Nokia Team experience

What was the Hackathon about?

- 72 hour technologic marathon
- Creation of innovating solutions that intend to solve the problems raised by the associated enterprises
- The development was made inside a cool Summer environment
- On the last day of the challenge, each one of the 13 teams had to present its project against an independent panel following a "Sharks Tank" like presentation. Each project was evaluated and ranked. The 3 best projects were granted with relevant prices. First prize was 3,000€s!!...

The guy that will pay the beers! ☺

Workshops

In parallel with the development field work, some interesting workshops were provided:

- Getting Started with BITalino (r)evolution
- 101 – Manipulação e exploração de Dados em Python
- Enclosure 101 (CAD & 3D Printing)
- Programação com ESP8266 (IoT)
- CNC's DIY de baixo custo
- Raspberry Pi: Introdução
- Conversão polimérica com moldes de silicone
- Arduino: Apenas para artistas ou profissionais?
- Arte e ciência por trás de equipas multidisciplinares de sucesso

The working environment

Way of working - Setup

- The setup of the teams were announced some weeks before the Hackathon.
- Slack was used as the team's networking platform.
- A set of projects were provided to each team.
- From the list, the team had to select one.

- Where seen as necessary, in the week before the challenge the teams were invited to go to the facilities of the enterprise that raised the challenge so that they could have a more live experience about what was the challenge inside its ecosystem.

Way of working - Dev

- During the 72 hour marathon, the projects were followed by the organizers and the challenge supporters. The way of working and the capacity of the teams to overcome the detected problems were evaluated.

- Periodically, a PING analysis was made by the dev team together with the evaluation/support team. In such stand-up team meetings, the development team presented what were the next objectives, the overcome challenges and the current blockings. The hackathon support team tried everything in order to remove such blocking points on due time.
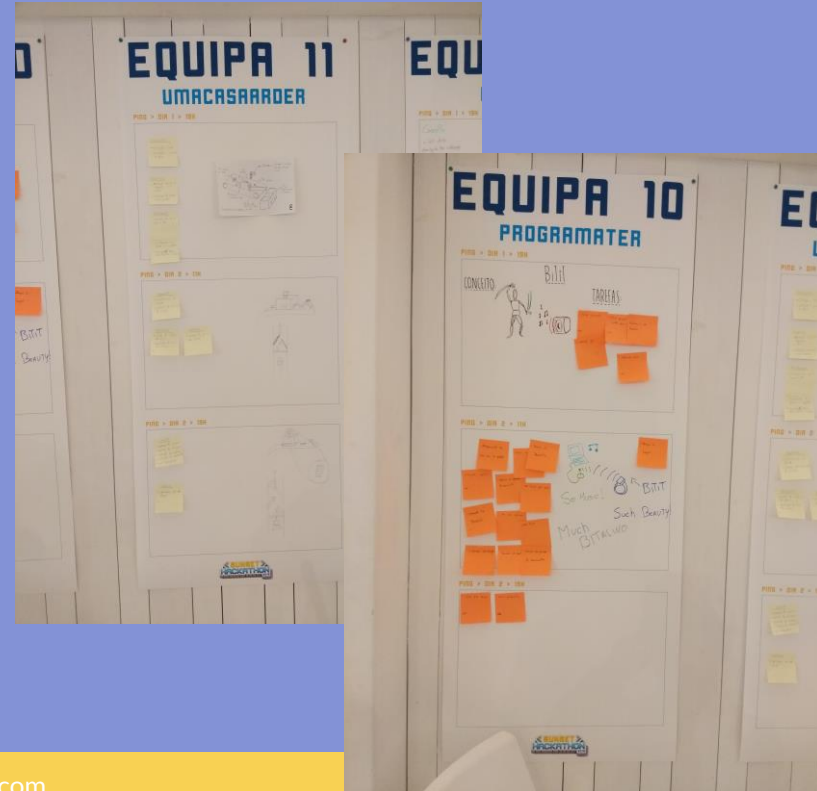
Innovation - Local environment

Examples of what the support tools that we could count on…

Cooperative environment

Good lunch, food and drink whenever necessary

Power systems

Welding systems

Lots of 3D printers with associated support engineers

Digital oscilloscope

Innovation - Lessons learned

- This hackathon was a real on-the-job training about how to create an highly productive innovating environment. What all the dev teams were able to do in only 72 hours and without any previous preparation was really impressive.

- **How was this possible?**
  By removing all blocking points and overheads, putting everyone working together completely focused on the final target, no worries like where to go to lunch, how can I have access to my auxiliary tools, what process to follow, how to get permissions for this and that, etc... The organization created a bubble around the development teams so that the teams were able to focus just on the development/creation process.
  By creating teams with mixed backgrounds and experiences the innovation flourished.

Nokia team projects