

Innov8 for Kids Hackathon

2021 Launch Event: Recap

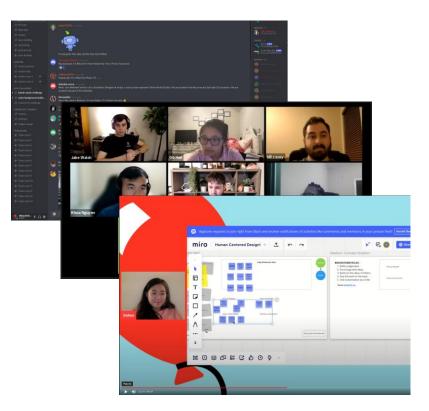


Event Details

- Virtual Event: July 16th 18th
- Teams create immersive technologies that address Children's Health needs

Includes virtual reality, augmented reality, and gamifying healthcare

- Mentoring, innovation workshops
- Live streaming content (cooking shows, gaming, activities)
- 24 x 7 chat room
- Prizes awarded
 - 1st, 2nd, 3rd
 - Best high school submission
 - Mini-challenges: best costume, best snack, etc.





Launch Event: Outcomes

- 53 participants
 - High School
 - College
 - Post-college professionals
- 14 ideas submitted
- 17 mentors, 6 judges
- \$25,000 in Sponsorships
 - Salesforce
 - Persistent
 - Allata
 - Microsoft
 - Grapevine Parks & Recreation
 - TytoCare
- Multiple new donor relationships formed

Some of the organizations represented...









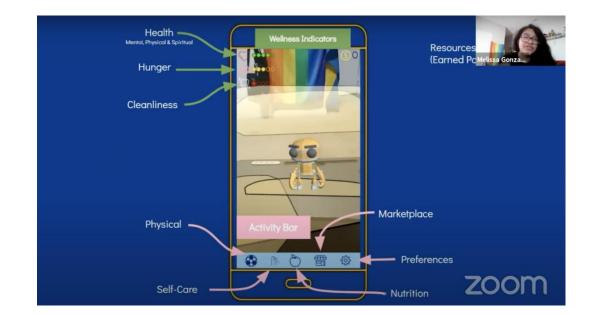




Problem: Tendency for kids to neglect their own health due to low motivation, forgetfulness, feelings of depression, or lack of knowledge

Solution: Game where user can take care of AI pet by completing tasks to take care of themselves. ...keeping yourself healthy keeps your pet healthy.

"Tamagotchi Pet" + Augmented Reality + Patient Education



Dallas ISD Team: Melissa Gonzalez, Mirna Lopez



Rocking emotions- 2nd place

Problem: Children having a problem finding the vocabulary to express themselves and manage their emotions

Solution: First-person, exploration, building, pet-care themed Augmented Realiy mobile game for kids Develop emotional agility while collecting rocks and caring for digital pet egg in the process

Pokémon Go augmented reality + Hatchimals! + Social-Emotional Education





Communication Digitization 1st place <u>and</u> Best High School Submission

Problem: Patients/families presented with a lot of info and paperwork. Problem with comprehension and retention of info and lack of time from clinicians to fully explain.

Solution: Make this process fun by creating an app with kidfriendly video media that includes all the info they need to know about their diagnosis.

Accelerate content creation by allowing doctors, clinicians, and other hospitals to upload mini-videos

WebMD + TikTok / YouTube + Patient Education





Other Impressive Submissions!

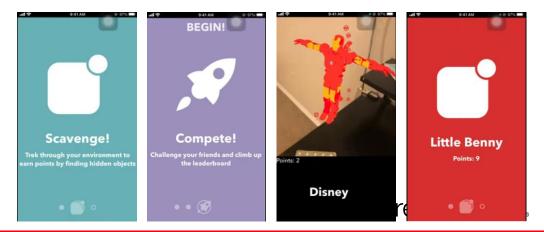
Khamistad: Reduce patient stress via augmented reality (AR) companion to guide through diagnosis and facilities



Attack on Virus Gaming: Patient education "mini-games" to increase engagement and knowledge retention

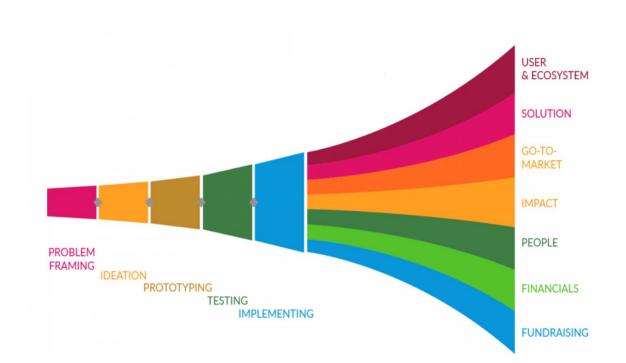


PediaTrek: Increase mobility by patient-created augmented reality scavenger hunts with mini-games, leaderboards



Next steps

- Prepare for spring 2022 hybrid event
- Create post-event promo video ("sizzle reel")
- Identify ideas with potential at CHST or broader commercialization opportunity
- Grow post-event donor pipeline to fund prototype development
- Event Teams and UTD create prototypes
 - Supports innovation education
 - Reduces cost for testable prototype
- Test prototype at Children's, refine prototype
- Test at **Peer Pediatric Innovation Centers** to build momentum for future scaling, <u>leveraging KidsX and</u> <u>ISPI innovation networks</u>





Thank you for making this happen!

- Asterisk Solutions Inc. Hackathon Event Hosting
- Children's Teams:
 - Foundation
 - Marketing & Communications
 - Legal, Compliance, Privacy
 - Information Technology
 - Human Resources (thank you interns!!)
 - Children's Health idea submitters, mentors, and judges!!
- Dallas Regional Chamber of Commerce
- University of Texas at Dallas
- Texas Trees Foundation
- ...and many others not listed above!!

