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TUFH 2020 Abstracts

Title	**Health Hackathons in the Philippines**
Type	Oral Presentation *Intersectoral Collaborations and the Social Determinants of Health*
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Content	Background: Hackathons are problem-centered programming events that aim to provide novel solutions to real life problems. Participants are tasked to pitch, program, and present developed prototypes. As the first medical student-organized hackathon in the Philippines, the event type was used to highlight the importance of intersectoral collaboration in advancing the field of community health. Methods: The event assembled teams of secondary school, undergraduate, and medical students from a diverse set of backgrounds (health, technology, business, design). A two-day overnight event composed of talks (social innovations in health, healthcare informatics, community medicine, telehealth, and design thinking) and a hackathon proper was organized. The talks, mostly held on the first day, were geared towards capacity building—acquiring knowledge on the intricacies of community health and honing skills to ideate solutions and develop prototypes. Venues, food, internet access, and mentors were provided. Prototypes were presented on the second day in a plenary setting. Results: The majority of the participants were medical and computer science students. The event was well-rated by the participants. They identified accessibility, affordability, adherence, efficiency, and interoperability as essential in healthcare. The gap between the participants' knowledge bases was addressed. Computer science students learned about real world health problems, while medical students learned about the applications of technology in healthcare. Conclusion: Health hackathons may be used as exercises in intersectoral health education. It is a fun, team-based event type that allows students to use their expertise in trying to improve healthcare in their respective contexts.