On January 18th, students from various high schools and middle schools competed in ITS Academy's yearly hackathon, HACK IT. The day long event composed of students learning how to program Whack-A-Mole within AppInventor and getting into groups to build a variation of the game or create a completely new game. With high spirits, the students had many great ideas from programming a fortune teller to using the gyroscopes on a phone to increase the level of difficulty. After 4 hours of programming, students presented to a board of industry professionals and professors, and answered questions regarding the development process and ideation. Teams Flaming Turtles and Runtime Terror were this year's victors and each walked away with a brand new 3D printer. Special thanks to all the other teams who participated. Lastly, the ITS Academy would like to give a huge thanks to CapitalOne and student volunteers for hosting the event and giving up their weekend to work with the great minds of the future.
Winners

Flaming Turtles - Snek

Runtime Error - Dungeons and Dragons

Upcoming Events

March 27-28 2020

June 15-19 2020

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