The Great Canadian Appathon (GCA) was created in 2011 as a way of engaging with, and giving back to, the student game developer community.

The GCA is a 48-hour national competition open to Canadian college and university students from coast-to-coast. Aspiring game developers race against the clock to design the next hit mobile game.

Since it's inception, the GCA quickly grew to become a constant in students' calendars, an annual event where the best computer engineers and game developers test their skills in the field, and at many schools an accredited extracurricular activity. Hackworks continues to grow the GCA event