

Prepare for the SDC

Prior to the Competition

Gather your team.

- Register your team early, and if this is the first time working with your team members use the time before the competition to get to know them
- Recruit team members with diverse skill sets (e.g. research, academic writing, web design, graphic design, animation, programming, video editing). It may also be beneficial to include undergraduate and postgraduate students on your team.

Plan for the logistics of the challenge in advance.

- Discuss with your team members the knowledge you already have about design methods, tools, and techniques that might be useful during the competition
- Set up an account for your team to upload video files to YouTube and documents to Google Drive. You will also need an email account to join the Slack group for the event.
- Review past challenges and submissions from the archived sections of the OzCHI24 blog (www.ozchi24.org)
- Gather and test your facilities and equipment before the challenge period: consider borrowing a tripod, high resolution camera, additional lamps for lighting, video camera, data projector. Choose your video editing software. Collect coloured paper and card, post-its and markers, tape, glue and string, staplers, clips, etc.
- Identify a space you can use. Ideally somewhere warm, well-lit and with access to facilities & amenities. You might also need a 'quiet space' for recording voice over / audio. Make sure you will have 24 hour access.
- Discuss your timeline, remember eating and sleeping arrangements are important!

Familiarise yourself with tools and techniques

As a team, review the document Designing in 24 hours to get a feel for the types of activities you will be undertaking. Familiarise yourself with different forms of prototype suggested.

Practise recording, managing, editing and uploading video, and refine your skills:

- You might want to produce some generic content which could provide useful context for your video (e.g. footage of your town or university campus; team members studying, relaxing or socialising).
- Test to see how long it will take to compress and upload 3-4 mins of video to YouTube.

Make sure you can easily access full text of scholarly articles through scholar.google.com or through your university library's online systems.

- If this is new to you check out the resources on your library's homepage. For example, if you are at Australian National University you can set up Google Scholar like this : <http://libguides.anu.edu.au/usinggooglescholarfromoffcampus>

- Check out the ACM Digital Library: dl.acm.org and make sure you can access the full text of PDFs here. This is one of the most popular repositories for HCI literature is where papers from OzCHI and CHI (and many other relevant venues) are published. See e.g. [Proceedings of OzCHI 2016](#)

Read some OzCHI short papers to understand how they are put together and how they use (and build on) existing literature to contribute new knowledge. E.g.

- Sarupuri, B. et al., 2016. Using Augmented reality to assist forklift operation. OzCHI'16 doi.org/10.1145/3010915.3010952
- Elvitigala, S. et al., 2016. SwimSight: supporting deaf users to participate in swimming games. OzCHI'16 doi.org/10.1145/3010915.3010969

During the competition

Use the Designing in 24 Hours document as a guide to complete the mini challenges and work up to the main challenge.

- Join us on Slack! Share photos of what you are up to and perhaps even some 'teasers' to taunt the competition!
- Contact the competition organisers by email or Slack if you have any questions or need help.
- Document everything! Take lots of photos and keep a brief journal of your key activities.
- Start writing the paper early.
- Don't leave it to the last hour to upload your video: it often takes much longer than anticipated!
- Keep it fun and humorous! Remember to be kind to yourself and your team members (even during the early hours when nothing else matters but coffee and sugar).
- Give it your best go, you'd be surprised at how much you will accomplish in 24hrs.

Participant wellbeing

Participation in the Student Design Challenge is voluntary, and you are responsible for looking after your own wellbeing during the competition.

- 24-hours is a long time to be awake! Most of us don't function so well after 18 hrs awake, so plan your timeline so that you can sleep within this 24-hour period and share the workload between team members.
- Remember to eat! Bring some brain food, and organise what you will eat for dinner and where you will purchase meals and snacks, prior to the competition commencing.
- Prior to the challenge, organise how you will get home safely (if you are not working from home). We do not recommend driving yourself home after the challenge period.