"Photon and Neutron Science in the Baltic Sea Region"

Preliminary timeline for the online hackathon on October 27-29, 2020

Guidelines for the event and all the platforms will be available beforehand and during the event. Service providers will offer full support during working hours (approximately from 9:00 till 18:00).

Platforms to be used

Zoom will be the main video conferencing tool used during the hackathon in order to deliver intro webinars, final presentations, check-ins with mentors and any other additional activities better suited for the video environment.

Slack will be the main communication tool used during the hackathon. It will be used to make announcements, keep track of teams' progress as well as to ask and answer all types of questions. There will be public and private channels available for communication.

Online Hackathon

Please note that all times are provided in CET (Central European Time).

October 27

11:00 Start of the first day

Welcome message, participants are asked to submit their project ideas and then share the link to the idea on Slack workspace. Participants can express their interest to join a team by contacting the idea author. Once a team of at least 2 people is formed, the team leader registers it.

15:00 Idea submission closes

Disclaimer: to avoid any misunderstandings, all teams after idea submission closure will be final and unchangeable.

16:00 Opening webinar

Opening and welcome speech, including what is the goal and expectations from participants when creating this event. Outline of the 2 days to come and the overall process of the event.

17:00 Team mentors announced

The organisers will start assigning mentors to teams as soon as the team and idea is published. Each team will get an assigned mentor. Teams then will present their idea to their mentor, work out responsibilities for each team member and prepare for the work.

18:00 End of the first day

October 28

9:00 Start of the second day. Teams start hacking.

Teams start working on their project ideas/applications – every team will have a channel in Slack for communication with each other and the assigned mentor. Teamwork is organised mostly by participants and it is up to them whether to do it in an online document or a conference call. Any other platform usage is up to team members (i.e. online documents/boards).

13:00 #1 Checkpoint

All teams are represented in a Zoom call with all mentors and a moderator, everyone can share their impressions and suggestions regarding work so far (for about 5-10 minutes). Each team then checks in with their mentor in a Zoom room to discuss their idea, what they have got so far and what are the next steps, as well as agree on what is expected for #2 Checkpoint. The checkpoint can be joined by the team leader alone or several team members.

17:00 Webinar – pitch presentation

A webinar on how to better present final results.

18:00 End of the second day

October 29

9:00 Start of the third day. Teams continue their work.

11:00 #2 Checkpoint

All teams are represented in a Zoom call with all mentors and a moderator, everyone can share their impressions and suggestions regarding work so far (for about 5-10 minutes). Each team then checks in with their mentor in a Zoom room to discuss their idea, what they have got. Teams get ready for presentation and receive final tips for presenting their results. The checkpoint can be joined by the team leader alone or several team members.

15:00 Final webinar & result presentation

Participants will present their work and the proposal draft. Closing remarks from the project owner and the SOC members with a feedback for the event and observations as well as the hopes for the future.

All result presentations will be recorded.

18:00 End of the event

Please note that this is the preliminary timeline and programme for the hackathon. The organizing team has the right to adjust the timeline and programme when needed.