BENEFITS

- Learn something new with a clear focus on the outcome

- Creating a sense of accomplishment

- Enhancing soft-skills

- Build a great community culture

- Enabling time and space to let people solve a problem that matters

- Experiment with new tools or platforms in a low-risk way

PROJECT GUIDELINES

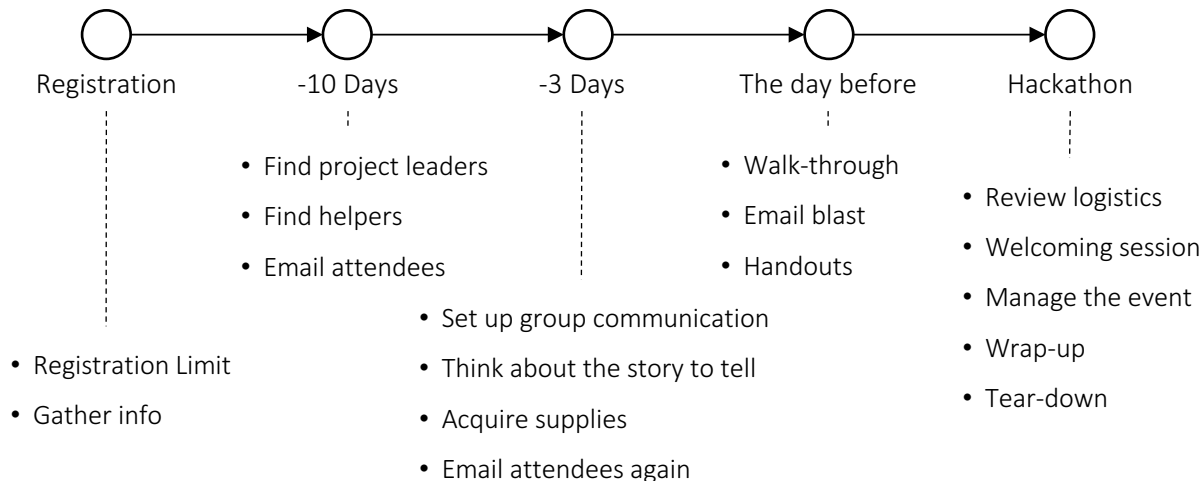|	
CLEARLY ARTICULATED	Projects should have a clear question or problem they are trying to solve *plus* a reasonably specific proposed solution.
ATTAINABLE	Manage each project's goals so participants are able to feel accomplished at the end of the session, not interrupted.
EASY TO ONBOARD NEWCOMERS	Projects should have ready-to-go tasks for newcomers with a variety of skills and at a variety of skill levels.
LED BY A STAKEHOLDER	A stakeholder (or "subject matter expert") guides a project to real-world relevance.
ORGANIZED	The project leader's role should be to coordinate, ensuring each team member has something to work on and helping to welcome new team members.

HACKATHON   "Hacking is creative problem solving"

An event where people come together to solve problems

Registration → -10 Days → -3 Days → The day before → Hackathon

Registration
- Registration Limit
- Gather info

-10 Days
- Find project leaders
- Find helpers
- Email attendees
- Set up group communication
- Think about the story to tell
- Acquire supplies
- Email attendees again

-3 Days
- Walk-through
- Email blast
- Handouts

The day before
- Review logistics
- Welcoming session
- Manage the event
- Wrap-up
- Tear-down

EXAMPLES

- Build a data Visualization Dashboard

- Writing a document

- Collaboratively investigate a problem

- Develop a web/mobile application

TRAINING/WORKSHOPS

- Introduce the theme, problem(s), the resources to the newcomers, participants

- Train the participants to a particular (technical) skill