

A pixel art illustration of a waterfall cascading down a rocky cliff on the left side of the page. The water is depicted in shades of blue and white. In the background, there are rolling hills in shades of green and yellow, and a blue sky with white clouds. The overall style is reminiscent of 8-bit or 16-bit video game graphics.

FRIDAY, APRIL 1ST

- 5:00 PM – CSS still life | JCL 390
- 6:00 PM – dinner | JCL 3rd floor commons
- 6:30 PM – intro to twine games | JCL 390
- 7:30 PM – tech interviewing | JCL 390
- 8:30 PM – social time with UH team | JCL 390 & Gather social room
- 9:00 PM – (in-person) doors close

SATURDAY, APRIL 2ND

- 10:30 AM – doors open & check-in | JCL 390
- 10:30 AM – IMC Trading networking | Gather.Town booth
- 11:00 AM – machine learning @ Spotify | JCL 390
- 12:00 PM – lunch | JCL 3rd floor commons
- 12:30 PM – team formation | JCL 390
- 1:00 PM – opening ceremony | JCL 390
- 2:00 PM – hacking starts | everywhere
- 2:00 PM – intro to computational art | JCL 298
- 3:00 PM – programmatic music | JCL 298
- 4:00 PM – how social factors influence video games | JCL 298
- 5:00 PM – board game design workshop | Weston Game Lab (WGL)
- 5:00 PM – creative coding workshop | JCL 298
- 6:00 PM – maritime archeology talk | JCL 390
- 7:00 PM – dinner | JCL 3rd floor commons
- 7:30 PM – MLH event: slideshow karaoke | JCL 390 & Gather social room
- 8:30 PM – mystery event | JCL 390 & Gather social room
- 10:00 PM – (in-person) doors close

SUNDAY, APRIL 3RD

9:15 AM – doors open

9:30 AM – morning meditation | JCL 298

11:00 AM – pitching workshop | JCL 298

11:30 AM – hacker peer feedback session | JCL 390

12:30 PM – lunch | JCL 3rd floor commons

2:00 PM – hacking ends | everywhere

2:30 PM – virtual project expo + judging | Gather.Town expo hall

4:30 PM – closing ceremony + awards | JCL 390

*exploration awaits.
build the future.*