

## Response Summary:

### Q1. Applicant Information

<b>Name (first and last)</b>	Anna Pandey
<b>Email address</b>	anna@hackdavis.io
<b>Phone number (xxx) xxx-xxxx</b>	916-291-7860
<b>Name of Department/ Unit/ Student Organization</b>	HackDavis
<b>What is your role or position within the Department/ Unit/ Student Organization?</b>	Finance Director

### Q2. Event/ Program Information

<b>Name of the Event/ Program</b>	HackDavis
<b>Date(s) of Event (include the year)</b>	4/19/26-4/20/26
<b>Location</b>	U-Center
<b>TOTAL event/ program budget (\$x,xxx)</b>	92177
<b>Funding request amount from COSAF (Student Programming Fund) (\$x,xxx)</b>	35000

### Q3. Please provide a detailed description and purpose of the event/ program.

HackDavis is UC Davis' only student-run, weekend-long collegiate hackathon dedicated to hacking for social good. Recognized among the top 50 hackathons in the world, our organization has provided thousands of students with opportunities to demonstrate and cultivate their skills and knowledge in a professional environment. From collaborations with academic departments, providing technical workshops, and organizing networking events, we provide a space for students to showcase their talents. From 2016 to 2024, we have had the opportunity to partner with Amazon, Cisco, Ford, Google, Github, IBM, and many other industry leaders to bridge the gap between students and corporations. Hacker projects address issues in education, environment, and wellness to inspire deep thinking about how students can give back to their communities.

### Q4. How will the requested funds be utilized to support this event/ program?

Funds acquired from COSAF SPF will directly support the success of our weekend-long event. The expenses to be financed through these funds can be divided into food, marketing, facilities and services, and miscellaneous costs. Primarily, the grant will be allocated toward securing the venue and ensuring reliable Wi-Fi and power, essential for hosting this event effectively.

### Q5. Please enter estimated attendance for the following groups.

<b>UC Davis Students</b>	1200
<b>UC Davis Staff</b>	10
<b>Faculty</b>	15
<b>Other (please specify and include number)</b>	100 non- UC Davis Students

**Q31. If this event does not receive funding or receives only partial funding, how will the event be impacted?**

If HackDavis is not funded by COSAF, the event will struggle to meet the increasing demand of students. Year-over-year, participation has increased by over 15%, with over 1100 registered participants in 2024. Accommodation of a large-scale event requires extensive funding towards necessary resources such as food, marketing, facilities & services, wifi & power, and technical needs. All of these elements are essential to fueling a weekend-long hackathon that ensures our hackers are provided the highest quality of support that allows them to create outstanding projects for social good.

**Q6. Who is the target audience of the event/ program? (e.g. students, program participants, users of a specific service)**

HackDavis is an inclusive hackathon that invites student participants of all backgrounds, academic disciplines, and experiences. We specifically target hackers who are interested in demonstrating career-related expertise through creating technology-related projects catered towards impacting communities positively.

**Q7. What program, activity, or service will be provided? (e.g. six-week training program, instructional class or activity, structured community program that exposes students to new ideas and experiences)**

Before the event, HackDavis provides mentorship to participants through year-round technical workshops where we provide hackers access to guidebooks and applications to use during the hackathon. We also host training workshops with sponsors to teach hackers about different tried-and-true tactics to use in their projects. During the event, various campus organizations host workshops aimed at teaching hackers specific areas of tech. We have organizations focusing on cybersecurity, AI, machine learning, design, and hardware to ensure our hackers are equipped with all the tools and skills they need. Additionally, hackers have the opportunity to network with industry experts and gain insights regarding their projects and careers.

**Q10. How does the event/ program provide services that are of growing interest to students? (if applicable)**

HackDavis serves as a beginner-friendly event that bridges the gap between academics and the professional realm. A growing concern for many students is the inability to find practical experiences that will let them stand out when applying to internships or full-time job positions. HackDavis allows these students to both develop and show key skills employers are looking for under ethical guidelines that emphasize positivity and innovation. The event also provides necessary vulnerability to criticism, and skills, from mentors, and judges that are required for professional development.

**Q11. How does the event/ program foster diversity, equity, and inclusion? (if applicable)**

HackDavis operates under the key principles of inclusivity, hands-on learning, and impactful projects to demonstrate social good that fosters diversity, equity, and inclusion. Our organization encourages students from any background, academic discipline, and experience levels to participate. For instance, HackDavis 2024 saw over 200 students without prior technical experience participate, with over 60 teams developing projects under the "Best Beginner Hack" prize category. Historically, 40% of our attendees have been female hackers, highlighting our success in reaching out to underrepresented minority groups in tech, through events such as "Women in Technology" workshops. During the hackathon, our unique project categories foster these values by encouraging students to focus on issues in education, environment, and wellness. Past student submissions have embraced community-driven challenges through projects, such as an app that reduced trash pollution, apparel that assisted memory in Alzheimer patients, and an AI companion for children in hospitals. HackDavis strives to continually grow and improve to expand our ability to foster social good through empowering students to innovate under our key principles.

**Q12. How does the event/ program provide crucial services to students? (if applicable)**

HackDavis provides a space for students to participate in the practical application of cross-disciplinary learning in fields such as business, science, and engineering. The event allows students to dive into their creative space and create within an intensive weekend time frame to engage in team-building, innovate, and catch a glimpse of career pathways in a professional setting. It also features mentors from top industry leaders who provide valuable guidance and support to the hackers attending the event. All parties involved foster a greater sense of responsibility and personal growth as they engage in creating socially responsible projects. Our goal is to prepare the next generation to focus on increasing public welfare.

**Q32. How does the event/program benefit a large range of student population?**

The Hackathon benefits a large range of students due to its application of technology. Many majors, programs, and individuals express their interest in the breadth of technology. Additionally, the event offers different levels of hacking—beginner, intermediate, and advanced—ensuring that participants of all skill levels can engage and learn. To cater to all majors and backgrounds, we have categories that support their interest in the intersection of technology. With dozens of categories like "Best Interdisciplinary Hack", "Best Design" and "Most Creative Hack", HackDavis serves as the student platform to demonstrate the ingenuity of every portion of the population. We also seek to inspire and help beginners create by incentivizing them to be the best beginner hack. The Hackathon itself is a network for students to connect with potential recruiters and sponsors. HackDavis is a platform to showcase skills, get started on projects, and get a glimpse of the Davis community.

**Q13. Has your Department/ Unit/ Student Organization put on this event in the past?**

- Yes

**Q14. Please provide the following information on the previous event(s).**

<b>Event date(s) (Month(s)/ Date(s) / Year)</b>	4/27/24-4/28/24
<b>Location</b>	U-Center
<b>Total attendance</b>	1108

**Q15. How was the success of the event measured?**

Each year, the success of HackDavis is measured through analyzing quantitative and qualitative metrics that reflect our mission to drive social good. We first evaluate participant engagement, tracking not only the students, mentors, and volunteers who attend but also the diversity of their backgrounds, academic disciplines, and attitudes. This allows us to understand and modify the effects of our outreach efforts for future events. Additionally, we gather participant feedback through surveys to assess satisfaction, skill development, and insights, enabling further refinement. We also appraise project outcomes by considering the number and excellence of submissions. We incentivize innovations that exemplify complexity, creativity, and alignment with HackDavis values through the implementation of dozens of prize categories. Through gaining an understanding of why high-quality projects are constructed, we can guide future participants towards greater advancements for critical and niche issues. Lastly, we consider our operational efficiency in managing the event. Keeping track of mistimed scheduling, pain points, and divisions that require more support is essential to ensure HackDavis can continue to run as UC Davis' annual collegiate hackathon

**Q33. If this is an annual event, is there a change to funding from previous years?**

- No

**Q34. If Yes, what is the change?**

N/A

**Q35. If this is an annual event, is there a substantive change to the program agenda from previous years?**

- No

**Q36. If Yes, what is the change?**

N/A

---

**Embedded Data:**

N/A

Name of Event/Program:	Hackathon			
Name of Department/Unit/Student Organization:	HackDavis			
			Program Date(s) in 2025-26:	4/19-4/20/2026

ITEM		ESTIMATED COST		SUB-TOTAL
------	--	----------------	--	-----------

<b>FACILITY: Room Rental, Room Set-Up, Equipment Rental, Audio/Video</b>				
--------------------------------------------------------------------------	--	--	--	--

1 Venue (U-Center)		\$	10,000	
2 Reservation Fee		\$	160	
3 Security		\$	390	
4 Table Rental		\$	1769	
5 Projector/Screen Rental		\$	2505	
6 Wifi		\$	18000	
7 Power		\$	15000	
8 Table Cloths		\$	100	\$ 47,824

<b>FOOD: Refreshments, Breakfast, Lunch, Dinner (include estimated cost per person)</b>				
-----------------------------------------------------------------------------------------	--	--	--	--

7 Saturday (Lunch and Dinner)	14 (per person)	\$	12595	
8 Midnight Snacks	4.2 (per person)	\$	2520	
9 Sunday( Lunch, Dinner, and Breakfast)	8.28 (per person)	\$	5675	
10 Coscto Snacks		\$	1400	
11 Coffee		\$	900	
12 Coscto Water		\$	350	\$ 23440

<b>PERFORMERS, GUEST SPEAKERS, HONORARIA</b>				
----------------------------------------------	--	--	--	--

13		\$		
14		\$		
15		\$		
16		\$		
17		\$		
18		\$		\$ 0

<b>PUBLICITY/MARKETING: Flyers, Posters, Advertising, Mailing, Printing</b>				
-----------------------------------------------------------------------------	--	--	--	--

19 Flyers		\$	300	
20 Totes		\$	1100	
21 Pins		\$	36	
22 Stickers		\$	670	

23 Banner		\$	60		
24 Hacker T-Shirts		\$	4500		
25 Hacker Name Tags		\$	328		
26 Polaroid Film		\$	315		
27 Workshop Snacks		\$	112	\$	7421
<b>SUPPLIES: Decorations, Online Tools, Software, Licenses</b>					
28 Decorations		\$	50		
29 Prizes		\$	12500		
30 UHaul		\$	250		
31 DOE Activities		\$	250		
32 Digital Ocean		\$	60		
33 QuickBooks		\$	75		
34 SalesQL		\$	120		
35 Grant Station		\$	99		
36 Typeform		\$	82		
37 Discord Bot		\$	6	\$	13492
<b>TRAVEL: Transportation, Parking, Lodging</b>					
		\$			
		\$			
		\$			
		\$			
		\$			
		\$			\$ 0
			<b>Total Amount Requested from COSAF:</b>	<b>\$</b>	<b>35 000</b>