

findings :: impact

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raised self-efficacy

all three female participants reported higher self-confidence

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If you **have attended** hackathons before but did not enjoy the experience, what aspects of the event felt discouraging to you?

Total: N=126	Male: N=81	Female: N=43
Discomfort (35%)	Discomfort (33%)	Discomfort (40%)
Novice fears (28%)	Novice fears (22%)	Novice fears (37%)
No team/idea (21%)	No substance (20%)	No team/idea (33%)*
No substance (15%)	Competitive (20%)*	Hacker culture (16%)*
Competitive (14%)	No team/idea (15%)*	No substance (7%)
No time (10%)	No time (11%)	No time (7%)
Hacker culture (8%)	Hacker culture (2%)*	Competitive (5%)*

**denotes statistical significance with X² test.*