

[BOO-Games @Autumn Hackthon](#)



Soizic Tsin, from CUE was representing the Serious Games Institute at the Autumn Hackathon. The Hackathon was held at the Google Campus in LONDON on the 26th and 27th October 2012. She was part of the panel of judges who had the difficult task to pick 6 brilliant teams who won in different categories. The 15 teams developed apps over the weekend and were very committed to their project.

The judges' selection was not of the easiest with the very high entries we had this time and they were very impressed with the enthusiasm, creativity and skills of the teams participating in the event.

The objective of the Autumn Hackathon was for each team to build a bespoke app for entry into one or more of these categories:

- Category 1: **Best Science App**
- Category 2: **Best Games App**
- Category 3: **Best Use of Geographic Data**
- Category 4: **Best Web App**
- Category 5: **Best Mobile App**
- Category 6: **Best Design**

The judges for the Autumn Hackathon:

**Lawrie
Nichols**



Lawrie has spent 20 years in IT as a developer of systems (mostly forgotten) in a wide variety of languages and environments (mostly forgotten). He is currently focusing his energies on developing web APIs as a part of the Pearson Future Technologies API team, opening up Pearson's content to a digital audience.

Luca Sale



Luca is a BlackBerry Developer Evangelist focusing on HTML5 development. With 9 years of web development experience under his belt, 4 of those in mobile, he is a strong advocate for front-end development and pushing the boundaries of what the web can do. Who needs a native app when you've got the power of the web?

Sergio Gutierrez-Santos



Sergio is a Lecturer in Computer Science at Birkbeck, University of London. His research searches for innovative artificial intelligence techniques to improve the way we learn and teach, especially in relation to programming.

Soizic Tsin



Soizic is an experienced project manager at Coventry University Enterprises Ltd. Her main focus is to engage CUE with enterprises and policymakers across Europe within the creative sector. Through the SGI she has also been appointed as the project coordinator of the BOO-Games project whose main objective is to boost the video games sector in Europe.

Heydar Faramarzi



Heydar graduated from Brunel University in 1987, receiving a MSc in Digital Systems. Since graduation he has worked for a number of major technology companies including GEC Marconi in London in Software Engineering, AT&T in New Jersey US as a Telecom Technical Manager and Alcatel-Lucent in Swindon as the R&D Director leading the development of large scale IT and software systems. He successfully led the spin out of the Development department to become EMNICO Technologies in Swindon developing bespoke software applications. He is a chartered engineer (CEng), a Member of the Institution of Engineering and Technology (MIET) and a Member of the British Computer Society (MBCS). He is also actively involved in business through his role as president of the Chamber of Commerce, and is involved in a number of entrepreneurial companies. Heydar's real focus for the Hackathon will be the technical quality of the solutions as well as their commercial viability to scale.

Further Information and the results please visit the website:

www.hackathoncentral.com
