
A BILL FOR AN ACT

RELATING TO TECHNOLOGY DEVELOPMENT.

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

1 SECTION 1. The confluence of the Internet, the world wide
2 web, mobile device development, and other technological advances
3 have helped governments to enhance services without expending
4 significant government funds. However, government entities
5 often do not have the resources or organizational culture to
6 develop innovative solutions. To address this shortfall,
7 communities and government entities have increasingly
8 collaborated to present events, typically lasting as short as a
9 weekend to as long as a month, where software developers compete
10 for prizes by creating proofs of concept to address a specified
11 challenge. These events, known as hackathons, often lead to the
12 discovery of new ways to leverage existing government platforms
13 into expanded services for the public.

14 In 2016, Governor David Ige and the office of enterprise
15 technology services held the inaugural Hawaii annual code
16 challenge (HACC) to engage the local technology community to
17 help modernize state government. The challenge gathered local



1 talent to develop modern tools and software applications to
2 provide enhanced government services to the public. The event
3 also provided opportunities for students to network and present
4 their skills to the public and private-sector professional
5 communities, while allowing government departments to showcase
6 their open datasets, present their current challenges, and
7 request potential solutions. Through this collaborative
8 environment, members of the public interacted directly with
9 government resources and subject matter experts to help create
10 innovative solutions and drive civic engagement.

11 The inaugural HACC in 2016 drew more than two hundred fifty
12 participants who developed several highly regarded proofs of
13 concept. State departments and other organizations made
14 challenge pitches to the attendees, who formed teams to pitch
15 potential solutions. For example, to solve the problem of
16 managing visitors to correctional facilities, teams created a
17 visitation software application for the department of public
18 safety to use at the Oahu community correctional facility.
19 Similarly, in response to a request from the Institute for Human
20 Services, participants created a software application to aid
21 social workers in collecting point-in-time information at



1 homeless encampments. The department of agriculture also
2 benefitted from a team's development of a website to gather data
3 on locally grown produce, allowing data to be crowdsourced.

4 At the second annual HACC in 2017, more than three hundred
5 community participants formed twenty teams to create even more
6 promising software applications. One team created an online
7 tool to help the office of elections schedule volunteers during
8 the busy election season. Another team created a software
9 application to crowdsource the mapping of buildings to assist
10 the University of Hawaii to geotag campus buildings. Finally, a
11 team created an Alexa skill to allow individuals to interface
12 with the Hawaii Revised Statutes with verbal commands.

13 The purpose of this Act is to appropriate funds for grants
14 to software application challenge participants so that the
15 proofs of concept created during the challenges can be developed
16 into prototypes.

17 SECTION 2. (a) The Hawaii technology development
18 corporation shall:

- 19 (1) Use the funds appropriated by this Act, along with any
20 matching funds, to award grants to help convert proofs
21 of concept developed in Hawaii during software



1 application challenges into prototypes suitable for
2 local and state government use;

3 (2) Seek donations from federal and county sources in
4 addition to any corporate, philanthropic, and other
5 nongovernment sources; provided that moneys from
6 donations shall account for not less than fifty per
7 cent of moneys expended on a project-by-project basis;

8 (3) Require that all software applications that are the
9 subject of any grant awarded be made open source so
10 that anyone may use those applications free of charge
11 based upon open source licensing;

12 (4) Require that any participant in a software application
13 challenge is eligible to apply for a grant;

14 (5) Appoint a review committee to review grant
15 applications pursuant to subsection (b) and award
16 grants subject to available funding; and

17 (6) Submit a report to the legislature no later than
18 twenty days prior to the convening of the regular
19 session of 2019 on the:

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

21 (B) Progress of any software applications developed.



1 (b) A participant applying for a grant under this Act
2 shall submit a grant application on a form prescribed by the
3 Hawaii technology development corporation. The grant
4 application shall:

5 (1) Require an overview of the software application and
6 how continued development of that application will
7 impact the State and the pitching agency's ability to
8 service the community;

9 (2) Require the applicant to present an adoption plan for
10 the software application, including critical success
11 factors and how the software application will sustain
12 itself over time;

13 (3) Provide major budget components for the software
14 application's development; and

15 (4) State the outcomes the applicant expects to achieve if
16 awarded a grant.

17 (c) The Hawaii technology development corporation may
18 expend some of the funds appropriated by this Act to support
19 software application challenge events, manage the prototype
20 implementation process, and execute an adoption plan for the
21 project, including marketing, outreach, and communications.



1 (d) No funds appropriated by this Act may be awarded as a
2 prize for any software application challenge.

3 (e) For the purposes of this Act:

4 "Open source" means a software application whose source
5 code is available to the general public, under the terms of a
6 software license, for use or modification from its original
7 design.

8 "Pitching agency" means a state or county agency that
9 challenges software application challenge participants to create
10 software applications.

11 "Proof of concept" means a software application that serves
12 as a realization of a certain method or idea in order to
13 demonstrate its feasibility or to verify that the method or idea
14 has practical potential.

15 "Prototype" means a software application that possesses
16 enough function that it may be tested or utilized by the
17 pitching agency.

18 "Software application" means the applications, or apps,
19 that result from the software application challenges, including
20 but not limited to the broad categories of web apps, mobile



1 apps, computing devices, sensors, augmented reality, and virtual
2 reality.

3 "Software application challenge" generally refers to events
4 that bring teams together to collaborate and innovate solutions
5 for a given theme or problem set.

6 SECTION 3. There is appropriated out of the general
7 revenues of the State of Hawaii the sum of \$ or so
8 much thereof as may be necessary for fiscal year 2018-2019 for
9 the purposes set forth in section 2 of this Act.

10 The sum appropriated shall be expended by the Hawaii
11 technology development corporation for the purposes of this Act.

12 SECTION 4. This Act shall take effect on July 1, 2050.



Report Title:

Technology; Software Application Challenges; Grants;
Appropriation

Description:

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. Requires matching funds. Effective 7/1/2050. (SD2)

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