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# 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 developments, and other technological  
3 advances have helped governments to enhance services without  
4 expending significant government funds. However, government  
5 entities often do not have the resources or organizational  
6 culture to develop innovative solutions. To address this  
7 shortfall, 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 proof of concepts 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 to engage the local technology community to help  
17 modernize state government. The challenge gathered local talent



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

11 The purpose of this Act is to appropriate funds for grants  
12 to participants in the 2017 and 2018 application challenges in  
13 Hawaii so that the proof of concepts created during the  
14 challenges can be developed into prototypes.

15 SECTION 2. (a) The high technology development  
16 corporation shall:

17 (1) Use the funds appropriated by this Act, along with any  
18 matching funds, to issue grants to help convert proof  
19 of concepts developed in Hawaii during application  
20 challenges into prototypes suitable for local and  
21 state government use;



- 1           (2) Obtain donations from corporate, philanthropic, and  
2           other nongovernment sources; provided that moneys from  
3           donations shall account for not less than fifty per  
4           cent of moneys expended on a project-by-project basis;
- 5           (3) Require that all applications that are the subject of  
6           any grant issued be made open source so that anyone  
7           may use those applications free of charge based upon  
8           open source licensing;
- 9           (4) Not require that a participant win an application  
10          challenge in order to be eligible for a grant; and
- 11          (5) Submit a report to the legislature no later than  
12          twenty days before the convening of the 2018 and 2019  
13          regular sessions on the:
- 14                (A) Number and dollar amounts of the grants; and  
15                (B) Progress of any applications developed.
- 16          (b) The high technology development corporation may expend  
17          some of the funds appropriated by this Act to support  
18          application challenge events, manage prototype implementation  
19          process, and execute an adoption plan for the project, including  
20          marketing, outreach, and communications.



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

3 (d) For the purposes of this Act, the following  
4 definitions apply:

5 "Application" means the apps or applications that result  
6 from the application challenges, including but not limited to  
7 the broad categories of web apps, mobile apps, computing  
8 devices, sensors, augmented reality, and virtual reality.

9 "Application challenge" generally refers to events that  
10 bring teams together to collaborate and innovate solutions for a  
11 given theme or problem set; examples of events include the  
12 Hawaii Annual Code Challenge, AT&T Hackathon, and Reboot the  
13 Commute.

14 SECTION 3. There is appropriated out of the general  
15 revenues of the State of Hawaii the sum of \$ or so much  
16 thereof as may be necessary for fiscal year 2017-2018 and the  
17 same sum or so much thereof as may be necessary for fiscal year  
18 2018-2019 for the purposes set forth in section 2 of this Act.

19 The sums appropriated shall be expended by the high  
20 technology development corporation for the purposes of this Act.

21 SECTION 4. This Act shall take effect on July 1, 2038.



**Report Title:**

Technology; Application Challenges; Grant; Appropriation

**Description:**

Appropriates funds for grants to participants in application challenges so that the proof of concepts created during the challenges can be developed into prototypes suitable for local and state government. Requires matching funds. Effective 7/1/2038. (SD1)

*The summary description of legislation appearing on this page is for informational purposes only and is not legislation or evidence of legislative intent.*

