**Great Canadian Appathon**

The Only National Game Development Hackathon

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 Great Canadian Appathon (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 an constant in students’ calendars, an annual event where the best computer engineers and game developers test their skills in the field, and at many school an accredited extracurricular activity.

Largest competitive hackathon in Canada for 4 times running!

**Canadian Open Data Experience**

First Hackathon Hosted in Partnership with the Federal Government

The Canadian Open Data Experience (CODE) is a national hackathon focused on the use of Canada’s Open Data resources and produced in cooperation with the Canadian Government. CODE 2014 was the Government's’ first forray into hosting a hackathon.

CODE challenged innovators across the country to use the data available onCanada’s Open Government portal to create open data applications that help Canadians.

CODE 2014 took the title of largest competitive hackathon from the GCA4 . CODE 2015 again set a new record for the largest hackathon in Canadian History.

Over 200 Open Data Apps Created!