALLENGE</li> <li>❖ Submission of CHALLENGE deliverables</li> </ul>
	<ul style="list-style-type: none"> <li>❖ Save mock-up and prototypes for CHALLENGE</li> <li>❖ Share link for submission</li> </ul>

## PITCHING SESSION

The Pitching Session for the Hackathon was conducted virtually on 13<sup>th</sup> February 2021. The Judging Panel consisted of representatives from some of the partnering organisations and the TI-Kenya project team including:

Name	Designation	Organisation
Isaack Mwenda	Software Engineer	Africa's Voices Foundation
Munyaradzi Dodo	Digital X Program Lead	Magamba Network
Peter Munyasi	Software Developer	Independent Consultant – Developer of COVID-19 Aid Tracker
Titus Gitonga	Programme Officer – Action for Transparency	TI-Kenya

Five of the six participating TEAMS submitted their mock-ups/prototypes/presentations and participated in the pitching session for CHALLENGE I as follows:

TEAM	Pitch	Comments from Judges
	<p>Project proposal and wireframes</p>	<p>Good research and understanding of the CHALLENGE.</p> <p>Interpretation on some of the chats may be challenging.</p>
	<p>Link- <a href="http://64.227.31.57/">http://64.227.31.57/</a>            GitHub:            - <a href="https://github.com/musasoftlabx/Covid-19-Hackathon-2021">https://github.com/musasoftlabx/Covid-19-Hackathon-2021</a></p>	<p>Impressive and innovative illustrations</p> <p>Good on innovative ideas</p> <p>Quite detailed</p>
	<p>Source Code:  <a href="https://github.com/muliswilliam/tikenya-hackathon">https://github.com/muliswilliam/tikenya-hackathon</a></p> <p>Visualization:  <a href="https://pensive-bohr-1f4054.netlify.app/">https://pensive-bohr-1f4054.netlify.app/</a></p>	<p>Clear and concise presentation</p> <p>Simple but exhaustive</p> <p>Covered all aspects of the COVID-19 Aid Tracker components</p>
	<p>Link:  <a href="https://github.com/PitaKibunja/covid-19-Tracker.git">https://github.com/PitaKibunja/covid-19-Tracker.git</a></p>	<p>More effort needed on visualisations</p> <p>Some good ideas on use of the Map</p>
<p><b>Wakadinali</b></p>	<p>Presentation</p>	<p>Needed more work on the pitching mock-up</p>

The results for the 254 COVID-19 Virtual Hackathon were as follows:

Evaluation Criteria	Robstanne	Master of JS	The 3 musketeers	Kiboko Bytes	Wakadinali
Relevance	93	99	108	75	75
Quality	62	70	70	32	29
Viability	84	104	110	60	55
Novelty	61	69	66	43	40
Totals	300	342	354	210	199
%	75	85.5	88.5	52.5	49.75
Position	3	2	1	4	5

The top three positions went to:

1. Position One - The 3 Musketeers with 88.5% points
2. Position Two - Master of JS with 85.5% points
3. Position Three – Robstanne with 75% points

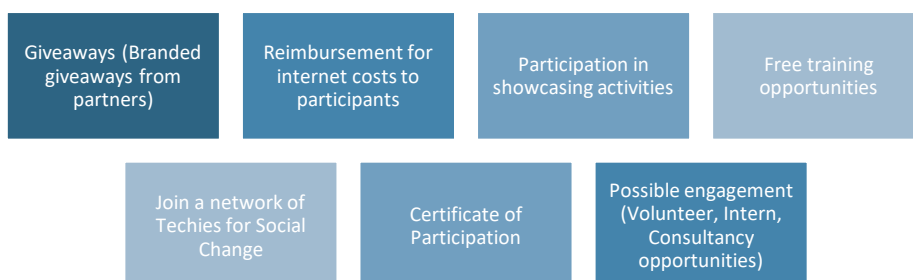
From the performance of the participants, it was clear that the Hackathon was extremely competitive between the top three teams.

It was observed that none of the teams made submissions on CHALLENGE II thereby concluding on the need to have a 2<sup>nd</sup> Hackathon that would engage the same participants.

#### AWARDS & PRIZES FOR WINNERS



#### OTHER BENEFITS



# MediaTech.Hub

## PARTNERS



Consortium for Human Rights and Media in Africa (CHARM)