

# UB Hacking 2024 Data

- 787 applications
- 502 hackers
- 89 projects
- 7 Workshops/ Panels hosted by 10 Faculty from 3 different departments
- 5 Fun Events
- 4 Meals + Late Night Snack
- 11 Prizes
- 8 Sponsors + 1 Partner
- 15 / 20 New E Board Including Directors
- 13 / 18 ~ 72 %

## Reflections:

- Registration was 3 weeks before the event. (regularly it was a week ago.)
- Testimonials on Website.
- for future: By April, get the website up. Things to include: get the artwork up, have the date, and contact info ready especially for the sponsors.
- Sponsorship starts in February.
- Theme, Artwork, Sponsorship, Media/Branding from previous years done by January/ February. (Set the time for January, it will most likely be done by February.)
- For hiring Graphics, contact Shelly equivalent in the Graphics Department, Dominic.
- GBM, hiring meeting interest, 2nd or 3rd week of classes. (Tentative Announcement Day January 27th)

- Get the pitch ready.
  - Intro of UBH, photos, here is the job descriptions (recycle the ppt)
- (Get the Git repo to org.)
- T-shirt branding, get it done in Spring, point of contact and the department... Pass it down, and pass how to find it.
- Sponsors should have shirts.
- Paying attention to details.
- Venue having the furniture put away.
- Coordinate with Kevin Burke about space in Davis.
- Spring, facilities, floor plan, big part is conversation with facilities.
- Tables from loading dock.
- Volunteers got hacker shirts this year. When there is budget flexibility, get different shirts for volunteers, and if not get name tags for them.
- Limited drop this year, market the scarcity.
- Un-taboo Sponsorship, put the packet on the website.
- Set-Up Training Format (Get Documentation)
- Transform Google Drive, OneDrive into GitHub.
- Info Gathering Meeting, 1 Theme setting meeting, 1-2 Training Meeting new hires and old leads are together, 1-2 Report/Timeline Meeting.
- Cross checking orders, documentation.
- During the event, food served in two places, if you can overbuy, don't be afraid. Try to keep people in the building as much as possible.
- Food consider getting the food to the locations, have it up earlier or have delivery time estimates.
- Set Up the Judging Spreadsheet
- Write a Python script for matching tables with judges.

- Calibrate judges, not the same 4 judges, have the 2 same judges, mix up the other 2 judges.
- Have a better system of checking on leads, switch from “fire alarm” to “police patrol” policy. Build a culture of “this is not snitching, it is not personal but getting the UB Hacking going.”
- Keep the judging format.
- Double check the orders.
- Switch from bracelets to an online system like the check-in system.
- When the food is run out, better communicate that to the hackers
- Food send in shifts, don't @
- Mass text to hackers?
  - Consider attention span stuff
- Classify emergencies, code of “is this a big deal or not”.
  - Have a policy of how we handle crisis situations.
- Team members!! (Less commitment but helping w/ the hackathon)
- Venue and Food, man power, volunteers, **eat first**
- Volunteer Forms, people can be both volunteers and hackers
- Know how many hackers got food?
- What to Do and How to Do for the log book
- Set a meeting with Kim, especially Food, Logistics and Venue