



RIPE NCC
RIPE NETWORK COORDINATION CENTRE

Hackathons: Intro

[\(Link to the webinar video recording\)](#)

Intro to hackathons | 2023 | RIPE NCC

Starting with gratitude



- Big thanks to:
 - all the co-organisers
 - sponsors
- ... and of course ALL OF YOU: THE PARTICIPANTS!!!
- and to your families who are giving you support to prepare, work, have fun, travel & recover :)

What is a Hackathon?



- Hack-a-thon = hacking marathon

hacker: n.

[originally, someone who makes furniture with an axe]

1. A person who enjoys exploring the details of programmable systems and how to stretch their capabilities, as opposed to most users, who prefer to learn only the minimum necessary. RFC1392, the *Internet Users' Glossary*, usefully amplifies this as: A person who delights in having an intimate understanding of the internal workings of a system, computers and computer networks in particular.

- “Ours” are different from the “usual”; we are:
 - Producing & using FLOSS (free/libre open source software)
 - Cooperative, collaborative, non-competitive
 - Non-commercial: no monetary rewards

General Goals for the Hackathons



- Bring together network operators, students, researchers, designers, coders, hackers...
- Combine creative skills
- Get feedback
- Contribute useful tools for the community
- Make new connections
- Have fun!
- Documentation: labs.ripe.net/hackathons
- All code on GitHub

Cooperation, not Competition!



- We will showcase and celebrate all achievements during the closing session
- Several projects will be awarded symbolic prizes, in the categories of
 - Most Innovative Solution
 - Best Team Work
 - Most Complete Presentation'
- All results will be promoted at next events



Specific Hackathon



- \$DATE

Goals

- Sharing existing software and protocols for the \$topic
- Producing tools & documentation, or learning/interaction materials
- Forging connections between participants, between communities



Hackathon Logistics

Powered by Stroopwafels!



Logistics - Agenda, Day One



- 8:30 Welcome, coffee, tea
- 9:00 Hackathon begins
 - Logistics presentation;
 - People introductions;
 - Challenges / projects are introduced / T-shirts!
- 10:30 – 11:00 tea break & mingling; teams are formed
- 11:00-13:00 Working on projects
- 13:00-14:00 Lunch
- 14:00-17:00 Working on projects
- 17:00-17:30 Retrospective / review of progress / feedback
- ??(time) 18:00 – 21:00 Dinner

Logistics - Agenda, 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 Team presentations
 - Break
 - & Jurors discuss the feedback for the teams
 - 16:15 - 17:00 Giving praise & feedback to teams, thanks, and next steps!
- 17:00 Winding down & Cleaning Up
 - -> Party & Snacks & Drinks (Optional)

Logistics - food & drinks



- Venue: \$name, \$Address
- All day in the room:
 - Snacks, tea/coffee, soft-drinks
- Lunch = Sandwiches, Soup, Salad
- Dinner Day One: \$address_dinner
- Dinner Day Two: (optional)



Hackathon Content



Content - Communication



- Before, During & After
 - Chat Room
 - GitHub
 - Video link
 - pre session & retrospection
- Locally:
 - WiFi: network name & password
 - Host's phone number : **nnnnnn** in case of emergencies

Content - Documents Store



- \$git_link
- Lists of participants (*GDPR?!)*
- How Hackathons Work
- Webinar Slides & Recording
- Technical Details
- Challenges

Team Work



- Choose interdisciplinary team members
- Choose a **name** for the team and/or project
- Choose one (or more) spokesperson(s)
 - for the standup / review, for the final presentation
- Keep our space clean!
 - combining food, drinks & hacking is at own risk :)

Content - Practical Goals and Process



- Goal: working prototype for your project
- Form teams of 3-6 people
 - take one of the available desks
 - plan your work on the project; consider available time!
 - divide the tasks into modules that can be parallelised
- Review/standup: Thursday 17:30PM
- Upload code to GitHub (or other public repo)
- Prepare final presentation / demo
 - not longer then 5 minutes!

Presentation : 5 minutes!



- What
 - project name
 - results (document, code, visuals?)
- Why
 - what did you want to achieve / solve
- How
 - what did you learn? what went well?
- Who
 - team members
- Where next?

Best Behaviour



- Cooperation & Team-Work
 - form the team of most diverse people possible
 - get to know each other; be constructive; cooperate
 - the goal is to contribute, not to compete nor to win
- Code of Conduct
 - be tolerant & respectful; encourage exchange of ideas
 - do NOT be demeaning, intimidating or harming
 - if you feel hurt or offended, speak to organisers
 - respect wishes for privacy while taking photos (**GDPR!**)



Hackathon Continuity

Continuity is Crucial



- Paradox: Most hackathon work is done **outside** hackathons!
 - Results will be published on GitHub, to make it available for the community
 - Previous hackathon results are also on GitHub
 - in 2023 there will be more hackathons & other events
- In the meantime
 - You can subscribe to the mailing list: hackathon-list@lists.ripe.net
 - You can contribute further code improvements on [GitHub](#)
 - You can keep informed on RIPE Labs: labs.ripe.net/hackathons / [Calendar](#)
- Join us at other events

Upcoming Events



- RIPE86
- IETF hackathons
- NETNOD meeting
- OARC meeting
- **RIPE 87 (DNS-WG)**
 - RIPE NCC Supporting newcomers through:
 - Academic Cooperation: ripe.net/raci
 - Fellowship programme: ripe.net/fellowship

Previous RIPE NCC Hackathons



- RIPE Atlas DataViz (March 2015, Amsterdam)
- RIPE Atlas Tools for Operators (October 2015, Bucharest)
- RIPE Atlas Interfaces (April 2016, Copenhagen)
- IXP Tools (October 2016, Madrid)
- IXP Tools Code-Sprint (April 2017, Amsterdam)
- DNS Measurements (April 2017, Amsterdam)
- Version6 (November 2017, Copenhagen)
- Network Operators Tools (June 2018, Dublin)
- (first) Quantum Internet Hackathon (October 2018, Amsterdam)
- RPKI Deployathon (March 2019, Amsterdam)
- IoT Hackathon (October 2019, Rotterdam)
- Pan-European Quantum Internet Hackathon (2019)
 - <https://labs.ripe.net/author/becha/results-of-the-pan-european-quantum-internet-hackathon/>
- Virtual Hackathon (March - May 2020)
 - <https://labs.ripe.net/author/becha/report-from-the-first-virtual-ripe-ncc-hackathon/>
- RIPE Atlas SW Probes Deployathon (2020)
 - <https://labs.ripe.net/author/becha/report-from-the-ripe-atlas-software-probes-deployathon/>
- Quantum Internet Hackathon 2022

