

Relay #70 Panel F  
(moth) in relay

# UGAHACKS



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## The UGA Hackathon App

### Our Objective:

The objective of our app is to create a one-stop-shop for hackathon attendees. Through the use of a survey and asking questions, we aimed to pinpoint certain needs and/or wants that attendees would want the app to include. Through taking these wants and/or needs into consideration, we now have a clearer vision of what features the app should include in order to meet the needs of the users. In the past, the hackathons have been virtual and the upcoming one is slated to be in-person. With this, it is important to know what attendees are looking for in an app in order for them to get the most out of the event and for it to go as smoothly as possible.

### Target Market:

The target market for our app is anyone who is involved in hackathons activities, primarily the UGAHackathon. Users of the app are more-than-likely going to be attending a hackathon event and could benefit from the app's functionality. Another portion of the target market can include users that have been looking for an app that encompasses the features we have included.



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## Survey & Methods:

- *Who we asked the questions to*
  - We sent out the survey to fellow New Media Capstone students as well as presented it to the Association for Computing Machinery club meeting. This gave us the opportunity to hear from students that are directly interested and involved in the UGAHackathon as well as students who have never participated before.
- *How we asked*
  - We compiled a list of questions that we believed would assist our research as well as learning from who would be using our client's product. The survey was sent out via promotion during an Association for Computing Machinery club meeting, as well as directly to students in New Media Capstone class. Rather than sitting down with these groups of people personally, sending them a survey to complete benefited us by clearly defining their answers and having a record of the responses in one place. A benefit of in-person interviewing would have been to get more of an understanding and elaboration of the responses, but we did not feel that was necessary or more beneficial than the survey.



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## Survey Questions & Answers

1. Ever been to a hackathon?

- a. 60% said no
- b. 40% said yes

1. Are there any tools or resources you'd like to have for a personal, out-of-the-classroom project?

a. Yes

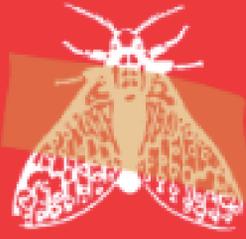
- i. List all of the resources for students developing projects
- ii. Places to ask questions to mentors and alumni about different projects
- iii. Tips on certain programming languages, libraries
- iv. Easy to read documentation for modules & libraries, techniques to make code shorter and more visible, documentation on how to code like a professional
  - 1. To make coding and documentation easier to access and read
- v. More Arduino kits
- vi. Anything related to the big picture of building a website
- vii. Hardware equipment in general

b. No (2)



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## Survey Questions & Answers

3. What is useful information all hackathon attendees should know
  - a. Code out math problems
  - b. n/a (3)
  - c. BitHub student developer pack is useful, communication is important
  - d. Times and dates of different workshops, which companies will be showing up and what type of internship opportunities there are
  - e. How this hackathon is different since 6 was virtual
  - f. Group dynamics are very important, a much more open event list calendar
    - i. Having a group as well
  - g. These events are about providing a space to learn and collaborate
4. Where do you look for answers to procedural questions BEFORE an event?
  - a. Online
    - i. Discord
    - ii. Google
    - iii. Slack channels for UGAHacks
    - iv. Event website (3)
  - b. Person
    - i. Ask the attendees/organizers



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## Survey Questions & Answers

5. Resources most likely to use

- a. 80% - event calendar
- b. 80% - FAQs
- c. 73.3% - mentors
- d. 66.7% - Map
- e. 60% - team building
- f. 46.7% - makerspace availability
- g. 46.7% - virtual lanyard / qr code
- h. 20% hardware checkout

6. What do you struggle with the most during hackathons?

- a. Finding an idea & contributing enough to a team (4)
- b. n/a (3)
- c. Time management
- d. Coding the ideas that have been developed
- e. Feeling lost

7. What do you struggle with the most with building your own personal projects

- a. How to do it
- b. Coming up with an idea and researching what i don't know
  - i. Finding something that is interesting enough
- c. Planning completely before diving into the implementation
- d. Actually starting / motivation / time management / efficiency
- e. Perfecting it
- f. Knowing what resources to use



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## Survey Questions & Answers

8. What would convince you to download a UGAHacks App
  - a. Nothing / already would
  - b. If it's free
  - c. The resources / usefulness
  - d. The need during the hackathon
9. Any suggestions for a UGAHacks app?
  - a. Make it free
  - b. Make it collaborative platform between mentors and students participating
  - c. Push notifications

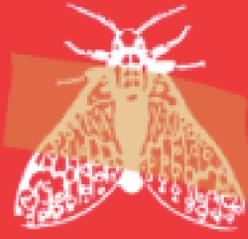
## Conclusion

Based on our user research, with the assistance and use of Google Forms, we were able to configure and analyze data to benefit the user and creator of any UGA Hackathon resources. Of the responses, 60% of the users have not attended a UGAHacks Hackathon before, 40% of users had attended a hackathon before. The main tools or resources that attendees would like to have for a personal, out-of-the-classroom project include making the coding and documentation easier to read, anything related to the big picture of building a website, and hardware equipment in general.



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Useful information all hackathon attendees should know include how to code out math problems, the importance of communication and the GitHub student developer pack, times and dates of different workshops, which companies and/or internship opportunities will be present, how this hackathon will differ from the previous six virtual ones, group dynamics, and providing a space to learn and collaborate. Users also provided information on where they look for answers before a procedural event. The results showed searching for answers both online (Discord, Google, Slack channels, and the event website) and in-person (asking the attendees and/or organizers). An overwhelming majority of respondents said that they would take advantage of more navigational aspects, such as event calendars, maps, FAQs, and working with other people (team building & mentors). Struggles that participants face can include time management, contributing to a team fairly, brainstorming ideas, feeling lost, and coding the ideas that were brainstormed. The main struggle that participants face while building their own projects was planning the project out entirely before diving into actually creating and implementing it. Convincing factors for someone to download the UGAHacks app would be no reason, it being free, its usefulness, and the main factor being the need for it during a hackathon event. Finally, suggestions for the app include making it free in app stores, implementing push notifications, and making it collaborative friendly between mentors and students participating.

