



GEEKKULCHA />

Using hackathons to solve service delivery challenges

Agenda

- About Geekulcha
- What is a hackathon?
- Service delivery challenges
- Using hackathons to solve service delivery challenges



About Geekulcha

Geekulcha is where the young, skilled, creative and ambitious tech minds meet to connect with each other, share knowledge, collaborate on projects, network with industry leaders, obtain training to further improve and enhance their skills and to put that newly acquired skills to work.

Established 15 March 2013, our focus is providing skills development through training and workshops. This ensures that the youth is exposed to entrepreneurship and the industry through the distribution of knowledge and information. In addition to providing employment opportunities, it provides a platform for using technology for solving “real world” problems.

Initiatives



Geekulcha Makers: Combining Mobile with Electronics and Hardware.

Future Geekstars: Introducing High Schools pupils to the world of technology.

Geekulcha Vacation Work: School Holiday Training program for High School Pupils.

Raaketsetsa: Empowering young women and girls within the ICT space.

Geekulcha Student Ambassadors: Selected geeks representing Geekulcha on Campuses.

Geekulcha Internship: Industry readiness program

Target Audience



High Schools Learners
ICT Students
Unemployed ICT graduates
Young ICT Working Professionals

Community Profile



Community members: 10 800 ICT students spread across the country
Facebook Page: 6 209 members
Facebook Group: 6 500 members
Twitter: 11 400 followers
YouTube: 191 subscribers with a total of 18 247 views
Instagram: 1098 followers



What is a hackathon?



What is a hackathon?

A hackathon is...

An event where like minded people to come up and solve business and socially-relevant solutions through Technological and Innovative means.

At the end of the Hackathon, Most Viable Products (apps, websites, electronics systems, data visualizations, etc. are developed of which ignite new startups.)

and creates opportunities for...

- Employment
- Youth Development
- Targeted Problem solving Skills
- Presentation Skills
- Solution feasibility testing
- Incubation
- Networking

Target audience

- Youth
- Public Sector
- Private Sector
- Academy

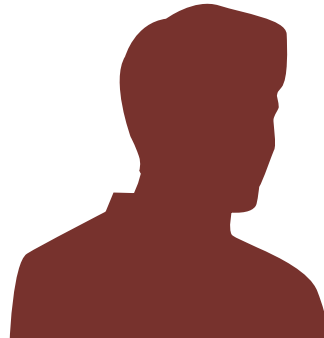


Service delivery challenges



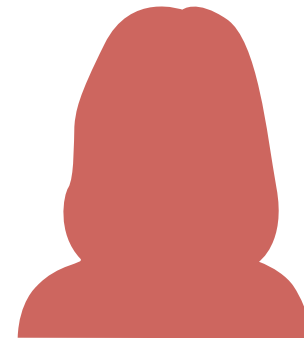
Public perception

- Public unrest
- Knowledge management
- Access to technology services
- Number of employable people



Resource Allocation

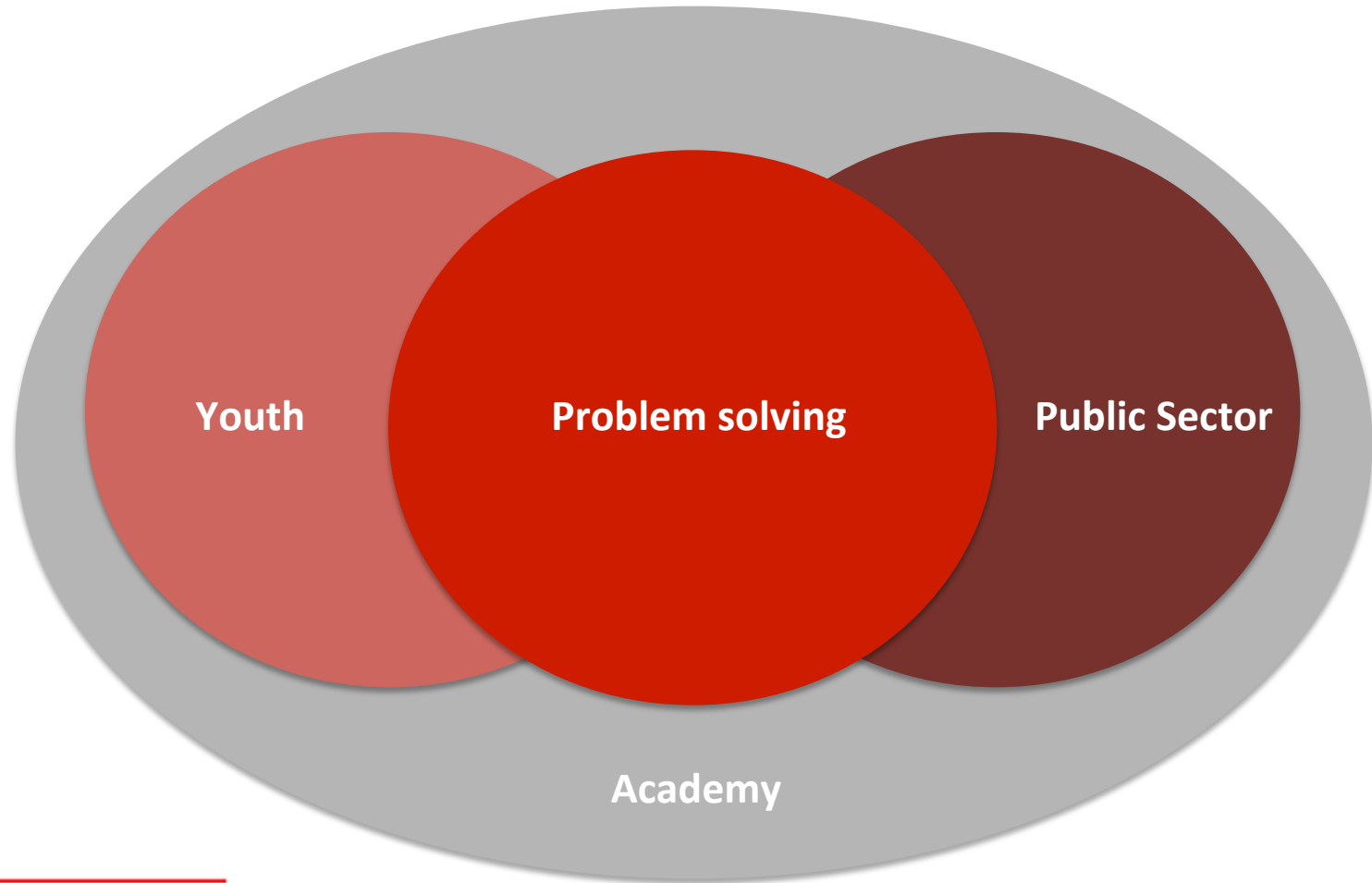
- Infrastructure needed for tech advancements
- Water
- Electricity
- Sanitation
- Housing
- Tourism



Management

- Labour unrest
- Legal and regulatory compliance requirements
- Financial mismanagement
- Corruption
- Leadership support/change
- Funding

Using hackathons to solve service delivery challenges



Department of Economic Development and Tourism (NC)

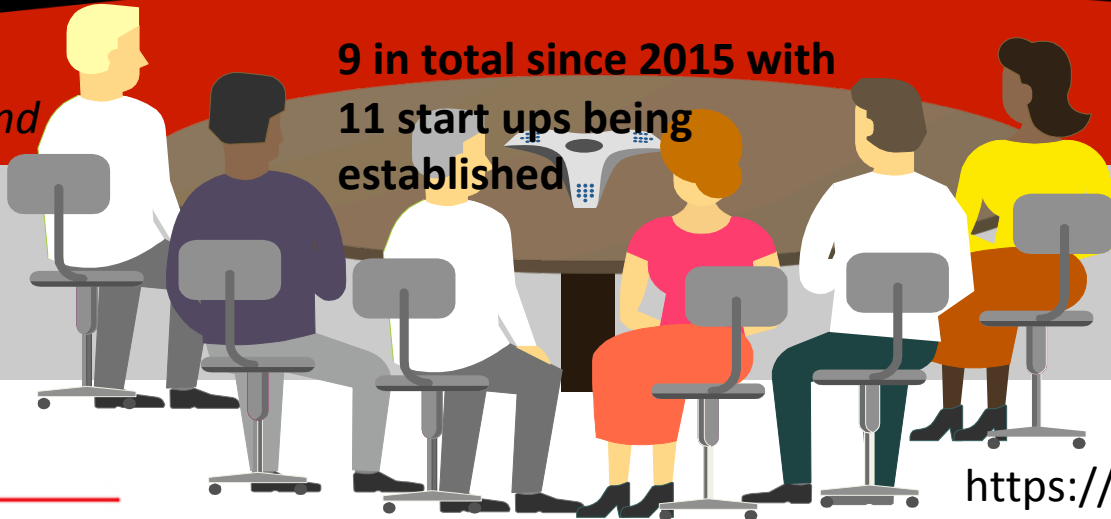
The 2018
Theme: *Digital
innovation for
Connected
Governance and
Sustainability*

4 hackathons hosted to
date in 2018

Solutions included

- Agriculture
- Academy
- Spatial transformation

9 in total since 2015 with
11 start ups being
established



<https://hackathon.ncdev.co.za/>



Innovation is not always one big idea that changes everything. Sometimes it is small incremental changes that makes something better

