

# Hackathons.



I'm in EECS

<http://berkeleyeecs.com>

# What this presentation is not

- Teaching you how to code
- What to build

# General stuff

- 24–36 hours
- Build whatever
- Preferably with teams (up to four)!



# Now why.

- "Experience is what you get when you don't get what you want."
- It's the network.
- All the shenanigans
- Generally free (unless your transport methods are weird...)

You probably know  
enough fundamentals  
to build stuff.











Love's

Arby's

Love's



7

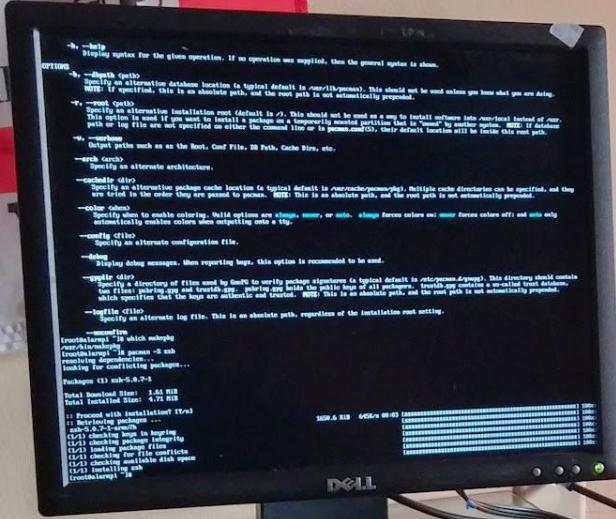
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Love's

# Before the event (OPTIONAL)

- Think of ideas?
- Form teammates?
- Determine materials needed
  - And get them in reasonable time
- Brush up on concepts
- Sleep



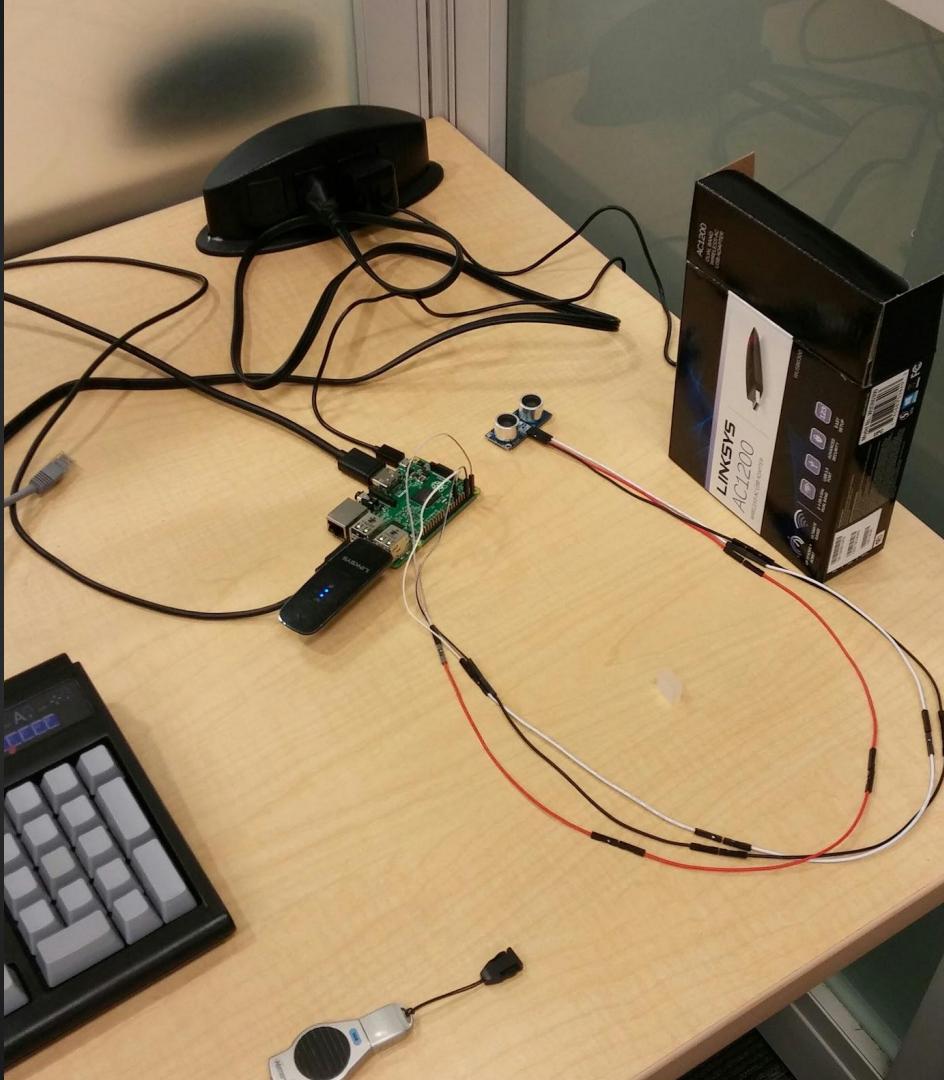


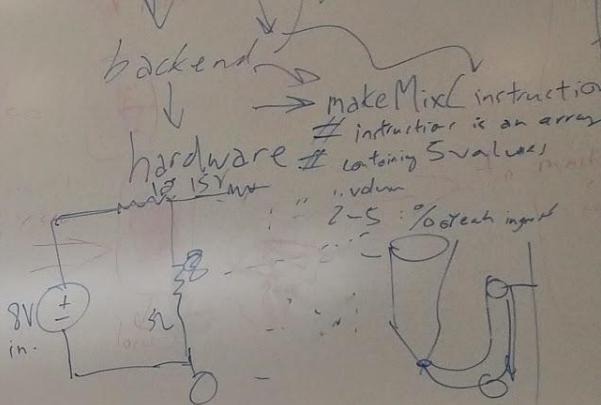
A close-up photograph of a vintage-style computer keyboard. The keys are a light blue or grey color, and the keyboard is mounted on a dark wooden desk. In the background, a portion of a computer monitor and some papers are visible.

# During

- Build.
- Chug.
- Eat
- Take breaks
- Strategise sleeping
- Pivot if needed
- Check out sponsors!







# Upcoming events



# More upcomings

- <https://github.com/japacible/Hackathon-Calendar>
- <https://mlh.io/seasons/f2015/events>

# The community

- Hacky Hour
- Association for Application Development
- Penn State Makers
- Other tech meetups