

## Thank you for participating in Hack4Space: powered by IBM Z & DePaul Center for Data Science

## **Pitching checklist**

Pitch Like a Pro is scheduled for 6:15 PM CST on Friday, May 7<sup>th</sup>. Participants are encouraged to attend to better understand what should be included in your pitch video. Your pitch video will be part of the hackathon artifacts due at 11:59 PM CST on Monday, May 10<sup>th</sup>. Please note that you will also be required to submit a link to GitHub. See scoring rubric for more information around what the judges will evaluate.

Every team will take their hackathon journeys forward to solve a space data problem that you identify from May 7 – 10.

The top 3 teams will be invited to pitch, on Thursday, 27<sup>th</sup> May, their projects for a chance to win mentorship sessions with employees from IBM Z and NASA.

A great pitch includes the following elements:

- □ Start with a strong opener.
- □ Introduce yourself and the team.
- Define the problem you're trying to solve. Remember, it can be anything your team decides. The only requirement for the hackathon is you utilize the data provided by NASA or anything else that you are able to come up with yourself based on publicly available information beyond what was shared.
- □ Tell us what inspired your team to focus on this problem and why this solution makes sense for your audience.
- □ Share a quick data point to back up the problem with a stat or two to demonstrate the magnitude of the problem.
- Provide a high-level summary of your solution and how you used data science fundamentals to create your solution. Note: you will receive training on the LinuxONE Community Cloud from IBM Z. You will receive a bonus point for utilizing the LinuxONE Community Cloud from the hackathon judges.
- □ Tell us about the audience of the solution you have created and who is facing the problem.

- □ Share a quick soundbite on other solutions that exist.
- □ Tell your listener(s) what you built so far and what's next (don't go into detail).
- □ Maybe do a demo of what you have created so you can bring your solution to life.
- □ Leave with a strong close that captivates the judges.

Reminder: The final pitches should be no longer than 5 minutes.