Name	Hackathon
Brief Description	A hackathon is any event of any duration where people come together to solve problems. Most hackathons I've run also have a parallel track for workshops
Methodology	Being consuming both in terms of time and resources, a hackathon requires the establishment of an organizational committee and some sponsoring partners. The organization then proceeds as follows: • Definition of the objective and target groups of the hackathon • Invitation of participants -usually via online channels • Environment set-up - hackathons usually require a large space and catering services, similar to the preparation of an exhibition space; the environment should be comprehensive of a space for the gathering of small working groups • Implementation of the event - this phase is subdivided into 1. Planning activities 2. Secure participation and 3. Do the Hackathon • Follow up: after closing the event, participants will have to be informed about the results. In case the Hackathon was shaped in the form of an Award, the classification of the groups should be shown
Estimated planning time needed:	80h
Estimated budget needed:	High - a large room or event space should be rented; the organizer should be in charge of providing preparatory material to all participants and, if the event is more than 1 day long, a sleeping space.
Objective	solve some particular real life problems (challenges), in a friendly and fairly competition
Time estimated:	1-3 days
Target Audience:	All audiences suit this format
Number of audience:	> 40
Group composition:	Heterogeneous
Level of Knowledge required and possible challenges	High - the organizer should have sound organizational skills and financial capacity
Facilitator profile	Experienced
Example	https://hackathon.guide
Relevant sources	https://www.user-participation.eu/planning-the-process/step-5-participatory-methods/development-of-services-or-products/hackathon