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1. (Start of the hack)

a. If you look back to the start of the hack when you first learned about it, what made you want to participate?

- When I learned about the hack, I was interested in the fact that this seemed a very challenging problem and that it was not going to be an easy competition.

2. (Training period)

a. Once the program had started, how did you make yourself familiar with the technologies during the training phases (HTML, CSS, javascript, D3.js)?

i. How and how much did you use the material provided via www.ironhacks.com? Which materials were particularly helpful (e.g. videos, etc.)?

ii. What other sources and material did you use, and how did they help you in the preparation?

iii. Did you interact with your tech experts during the tech sessions? If so, what did you learn there? What didn't you learn there what you were hoping for?

- The video tutorials that were made by Alejandro were a great first approach to get familiar with the topics. During the preparation, the *w3schools* page was very useful because it has very complete information about the fundamentals of the topics necessary for the competition. Honestly I do not interact with my experts in technology because I think that the information of the tutoriales along with the one that was on the internet was enough.

3. (First submission): Describe the process and how you worked on your first app before the first submission deadline. (probe: barriers he encountered)

a. Tell me how you tried to understand the tasks?

- I read the task and thought about some solutions, after that I analyzed which was the best

b. Tell me about your hacking process during the 3 days from start of the hacking phase until you submitted.

i. When and where did you work?

ii. How many iterations did you make locally before pushing your first submission into the Git repo?

iii. From whom did you seek help and how often? (friends, professors, online sources like...?)

- I worked in my house in the afternoons, I think locally I did two or three iterations.
Look for a lot of help and information in w3schools and in stackoverflow.

c. Was there anything holding you back from building the functions and features that you wanted to implement? (If yes, probe)

- Yes, I think that the lack of time to dedicate myself totally to the competition meant that I could not implement the same functionalities that I wanted my application to have.

d. How did you make use of any material from the training during this process? (e.g. the tutorials, the videos, etc.)

- Watching Alejandro's video tutorials, I understood the main idea of what the competition was asking for. Then I started to raise my ideas based on these foundations.

e. How did you engage on the discussion on www.ironhacks.com? f. What was your reaction after you received the first feedback from the judges about your app via email and via the forum?

- I did not participate actively in the forum, but I always read the publications so I can use this information to improve my application.

My first reaction was to think that I had a lot of work still to be done and many functionalities to implement in the following iterations.

i. (hacker is from bogota 1)

1. How did you explore the information that was available on the forum (the links to other apps)? How many apps did you look at? Did you first look at the code and then at the running applications?.

- In the first iteration I did not see other applications. For the last iteration, I saw that there was a list of applications of the other people that were in my group. so I saw about 3 applications.

And yes, first I saw the code and then the applications working.

2. If you looked at the code what did you look for? If you look at the app what did you look for? 3. How did you use the information in your further app development activities?

- For the last iteration, I looked for how people were accessing Zillow's api because I did not know how to do it, although later I did not use this api because it was very complicated and I ended up using the last one that ironhacks provided. Observing the applications was looking for an interesting way to present information.

3. How did you use the information in your further app development activities?

- I used this information to get ideas on how to show information in an interesting way.

4. Following submissions:

i. In the following submissions, what did you do differently compared to the first round?

ii. In which phase did you think you improved the most?

iii. How did you prioritize your activities?

iv. When did you change direction of your activities?

- Manage better the time I had available, and I was more clear at the time to raise ideas to improve my application.

I think I improve a lot in phases 3 and 4.

Prioritize the understanding of all topics to be used in the competition along with the generation of ideas to implement in my application.

After the first phase I tried to change the direction of my activities to have better results

5. Reflection:

a. What would you have done differently if you could start over again?

- I would organize my time better and have my ideas clearer from the first moment.

b. Compare the IronHacks to other hacks on campus, and/or traditional hacks.

- I think ironhacks is a more complete competition than others, because it focuses not only on the application of ideas, but also on the acquisition and understanding of knowledge.

6. Future activities:

a. What are you planning to do next with the app, if anything?

- I think to take into account this application to improve and create better applications in the future.

b. If you had a lot of time, what would you do next?

- Implement all the ideas I have to have a better final product.

7. Clearinghouse: Is there anything else you would like to share with us?

- In retrospect, I feel that ironhacks was a great competition and I learned many things that will be very useful in my life, both as a student and as a future engineer.