

## Event Overview:

This two-part **Random Hack of Kindness (RHoK)** event will take place over two three-hour sessions, two weeks apart. The structure allows participants to experience the NIU Wellness services thoroughly, understand the challenges, and develop thoughtful solutions.

## Part 1: Problem Scoping & Ideation (Day 1)

### Objective:

**Identify key challenges** the NIU Wellness faces and **select one** that participants will develop over the following two weeks.

**Duration:** 2 hours

### Agenda:

- 1) **Welcome and Introduction (15 minutes)**
  - a) Introduction to the NIU Wellness, its mission, and current challenges
  - b) Overview of the event structure and goals, highlighting the two-week development period.
- 2) **Problem Scoping (30 minutes)**
  - a) Participants join small groups, each focusing on a specific challenge (e.g. outreach, donor engagement, volunteer coordination, student experience, stigma).
  - b) Groups discuss and refine the problem statements.
- 3) **Idea Expo and Feedback (60 minutes)**
  - a) Groups prepare displays showcasing their direction.
  - b) Participants circulate in an expo-style session, where they can explore all ideas, ask questions, and provide feedback.
  - c) Selection of the top ideas within each group to move forward as a team.
- 4) **Idea Team and Next Steps (15 minutes)**
  - a) Each team continues brainstorming potential solutions.
  - b) Each team plans to visit NIU Wellness services to understand the problem space better and gain additional insights.
  - c) Each team establishes a communication channel and outline tasks for the two-week period.

## Between Sessions (Two-Week Period)

### Objectives:

- **Site Visits:** Teams visit the NIU Wellness Services to observe operations, speak with staff, and gather insights to refine their solutions.
- **Research and Development:** Teams use the time to conduct further research, consult with stakeholders, and prototype their solutions.
- **Mentorship and Guidance:** Provide teams with access to mentors and resources to assist in the development process.

## Part 2: Proposal and Presentation (Day 2)

**Objective:** Finalize and present actionable solutions for NIU Wellness challenges.

**Duration:** 2 hours

### **Agenda:**

- 1) **Kick-off and Recap (15 minutes)**
  - a) Recap of Day 1 and progress during the two-week period.
  - b) Teams share insights gained from their NIU Wellness visits.
- 2) **Solution Expo and Finalization (60 minutes)**
  - a) Teams finalize their solutions, incorporating feedback and insights.
  - b) Prepare prototypes, presentations, or other deliverables.
- 3) **Solution Featured Presentations (30 minutes)**
  - a) Selected teams present their refined solution to a panel of judges and stakeholders.
  - b) Presentations followed by Q&A sessions.
- 4) **Judging and Feedback (15 minutes)**
  - a) Judges deliberate and provide feedback on the presented solutions.
  - b) Recognition for the most innovative, impactful, and **feasible** solutions.

### **Post-Event:**

- **Support for Implementation:** Offer continued mentorship, resources, and potential funding to help teams implement their solutions.
- **Follow-Up Meeting:** Schedule a follow-up meeting a few weeks after the event to set up the implementation progress.

## Evaluation Rubric

Category	Description	High (3)	Moderate (1)	Low (0)
Relevance Organization/ Program Challenges	Does the solution address one or more key challenges of the Organization or Program?	<b>The solution directly addresses a key challenge with clear relevance to the Huskie Food Pantry's needs.</b>	The solution partially addresses a challenge but lacks focus or depth.	The solution does not address any of the Huskie Food Pantry's challenges.
Innovation & Creativity	How original and creative is the solution? Does it offer a new perspective or approach?	<b>The solution is highly creative and introduces a novel, innovative approach to solving the challenge.</b>	The solution shows some creativity but doesn't push the boundaries of what's been done before.	The solution lacks creativity and is not innovative.
Feasibility & Practicality	Can the solution be realistically implemented with the resources available? Is it practical for the Huskie Food Pantry to adopt?	<b>The solution is highly feasible and practical, with minimal barriers to implementation.</b>	The solution could be implemented but would require significant resources or adjustments.	The solution is not feasible given current resources or constraints.
Impact on Operation	Will the solution have a measurable impact on the organization or program operations or overall reach?	<b>The solution will have a significant, measurable impact, improving efficiency and reach.</b>	The solution will have a moderate impact, improving some aspects of the Huskie Food Pantry's operations.	The solution will have little to no impact on the Huskie Food Pantry's operations.
Student Experience	Will students feel welcome to utilize services/resources? Have barriers to usage been addressed? Will students feel empowered to utilize the services/resources?	<b>The solution clearly keeps the student experience and wellbeing as top priority.</b>	The solution somewhat addresses the student experience but more as an afterthought.	The solution does not address the student experience, which may limit the usefulness of the solution.
Team Collaboration & Presentation	Did the team demonstrate effective collaboration? Was the solution presented clearly and compellingly?	<b>The team demonstrated excellent collaboration, and the presentation was clear, well-organized, and engaging.</b>	The team worked together adequately, and the presentation was understandable but could have been more cohesive.	The team lacked collaboration, and the presentation was unclear or confusing.