THE SENATE
TWENTY-NINTH LEGISLATURE, 2018
STATE OF HAWAII

S.B. NO.

2902
S.D. 2
H.D. 1

A BILL FOR AN ACT

RELATING TO TECHNOLOGY DEVELOPMENT.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF HAWAII:

1   PART I

2   SECTION 1. The confluence of the Internet, the world wide

3 web, mobile device development, and other technological advances

4 have helped governments to enhance services without expending

5 significant government funds. However, government entities

6 often do not have the resources or organizational culture to

7 develop innovative solutions. To address this shortfall,

8 communities and government entities have increasingly

9 collaborated to present events, typically lasting as short as a

10 weekend to as long as a month, where software developers compete

11 for prizes by creating proofs of concept to address a specified

12 challenge. These events, known as hackathons, often lead to the

13 discovery of new ways to leverage existing government platforms

14 into expanded services for the public.

15   In 2016, Governor David Ige and the office of enterprise

16 technology services held the inaugural Hawaii annual code

17 challenge (HACC) to engage the local technology community to

1　help modernize state government.　The challenge gathered local

2　talent to develop modern tools and software applications to

3　provide enhanced government services to the public.　The event

4　also provided opportunities for students to network and present

5　their skills to the public and private-sector professional

6　communities, while allowing government departments to showcase

7　their open datasets, present their current challenges, and

8　request potential solutions.　Through this collaborative

9　environment, members of the public interacted directly with

10　government resources and subject matter experts to help create

11　innovative solutions and drive civic engagement.

12　　　The inaugural HACC in 2016 drew more than two hundred fifty

13　participants who developed several highly regarded proofs of

14　concept.　State departments and other organizations made

15　challenge pitches to the attendees, who formed teams to pitch

16　potential solutions.　For example, to solve the problem of

17　managing visitors to correctional facilities, teams created a

18　visitation software application for the department of public

19　safety to use at the Oahu community correctional facility.

20　Similarly, in response to a request from the Institute for Human

21　Services, participants created a software application to aid

1 social workers in collecting point-in-time information at

2 homeless encampments. The department of agriculture also

3 benefitted from a team's development of a website to gather data

4 on locally grown produce, allowing data to be crowdsourced.

5   At the second annual HACC in 2017, more than three hundred

6 community participants formed twenty teams to create even more

7 promising software applications. One team created an online

8 tool to help the office of elections schedule volunteers during

9 the busy election season. Another team created a software

10 application to crowdsource the mapping of buildings to assist

11 the University of Hawaii to geotag campus buildings. Finally, a

12 team created an Alexa skill to allow individuals to interface

13 with the Hawaii Revised Statutes with verbal commands.

14   The purpose of this part is to promote the diversification

15 of Hawaii's economy, particularly in the innovation technology

16 sector, by appropriating funds to the Hawaii technology

17 development corporation to provide grants to software

18 application challenge participants for the development of proofs

19 of concept created during the challenges into prototypes.

20   SECTION 2. (a) The Hawaii technology development

21 corporation shall:

1   (1)   Use the funds appropriated by this Act, along with any

2   matching funds, to award grants to help convert proofs

3   of concept developed in Hawaii during software

4   application challenges into prototypes suitable for

5   local and state government use;

6   (2)   Seek donations from federal and county sources in

7   addition to any corporate, philanthropic, and other

8   nongovernment sources; provided that moneys from

9   donations shall account for not less than fifty per

10   cent of moneys expended on a project-by-project basis;

11   (3)   Require that all software applications that are the

12   subject of any grant awarded be made open source so

13   that anyone may use those applications free of charge

14   based upon open source licensing;

15   (4)   Require that any participant in a software application

16   challenge is eligible to apply for a grant;

17   (5)   Appoint a review committee to review grant

18   applications pursuant to subsection (b) and award

19   grants subject to available funding; and

1   (6)   Submit a report to the legislature no later than

2   twenty days prior to the convening of the regular

3   session of 2019 on the:

4   (A)   Number and dollar amounts of grants awarded; and

5   (B)   Progress of any software applications developed.

6   (b)   A participant applying for a grant under this Act

7 shall submit a grant application on a form prescribed by the

8 Hawaii technology development corporation. The grant

9 application shall:

10   (1)   Require an overview of the software application and

11   how continued development of that application will

12   impact the State and the pitching agency's ability to

13   service the community;

14   (2)   Require the applicant to present an adoption plan for

15   the software application, including critical success

16   factors and how the software application will sustain

17   itself over time;

18   (3)   Provide major budget components for the software

19   application's development; and

20   (4)   State the outcomes the applicant expects to achieve if

21   awarded a grant.

1   (c)   The Hawaii technology development corporation may

2 expend some of the funds appropriated by this Act to support

3 software application challenge events, manage the prototype

4 implementation process, and execute an adoption plan for the

5 project, including marketing, outreach, and communications.

6   (d)   No funds appropriated by this Act may be awarded as a

7 prize for any software application challenge.

8   (e)   For the purposes of this Act:

9 "Open source" means a software application whose source

10 code is available to the general public, under the terms of a

11 software license, for use or modification from its original

12 design.

13 "Pitching agency" means a state or county agency that

14 challenges software application challenge participants to create

15 software applications.

16 "Proof of concept" means a software application that serves

17 as a realization of a certain method or idea in order to

18 demonstrate its feasibility or to verify that the method or idea

19 has practical potential.

1   "Prototype" means a software application that possesses

2   enough function that it may be tested or utilized by the

3   pitching agency.

4   "Software application" means the applications, or apps,

5   that result from the software application challenges, including

6   but not limited to the broad categories of web apps, mobile

7   apps, computing devices, sensors, augmented reality, and virtual

8   reality.

9   "Software application challenge" generally refers to events

10   that bring teams together to collaborate and innovate solutions

11   for a given theme or problem set.

12   SECTION 3.   There is appropriated out of the general

13   revenues of the State of Hawaii the sum of $ or so much

14   thereof as may be necessary for fiscal year 2018-2019 for the

15   purposes set forth in section 2 of this Act.

16   The sum appropriated shall be expended by the Hawaii

17   technology development corporation for the purposes of this

18   part.

19   PART II

20   SECTION 4.   A comprehensive economic development strategy

21   is a strategy-driven plan for regional economic development that

1 stems from a regionally-owned planning process designed to build

2 capacity and guide the economic prosperity and resiliency of an

3 area. The 2016-2020 Hawaii Statewide Comprehensive Economic

4 Development Strategy provides a blueprint for economic

5 development throughout the State that includes both a statewide

6 comprehensive economic development strategy containing broad

7 themes applicable to the entire State, as well as comprehensive

8 economic development strategies for each of the counties.

9   The legislature finds that the 2016-2020 Hawaii Statewide

10 Comprehensive Economic Development Strategy provides a vehicle

11 for individuals, state and county governments, private industry,

12 educational institutions, and non-profit organizations to engage

13 in a dialogue to determine what efforts will work best for the

14 development of Hawaii's economy, particularly in the technology

15 sector.

16   The purpose of this Part is to require the department of

17 business, economic development and tourism to conduct a

18 comprehensive review of the 2016-2020 Hawaii Statewide

19 Comprehensive Economic Development Strategy and develop regional

20 economic plans to increase the development of the technology

21 industry, including plans to attract, establish, or expand

1 technology sector jobs, in both urban and rural areas of each

2 county of the state.

3   SECTION 5. (a) The department of business, economic

4 development and tourism shall conduct a comprehensive review of

5 the 2016-2020 Hawaii Statewide Comprehensive Economic

6 Development Strategy. The review shall be conducted on both the

7 statewide comprehensive economic development strategy and any

8 comprehensive economic development strategies developed for each

9 of the counties, including any regional or community plans.

10   (b) After conducting the comprehensive review required

11 under subsection (a), the department of business, economic

12 development and tourism, shall develop regional economic plans

13 to increase the development of the technology industry,

14 including plans to attract, establish, or expand technology

15 sector jobs, in both urban and rural areas of each county of the

16 state based on the development of designated regions or

17 communities in the respective county.

18   (c) The department of business, economic development and

19 tourism shall submit a report of its findings and

20 recommendations, including recommendations on how to further

21 develop the technology industry, technology sector jobs, and any

1 necessary skills for employment in the technology industry in

2 each economic region, as well as any proposed legislation to the

3 legislature no later than twenty days prior to the convening of

4 the regular session of 2019.

5   PART III

6   SECTION 6. This Act shall take effect on July 1, 2050.

Report Title:
Technology; Software Application Challenges; Grants;
Appropriation

Description:
Part I: Appropriates funds for grants to participants in
software application challenges so that the proofs of concept
created during the challenges can be developed into prototypes
suitable for local and state government. Part II: Requires the
Department of Business, Economic Development and Tourism to
conduct a comprehensive review of the 2016-2020 Hawaii Statewide
Comprehensive Economic Development Strategy and develop regional
economic plans. (SB2902 HD1)

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