How RIPE NCC hackathons work TXT

for some of you, this might be the first hackathon — so I'd like to
share some of the experiences we had till now, and set the expectations.

However, every hackathon _is_ different, because there is always a new
group of people that create their own atmosphere & "rules", and the
topic itself does have an influence too.

Therefore, it's on all of us *together* to make *our* hackathon work for us!

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* hackathons, in general, are "hacking marathons": a long event where
people join to "hack" _together_ —— to create a "quick & dirty" solutions
to some problem; to explore the possibilities of the problem-space;
result is mostly a prototype: code, or sometimes physical objects, or
clearer documentation or pretty visualizations ...

Other results are the connections forged between participants,
experiences gained from working together, and hands-on knowledge.

There are also "commercial hackathons" where the organising company gets
to be the only one to keep the code, and participants might win monetary
prizes or get funding for their startup —— this event is *NOT* one of those!

* the accent is on *team-work* & *cooperation*, rather then on competition!

* we want to produce *free* code, to be shared with the rest of the
community —— not appropriated by corporations through NDAs... — therefore all
code has tone released with FLOSS licences!

* work is done in "interdisciplinary groups": small teams of 3-6 people,
coming from diverse backgrounds, knowledge level, skills —— this diversity
leads to unexpected combinations, creative ideas, and genius solutions!

Before:

— before the start, we communicate on-line: propose projects, introduce
ourselves to each other, discuss ideas, brainstorm...

During:

— we start with personal introductions, where participants say something
about themselves: what is their goal for this hackathon, their interests & skills

— several projects get introduced too, mostly by the organiser & possibly sponsors:
so-called "challenges" , where the "hacks" are supposed to provide a solution

— participants choose which project they want to work on, and form teams

— these teams start brainstorming, decide on the direction and amount of
work they think they can do in the remaining time (one & a half day!)

— the rest of the time is given to _work_

— we will also have 1-2 short "reviews" to see how are the team progressing,
to maybe re-group or merge, or change direction completely — everything is possible

— food, refreshments and drinks are provided throughout the event

— there will be T-shirts, stickers and other small give-aways too

— at the end of the second day, teams make presentations of their
results, and the jury gives feedback to the teams: what went well, what
could have been better — and you might "win" some sweet symbolic prizes!

And then there's a party! :) (optional!)

After:

— slides & code are published & shared & re-used

— results are described on RIPE Labs, presented at a RIPE meetings & other events

– some projects go on & continue to "live" & be developed further

– some people stay in touch & become colleagues or friends

– and we go on to organise the next hackathon!

Here are the results from previous hackathons & impressions from the events
http://labs.ripe.net/hackathons

Rough Time-Line:

Day One: (Times in CET)

8:30 Welcome, coffee, tea
9:00 Hackathon begins
     People introductions; Challenges / projects are introduced / T-shirts!

10:00 – 10:30 VIDEO LINK: Official GLOBAL kick-off

10:30 – 11:00 tea break & mingling;
     teams are formed
11:00–13:00 Working on projects

13:00–14:00 Lunch

14:00–17:30 Working on projects

17:30 – 18:00 VIDEO LINK: Update on one chosen project per node

Amsterdam: 19:00 – 21:00 Dinner + T-shirts
18:00 –> (optional) Further work on projects

Day Two:

09:00–13:00 Working on projects

13:00–14:00 Lunch

14:00–15:00 FINISHING Work on projects (preparing presentations)

15:00–15:30 preparing the room for the final presentations; tea break

15:30 – 16:00 LOCAL Team presentations
      & Jurors in each node pick one project to share

16:15–16:45 VIDEO LINK: The chosen projects from each node presented to all
      16:45 – 17:00 Giving praise & feedback to teams, thanks, and next steps!

17:00 Winding down & Cleaning Up & Party! (Optional)