3 questions :: overview

1. Why are students **motivated** to attend hackathons?

primarily social motivations (friends)

engage w/ community of practice

2. What **learning environments** are provided?

opportunistic, incidental, peer-based

3. What factors **discourage** student attendance?

physical discomfort, novice fear, too competitive

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initial case study

- in-depth case study of 6 attendees
  - 3 interviews (pre, post, follow-up)
  - direct observation at hackathon

then, for a broader perspective

- survey of college hackathon attendees and non-attendees
- 4 universities, 256 total respondents