

IEEE Vancouver Kinect and Structure Sensor Hackathon



[IEEE Vancouver Joint Computing Chapter](#) and the [BCIT School of Computing and Academic Studies](#) are excited to announce that Microsoft and Occipital are co-sponsoring a hackathon in Vancouver on November 8th!

This workshop gives students, faculty, and other attendees full access to experts from both Occipital and the Microsoft Kinect team and enables them to focus on creating something using the [Kinect for Windows v2](#), [Structure Sensor](#), or both! Come hack a project together over a 28-hour period and work solo or in teams (max five people per team).

You are encouraged to bring your own computer or mobile device*, but there will be plenty of Surface Pros, Kinect for Windows v2 sensors, and Structure Sensors for teams to borrow and use at the event.

This event will be held at BCIT. We are still working out the details on start time and agenda but plan for the event to be all day on Saturday, November 8th and wrap up in the afternoon on Sunday, November 9th.

All information will be made available on the registration website before registration opens.

Registration opens October 15th at 8:00am sharp. Space is limited to the first 100 people who register. There will be a \$20 registration fee to cover the cost of food. Students may register for \$10 (must present current student ID).

Register at <https://meetings.vtools.ieee.org/m/27203>

Hosts



Sponsors



*Running the Kinect for Windows v2 SDK requires Windows 8/8.1, an i5 or better processor, a DirectX 11 capable GPU, and USB 3.0. The Structure SDK is iOS only and requires Xcode 5 and a compatible iOS device (A5X or better processor and Lightning port). Developing with the Structure Sensor is also possible on Windows, Android, Linux or OSX using OpenNI2.