

Hackathon

Spring 2023 Hackathon for Social Good



Logo design and development by
CCSE alumna Merry Nguyen

The College of Computing and Software Engineering (CCSE) Hackathon is our college's premier event in showcasing student talent and connecting companies to our students. Through dedicated "threads" (aka themes) within the event, companies can raise awareness of opportunities for students to work with them, increase brand awareness, and locate top talent for computing workforce. Students can hone their skills, apply the knowledge they gain inside the classroom in authentic, real-world problems, and connect with internship and job opportunities.

Congratulations to Our Winners

1st Place Winners: Team Friendship

Aston Forde, Dion Green, Justin Bull

2nd Place Winners: Team WAM

Eric Weese, Adian Mitchell, Yemi Agesin

3rd Place Winners: Team Avalanche

Jeffery Felshaw Mahliq Obie



Congratulations to Our Winners

1st Place Winners: The Scrapettes

Ella Good, Mason Valles,
Jaime McBride

2nd Place Winners: Mayans

Eric Weese, Adian Mitchell,
Yemi Agesin

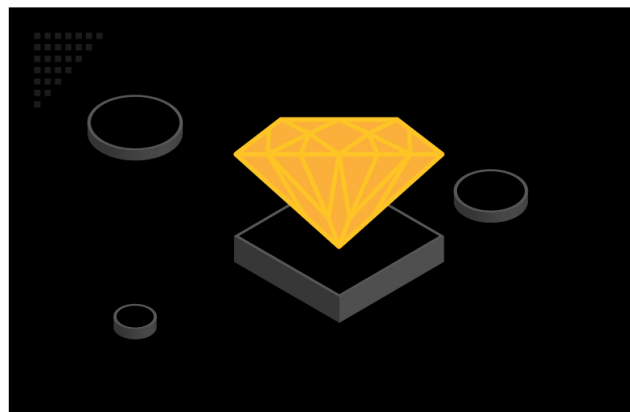
3rd Place Winners: Team Avalanche

Joel Roche, Ibrahima Gueye
Esmerelda Rangel



Come together with friends and other students, meet new people, strengthen your design and development skills, and connect with companies eager to identify talent and see what you can make... all within one weekend. This hackathon will strengthen your resume, let you apply what you are doing in the classroom into real-world scenarios, and let you connect with employers for possibly internships, part time and full time job opportunities.

The CCSE Hackathon is open to all KSU students. For students that do not already have a team, don't worry! We will pair you with a team based on your strengths and weaknesses. This is an excellent opportunity to hone your skills.



Each industry sponsor will present challenges related to their thread of industry. Multiple challenges are possible for each sponsor. In each of these challenges, students will be chosen to form teams of 3 or less to solve these challenges presenting the best of our students in Computer Science, Information Technology, Software Engineering, Game Development, and KSU as a whole. Many different skillsets on every team are desired for the best results for our industry leaders.

The official CCSE Discord channel will be the main platform for sponsor mentoring during the Hackathon. Each sponsor will have their own unique channel and students participating in their challenge will be able to join. The CCSE Executive Discord Leadership Team will place students in the appropriate channels based on the Hackathon Teams spreadsheet provided by Professor Dawn Tatum as students check-in.

Challenge Sponsor

Hackathon Archives

- [2017 Hackathon](#)
- [2018 Hackathon](#)
- [2019 Hackathon](#)
- [2020 Hackathon](#)
- [2021 Hackathon Online](#)

- [2021 Hackathon Spring](#)
- [2021 Hackathon Spring-Challenge Sponsor](#)
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- [2021 Hackathon Spring-Sponsors-Information](#)

- [2022 Hackathon Spring](#)
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- [2021 Hackathon Fall](#)
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- [2023 Hackathon Fall](#)
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- [2021 Global Game Jam](#)

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- [2022 Summer Ideathon](#)

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- [Deans Speaker Series](#)