



NEWBIES

30%

went to a

Hackathon

for the **FIRST TIME**
LAST YEAR



VETS

70%

went to a

Hackathon

before ^{they} were COOL



1%

61% 25 to 34

21% 18 to 24

1% under 18

86% Learning

82% Meet People

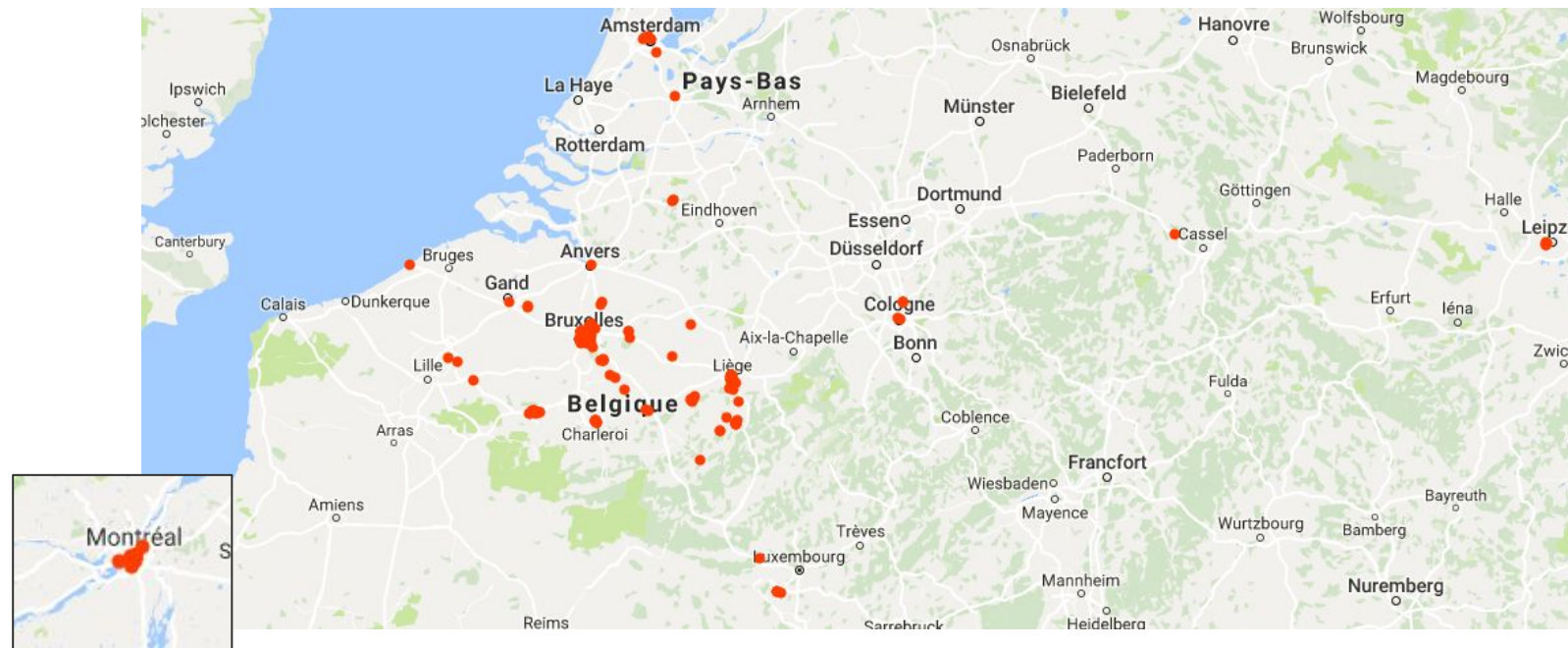
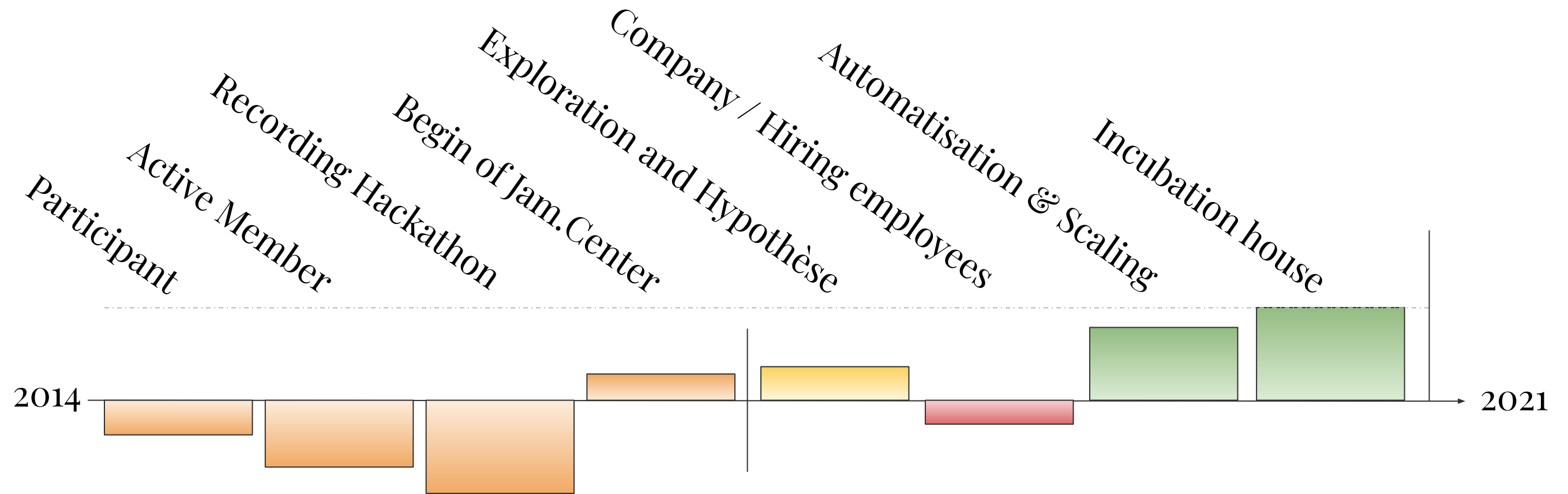
20% Find a Team

17% Get Hired

13% Attract Investors



99%



48 Marathons 3.800 Hours 7 Country

The one who does not
remember history is bound
to live through it again

George Santayana

QuoteAddicts.com

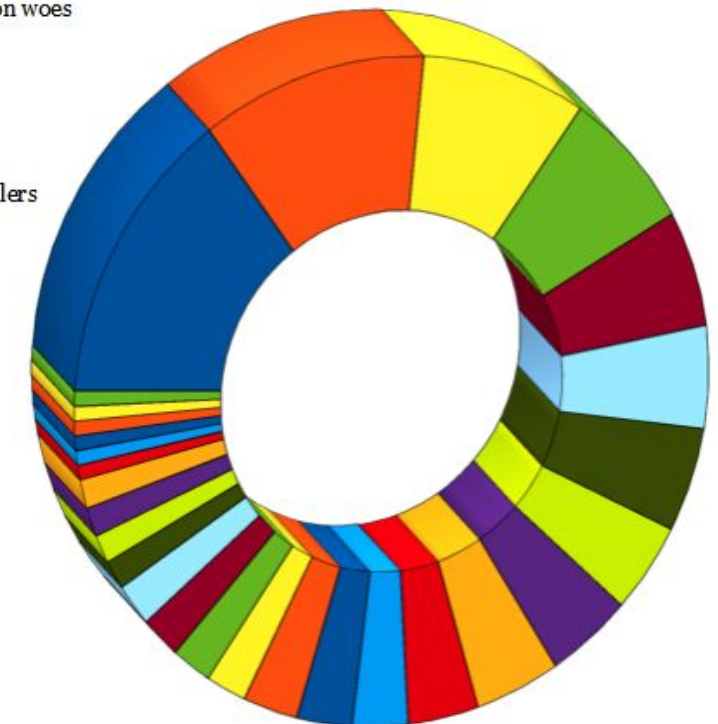
"Looking at the Ludum Dare survey, 95% reported that they did not use time-management techniques."

“Almost 40% reported that they ran out of time before they could finish their game and 33% ended up with a game without”.

What went wrong?

Common statements from Ludum Dare game jam "post-mortem" reports 2010-2011

- design / graphics creation / art tools / level creation woes
- ran out of time / time management issues
- poorly written code / known bugs left in
- dealing with the theme / idea
- balancing/difficulty issues
- bad or missing audio / music / sound
- cross platform woes / porting / OS / dll hell / installers
- collision detection / physics engine woes
- bad or missing menus / ui
- poor player controls / movement
- wasted time with little details / focus
- unfamiliarity with the engine / framework / tools
- no tutorial / intro / player feedback / how to play
- spent too much time on the art
- lack of playtesting
- lack of sleep
- had to cut features / scope / feature creep
- low fun factor / gameplay
- stress
- bad color palette
- lack of food or water (or bad food)
- wasted time playing my own game
- lack of motivation
- lame enemies / AI
- self doubt / self critic
- bad work environment (tunes, desk, temp)
- difficulty choosing an engine
- bad or missing story / plot



Goat Simulator

2966 073
228 000



797 763
325 978

GENITAL JOUSTING



55,386,040€

GODS WILL BE WATCHING



Jams.Center

The start up Jams.Center is developing an in your pocket's coach to help IT marathon contestants to produce a minimum viable product after the event by providing guides, tools and guardrails during the idea conception

-

Pocket Coach for IT Marathon



<Last Name>

<First Name>

Hello my name is JC. I will help you
during your marathon.
How are you called ?



Can you pitch your idea ?

"My startup <name> is working on <offering> to help, <target customer> to solve their <pain-point> by <your secret sauce>"



<Word>

<Word>

<Word>

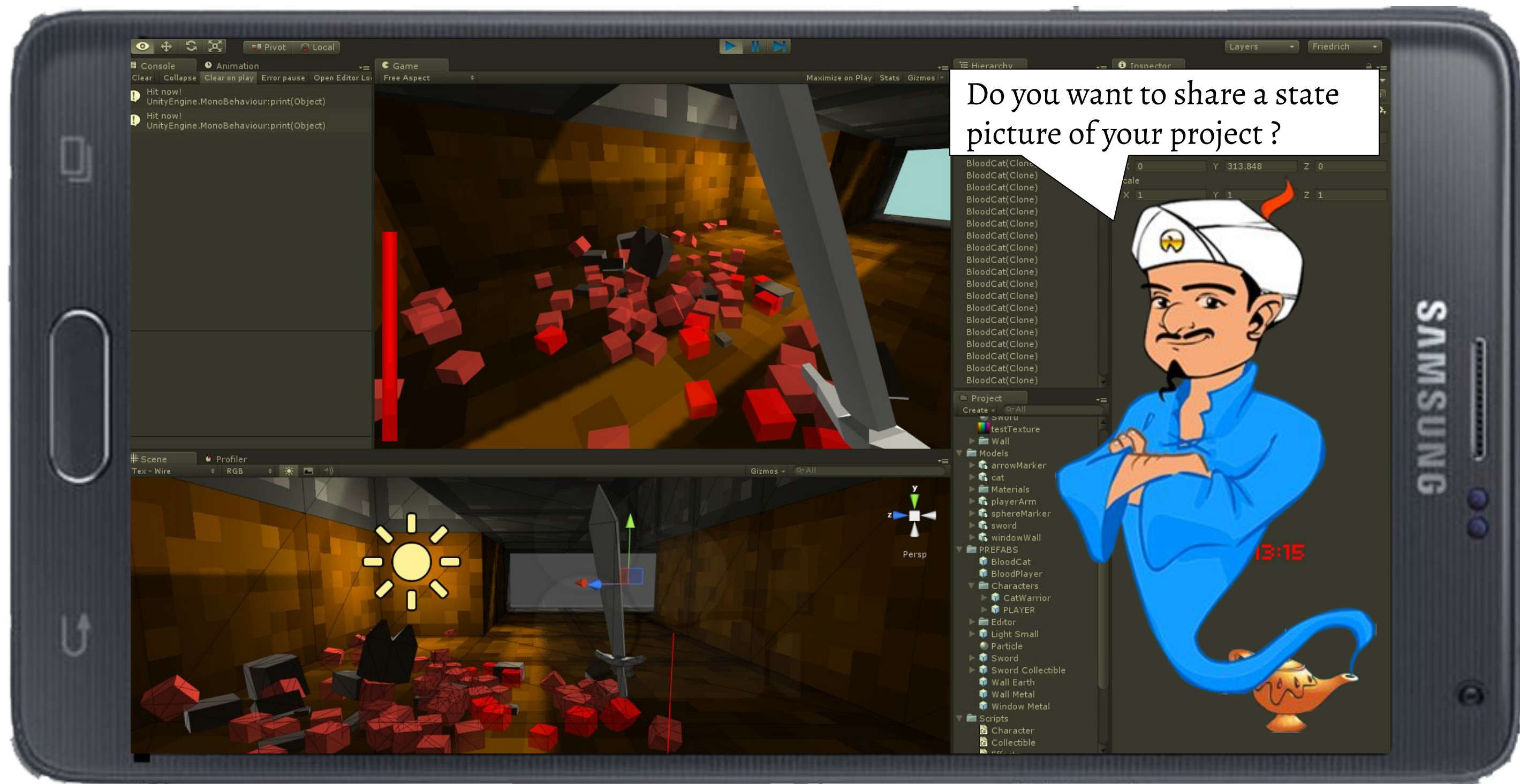
<Word>

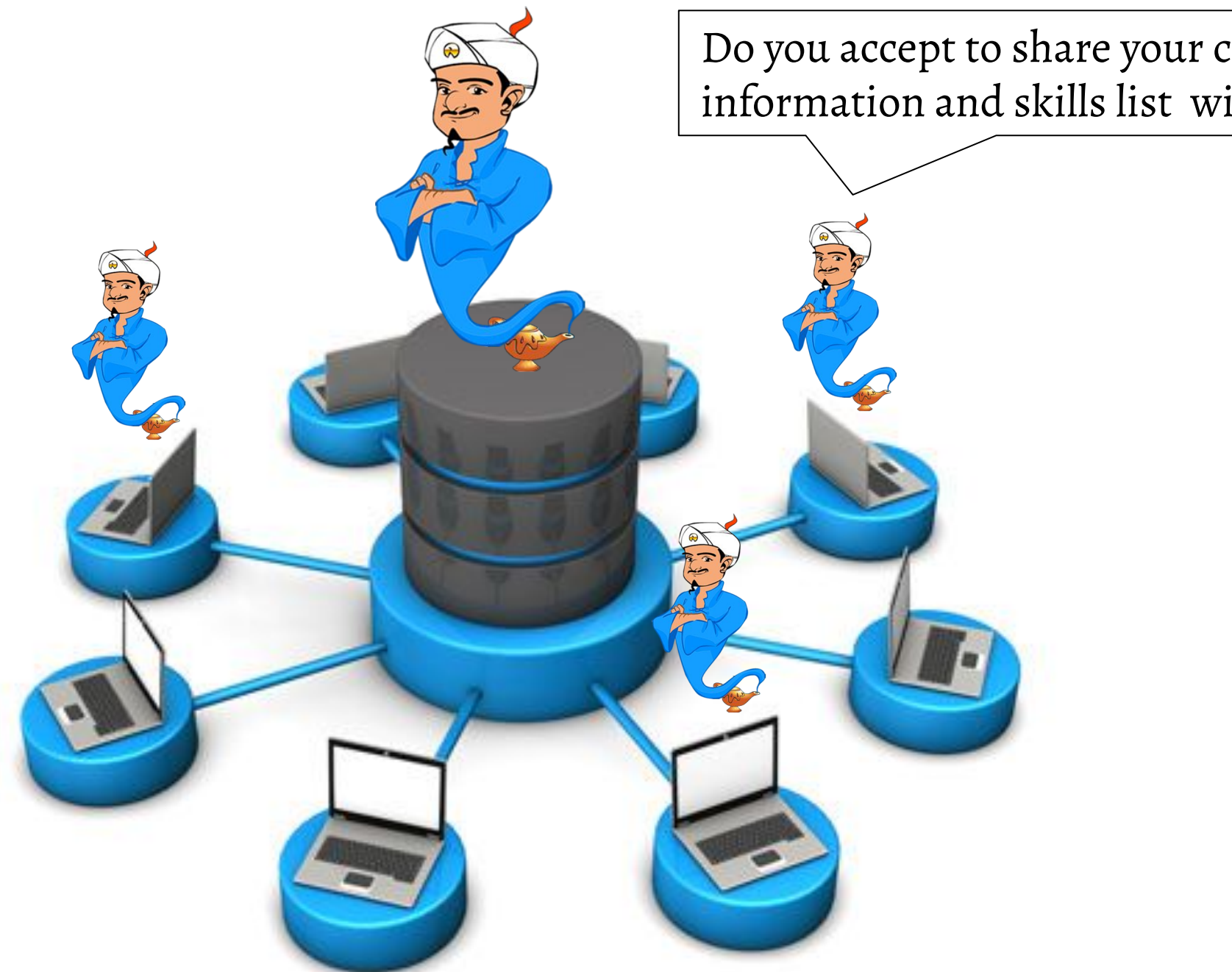
Can you pitch your idea in 4 words ?





Do you want to try your pitch?
?





Organisations

Team

Participants

Potential Investor

Recruter

Journalist

The
**HOLY
BIBLE**

ENGLISH
STANDARD
VERSION



A woman with short, wavy brown hair and pink lipstick is speaking. She is in the foreground, slightly off-center. The background is a blurred indoor setting, likely a hackathon, with other people and a man in a blue shirt visible in the background.

*What is the funding and
the time needed to boost a
first viable product from a
good hackathon project ?*

Alessandra Gorini

Founder - Y4PT [Youth for Public Transport]



Three weeks of development for a MVP

+

Grant of 10 000 – 50 000 €

+

Milestone check every week

=

15/28 Winner Submitted their games on the store



Goat Simulator

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GENITAL JOUSTING



55,386,040€

GODS WILL BE WATCHING





40.000€ with a return of just 0,05%
to the good project you could have generated 2.769.302€

23 000 Participants

4288 Games

1% = 43 Possibilities

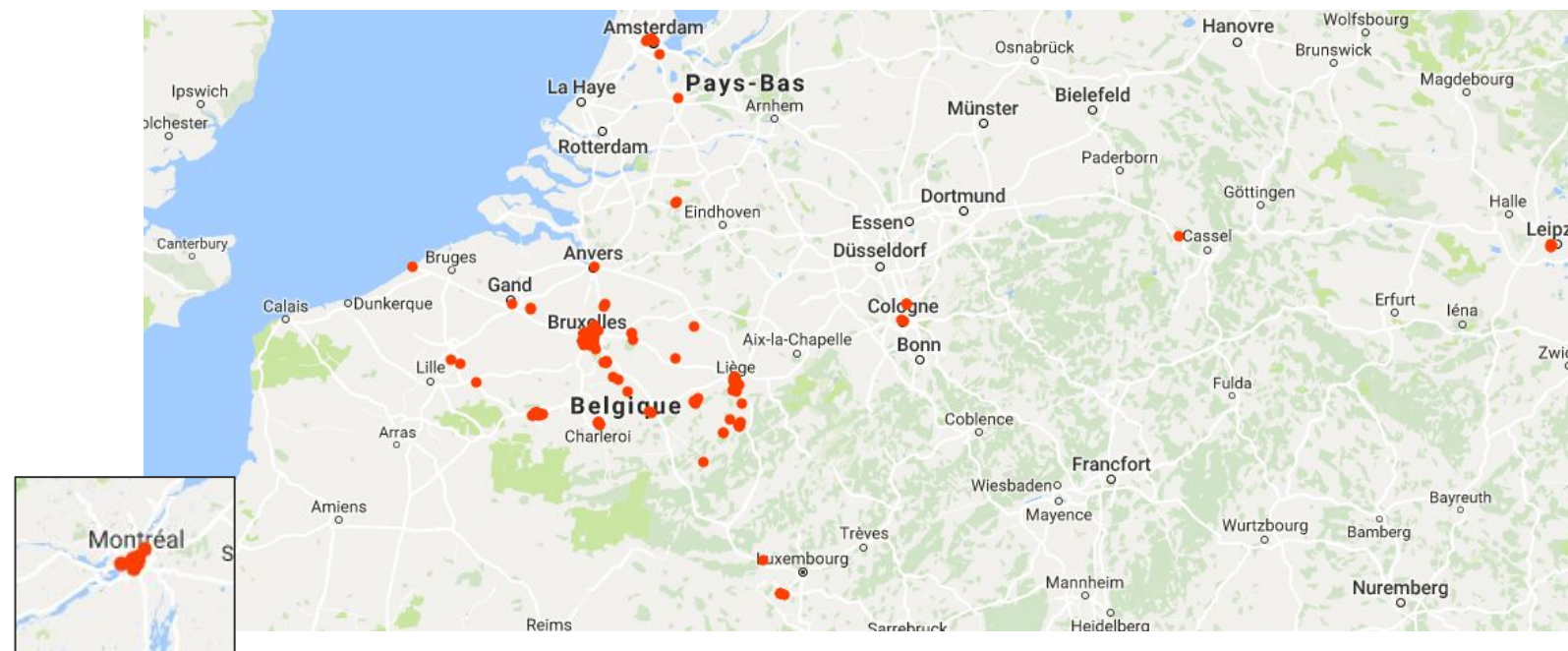
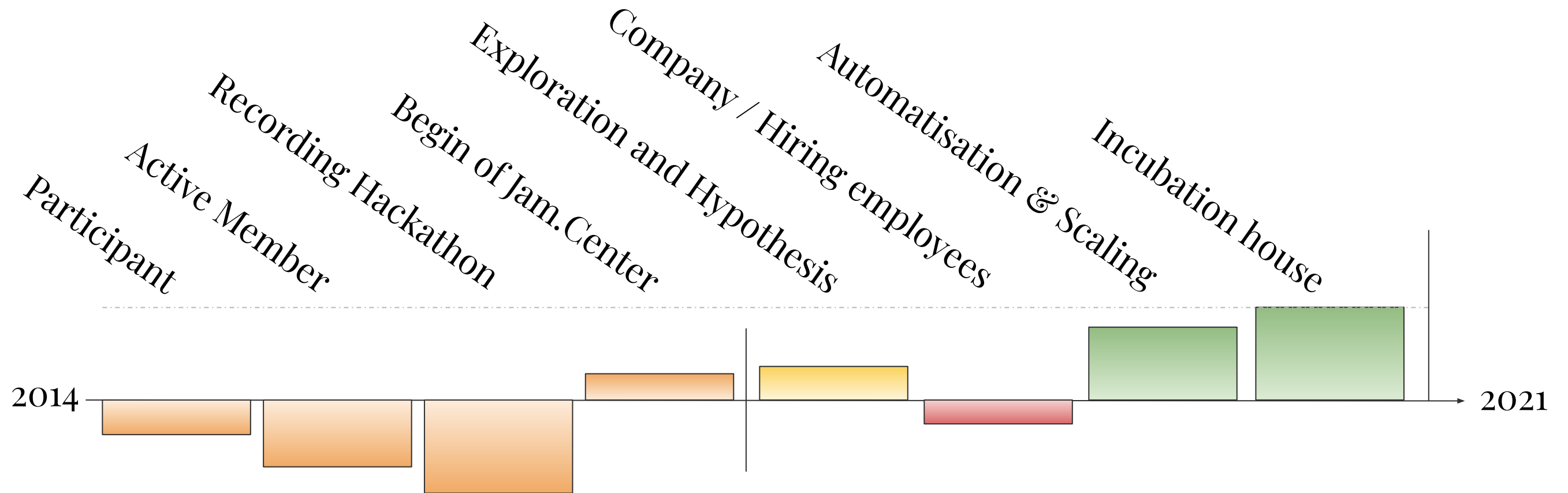


Ludum
Dare

39 500 Participants

11 353 Games

1% = 114 Possibilities



48 Marathons 3.800 Hours 7 Country





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