

Organizing and Facilitating Innovation through Hackathons | MART 362

Syllabus

Date modified: 2019-01-29

COURSE OVERVIEW

Basic Info

- CRN:
- Credits: 1
- Location: Innovation Factory in the UMT UC

Description

In *Organizing and Facilitating Innovation through Hackathons* students will learn how to facilitate rapid innovation, prototyping, creation, and ideation through their involvement with the Montana Music, Media, Art Hackathon (M3AH) at the University of Montana's Innovation Factory (IF). This course allows students to receive 1 credit for help organizing, promoting, and facilitating the M3AH. In addition to assisting in facilitation during the event, students taking this course will meet twice prior to the hackathon and twice following the hackathon. Prior to the hackathon students will assist in developing the theme further, organizing speakers, promoting the event, and arranging equipment. During the event students will assist participants and will gain knowledge about how to facilitate rapid creative ideation. Following the event students will assist in the collection and editing of documentation about the event, as well as discuss ways of making future events stronger. Students taking this class will not participate in the hackathon as a hacker, instead that will learn what it takes in corporate, research, artistic, or academic environments to facilitate the type of rapid ideation by others that leads to social change and technological innovation.

Objectives & Student Learning Outcomes

Through this course, students are expected to demonstrate an ability to:

- Prepare, plan, and create a supportive environment and event for hackers to be creative and productive.
- Understand the needs of the creative process and innovation so as to support similar events in the future and/or to understand how better to create successful creative opportunities for themselves in the future.

Professor/Instructor

Course Taught By:

- Blah Blah
- E-Mail:
- Office:

Course Conceived of By:

- [Dr. Michael Musick](#)
- E-Mail: michael.musick@umontana.edu.
- Office: McGill Hall, 232.

Course Websites

- [Course GitHub Repo \(https://github.com/Montana-Media-Arts/M3AH\)](https://github.com/Montana-Media-Arts/M3AH) (This git repository holds code examples, an issues board, as well as course Wiki.)

Pre-Requisites

There are no pre-requisites for this course.

Books and Supplies

There are no required books or supplies for this course.

Computer

You will need access to a computer capable of running modern audio synthesis and signal processing environments, as well as digital audio workstations (DAWs) and editing software.

Policies

Course Evaluation

Student work and progress will be assessed through:

- Students abilities to work with a team.
- Students abilities to quickly problem solve during a three day hackathon.
- Students abilities to promote and organize a successful event with the help of a faculty mentor.
- Students individual contributions to hackathon support team.
- The final documentation describing and representing the hackathon event.

Participation

This class will be participatory, and you are expected to participate in the pre-hack class meeting, post-hack class meeting, as well as throughout the hackathon.

Grades

Final Grades

Grades will be determined according to the following breakdown:

- Participation: 70%
- Hackathon Documentation: 20%
- Individual Report: 10%

Letters are assigned according to the following final course percentages:

Grade	% Range
A	[93–100]
A-	[90–93)
B+	[87–90)
B	[83–87)
B-	[80–83)
C+	[77–80)
C	[73–77)
C-	[70–73)
D	[60–70)
F	[0–60)

Attendance

Attendance at the pre-event class and hackathon event is mandatory. Failure to attend will result in a failing grade.

Plagiarism and Cheating Policy

Students are expected to adhere to academic conduct policies of the University of Montana as explained in Section V of your [University of Montana Student Conduct Code](#): "Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. Academic misconduct is defined as all forms of academic dishonesty, including but not limited to: (1) plagiarism, (2) misconduct during an examination or academic exercise, (3) unauthorized possession of examination or other course materials, (4) tampering with course materials, (5) submitting false information, (6) submitting work previously presented in another course, (7) improperly influencing conduct, (8) substituting, or arranging substitution, for another student during an examination or other academic exercise, (9) facilitating academic dishonesty, and (10) Altering transcripts, grades, examinations, or other academically related documents."

Dishonesty will not be tolerated in this course. This includes, but is not limited to, cheating on tests, cheating on assignments, fabricating information or citations, having unauthorized possession of examinations, submitting work of another person or work previously used, or tampering with the academic work of other students.

Plagiarism is the presentation of the work of another without acknowledgement. As defined by the [University of Montana's Student Conduct Code](#), plagiarism is "Representing another person's words, ideas, data, or materials as one's own." Students may use information and ideas expressed by others, but this use must be identified by appropriate referencing.

Students who cheat or plagiarize will receive academic sanctions, which may include an "F" grade on the assignment, examination, and/or in the course. Students will also be reported to the Dean of Students for possible further disciplinary action.

Using Code or Media Found Elsewhere

It is easy to find code and media (i.e. videos, sounds, images, etc.) online. If you use code or media from elsewhere (which you will at times), I expect you to cite the work and author.

If you use found code, you are expected to comment each line, as to what each line does programmatically. *Do not* summarize several lines of code from a high level (i.e., TV Guide). I expect you to comment each line on a granular level. In addition, in these cases, I am also looking for significant modification of the code, for you to enact your own ideas and to experiment heavily. Significant modification means beyond variable name and value changes. It is bending these concepts to your idea, especially graphically. It is not a copy and paste job. Also, never more than 40% of your code may be supplied from elsewhere. Period. If you use code from online, whether for inspiration, modification or reference, I expect to see a link in your comments from where you got the code and who wrote it. Otherwise it will be considered as plagiarism, and you will fail the assignment. The code must have a reference, along with URL and be commented out LINE BY LINE.

If you use found media, *YOU* are responsible to ensure it is used according to fair-use guidelines. The pieces you make in this course are intended to be portfolio-quality works. Therefore, you should not utilize found media with restrictive use guidelines or licenses. You can read more about various licenses at;

- [opensource.guide](#)
- [choosealicense](#)

- [GNU Licenses](#)
- [Creative Commons Licenses](#)
- [opensource.org](#)

For found media, you are also expected to cite the media in your documentation for the project.

Students with Disabilities

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students. Students with disabilities are encouraged to plan ahead and can contact [Disability Services for Students \(DSS\)](#). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with Disability Services, please contact Disability Services in Lommasson Center 154, or call (406)243-2243. I will work with you and Disability Services to provide an appropriate modification.

Changes to the Course

I reserve the right to change the intended content of this course throughout the semester. This may be done to adjust for the speed of the class, to better meet educational goals, or to account for changes in technology.

Course Breakdown

4-Weeks Prior to the Hackathon

There will be one 2-hour meeting four weeks prior to the hackathon.

Content:

- Expectations during the hackathon
- Identifying organizational tasks, assigning roles
- Identifying promotional channels
- Lecture: Rapid prototyping and ideation through hackathons
- Lecture: Promoting community and social change events
- Lecture: Documenting events

1-Weeks Prior to the Hackathon

There will be one 2-hour meeting four weeks prior to the hackathon.

Content:

- Expectations during the hackathon
- Check-ins: Where are you at with your task and what support do you need?
- Identify Hackathon Roles
- Lecture: Presenting guerrilla shows

Hackathon (Friday Evening through Sunday Evening)

- Students will be assigned to assist at various shifts throughout the hackathon.
- All students are expected to attend the closing presentation and show on Sunday.

1-Week Post Hackathon

There will be one 2-hours meeting one week after the conclusion of the hackathon.

Content:

- Discussion: Experiences of a Hackathon?
- Discussion: Ideation through hackathons.
- Discussion: Supporting rapid ideation and innovation.
- Lecture: Curating effective documentation of hackathon events.

3-weeks Post Hackathon

There will be one 2-hours meeting three weeks after the conclusion of the hackathon.

Due:

- Documentation of Hackathon

- Statement of Personal Contributions and Experiences

Content:

- Discussion: Making a better Hackathon
- Watch hackathon documentation
- Post Hackathon results and documentation