# HackOHI/O
# Preliminary Findings & Summaries

*Insights into the 2018 Hackathon*

Interviews and Observations.

*To capture impressions of the event*

Entry & Exit Surveys.

*To capture participants' attitudes*

Literature Review.

*To connect research with subjective reality*

# The Observations

### Grand Ballroom - Saturday morning

Predominantly male participants here

Virtual reality area was enthusiastically used

7 participants at the "supply Table"

Digital Flagship crew at table was there to offer support

General mood - **concentrated, calm, cheerful, energetic**

### Union hallways- Saturday a.m.

Like a recruiting fair

16 sponsor tables, all engaged

### Union hallways- Saturday afternoon

Visitors in Union curious about the event

Variety of T-shirts worn by participants

# Observations, cont'd

## Great Hall – Ground Level – Saturday afternoon

Groups laughing

Some stretching going on already

4 out of 14 tables exclusively male

Steady murmur of conversation

Fewer headphones on

One participant looked up in frustration

Participant's wallet – missing, then found

One mentor (?) helping

Big announcement screen

Obvious couple (guy/girl)

## Senate Chamber – Saturday afternoon

Sole hacker concentrating

Less crowded here – 24 participants

Jovial/lots of food on tables

Serious set-up at the back table – team of 4 – "we'll see how this goes"

# Observations, cont'd & Summary

**Grand Ballroom - Saturday afternoon**

Every 10th- 15th table has someone standing

Low, steady murmur of conversation

Lots of concentration

Hackers getting up frequently to get beverages

Professional-looking camera crew is here

Only 2 at the "parts/supply" table

No one using virtual reality at this time

No one looks too tired yet!

More women participants & more women-only teams than last year

A sense of "I've done this before and know what to expect"

# Opportunistic Interviews

✗ CIS Majors: 1          CSE Majors: 7          GIS Majors: 3

✗ Male:  6      Female:  5

✗ The Hackathon let them:
- ✓ Brush up on skills/find more resources
- ✓ See where their strengths lie
- ✓ Be part of a Team/learn quick development & new IDEs
- ✓ "Learn How To Learn"

# The Entry Survey Highlights

61% first Hackathon

89% came with a Team

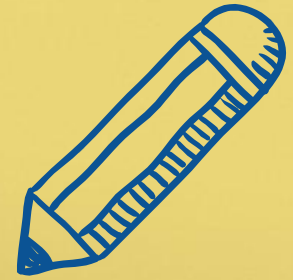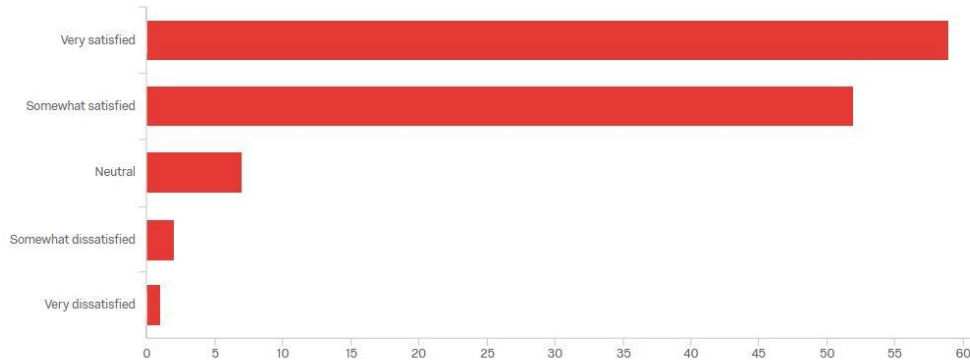50% of those had 4 members

64% came with no idea planned

59% came wanting to be inspired

# The Exit Survey Highlights

Q1 - How satisfied are you with the Hackathon?                    Page Options ∨

# The Exit Survey Highlights, cont'd

83%   engaged with a Sponsor (most participants (48%) exchanged ideas during the Sponsor Challenge)

32%   used a Mentor

**74%   were "Extremely" or "Somewhat" satisfied with the helpfulness of the Mentor**

88%   plan to return to another hackathon

2 mentions of disappointment about no recognition of the Ag Tech Challenge winners (Least Favorite section)

3 "**CTF**" mentioned in:    "Would you return? -Maybe"

"Organize next year"

"Comments"

Several mentions of the need for more power strips!

Judging prompted lots of comments

Several  mentions of appreciation of bus rides/reimbursements

**Overall positive comments – great appreciation for the event**

Q:    Did you participate in Judging (109 responses)?

Yes:   38%

No:  62%

# Reasons for not attending judging sessions

| | |
|---|---|
| Didn't finish Project; didn't have enough time | 19 |
| Didn't know about it- unaware | 7 |
| Didn't feel quality of project was "good enough" | 7 |
| Felt tired; discomfort issues | 5 |
| Technical issues | 3 |
| Left early; didn't want to return for judging; had other obligations | 13 |
| Had no interest in judging | 6 |
| Miscellaneous reasons | 2 |

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# Recommendations for future Hackathon research



- Dig deeper into comments/follow up questions
-  Different survey questions
- Efficacy of Sponsor Challenges related to employment (concrete job/internship offers)
- Other facets of the hackathon – types of projects, % completed; team formation successes / challenges;  whether newly-formed partnerships lasted beyond the event;  longitudinal possibilities
- Could study the attitude changes as technology evolves
- Why do CSE and EE students choose NOT to participate in a hackathon (Warner & Guo section 5.6)?
- "Purple banana" incentive to take surveys

# Coming up...

### More coding

Details about favorite/least favorite parts of the Hackathon

Engagement with Sponsors & Mentors

"If you were to organize next year's event …"

### Easy-To-Read Formatting

There will be a list with grouped sections such as:

⭐ Project ideas
   New languages, apps resources acquired

## Anything else?

### Literature Review

Warner & Guo (2017) - why students choose *not* to take part in a hackathon (summary)

Connecting studies with the 2018 event (informal, authentic, experiential & situated learning)

# REFERENCES

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# Thank you so much!

## Any questions, comments?

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✗ Link to my performance survey: go.osu.edu/vickisurvey

**SlidesCarnival icons are editable shapes** .

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