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Swiss Open Cultural Data Hackathon 2015 Results of the Participants' Survey

Beat Estermann, 13. January 2016

► Bern University of Applied Sciences | E-Government Institute || OpenGLAM CH

Response Rate

Response Rates

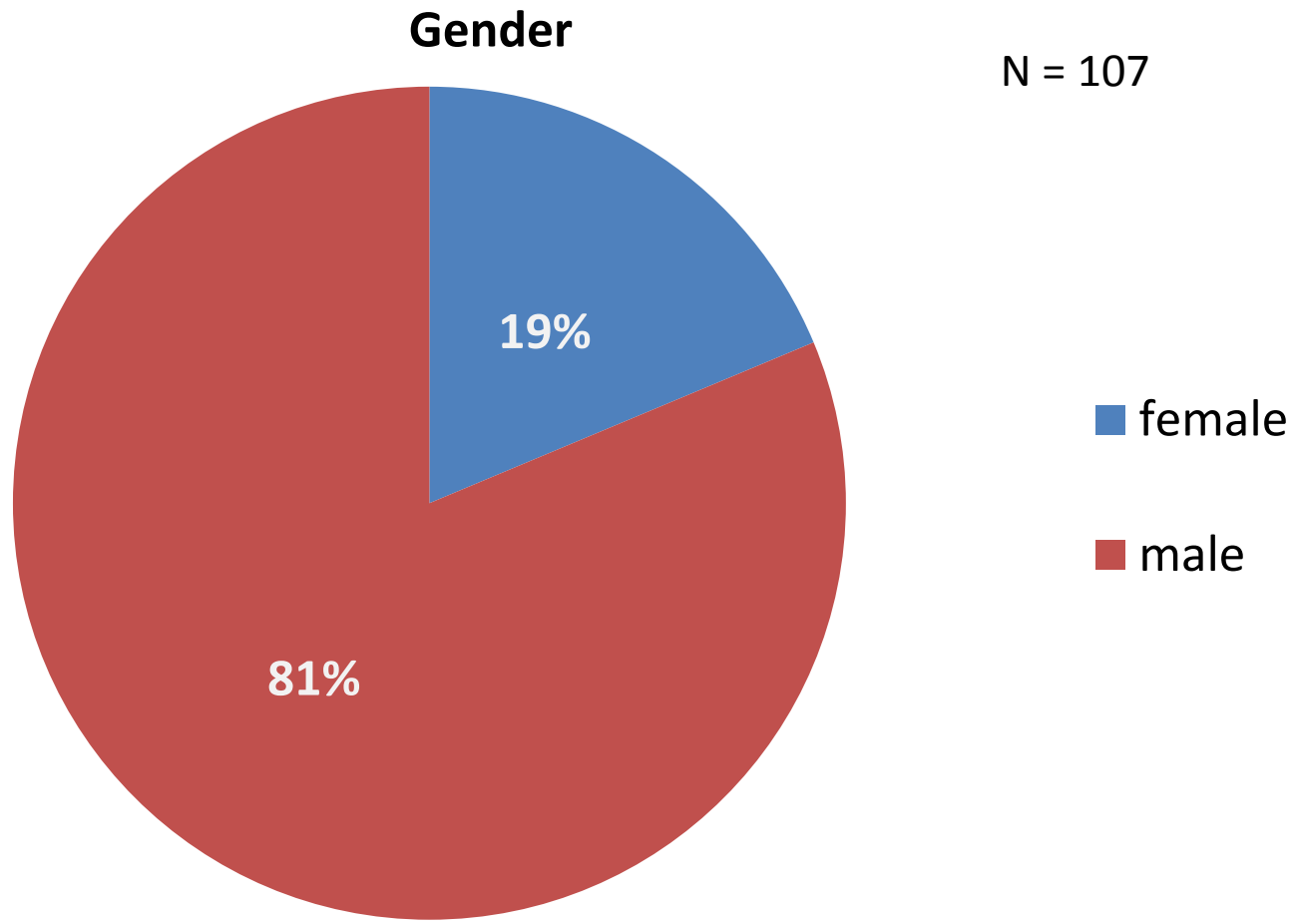
	Hackathon Participants	Survey Sample	Response Rate
N	107	49	46%
Gender			
male	87	40	46%
female	20	9	45%
Community (categorization by the organizers used to monitor the composition of registered participants)			
Opendata	29	11	38%
Digital Humanities	16	10	63%
GLAM	12	6	50%
Organizing Team	8	5	63%
Wikipedia	5	1	20%
Public Domain	3	2	67%
Other / not indicated	34	14	41%

Remarks

- ▶ The data was collected by means of an online survey between 11 December 2015 and 10 January 2016; one invitation mail and two reminders were sent out.
- ▶ The response rate of 46% is rather good.
- ▶ Responses are quite evenly distributed across different participants' categories.
- ▶ Participants' classified as "Wikipedians" seem to be somewhat under-represented in the sample; the numbers are however too small to yield any conclusive result in this regard; furthermore, it should be noted that 12% of respondents indicated that they participated in the hackathon in the role of "Wikipedia editor"

Composition of the Participants

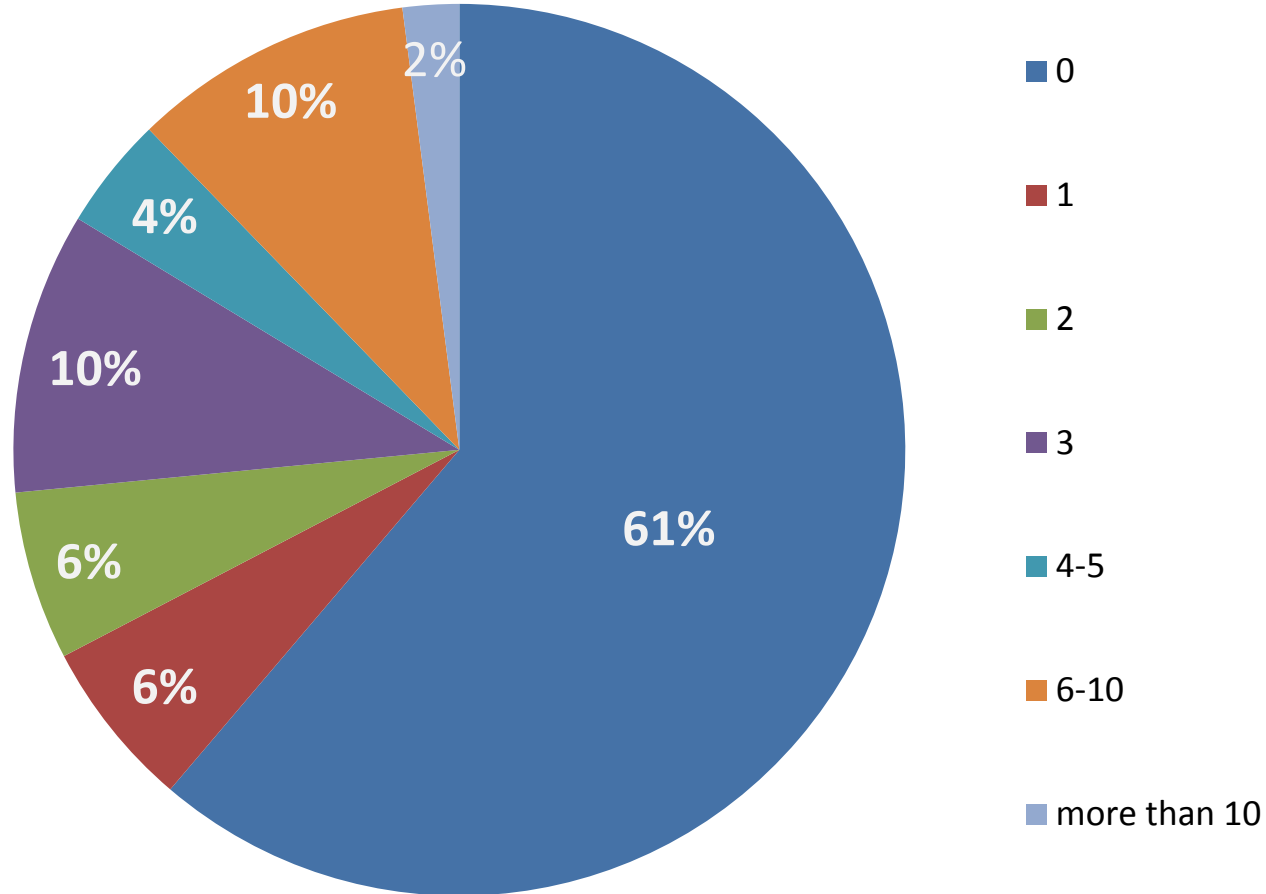
Gender Distribution (based on registration data)



Participants' Previous Hackathon Experience

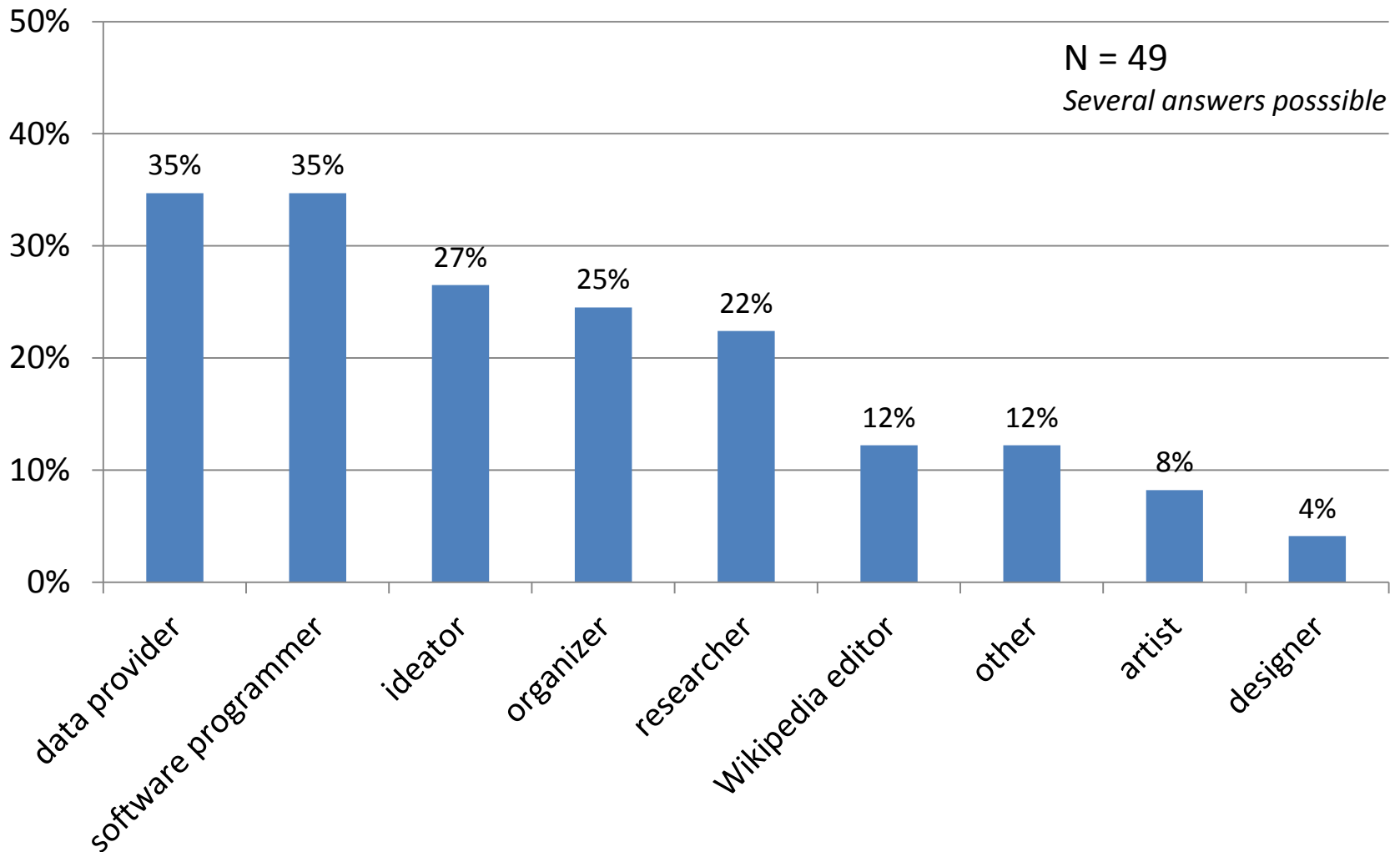
How many other hackathons had you attended before?

N = 49



Participants' Role(s) During the Hackathon

In which role did you participate in the hackathon?



Remarks / Insights

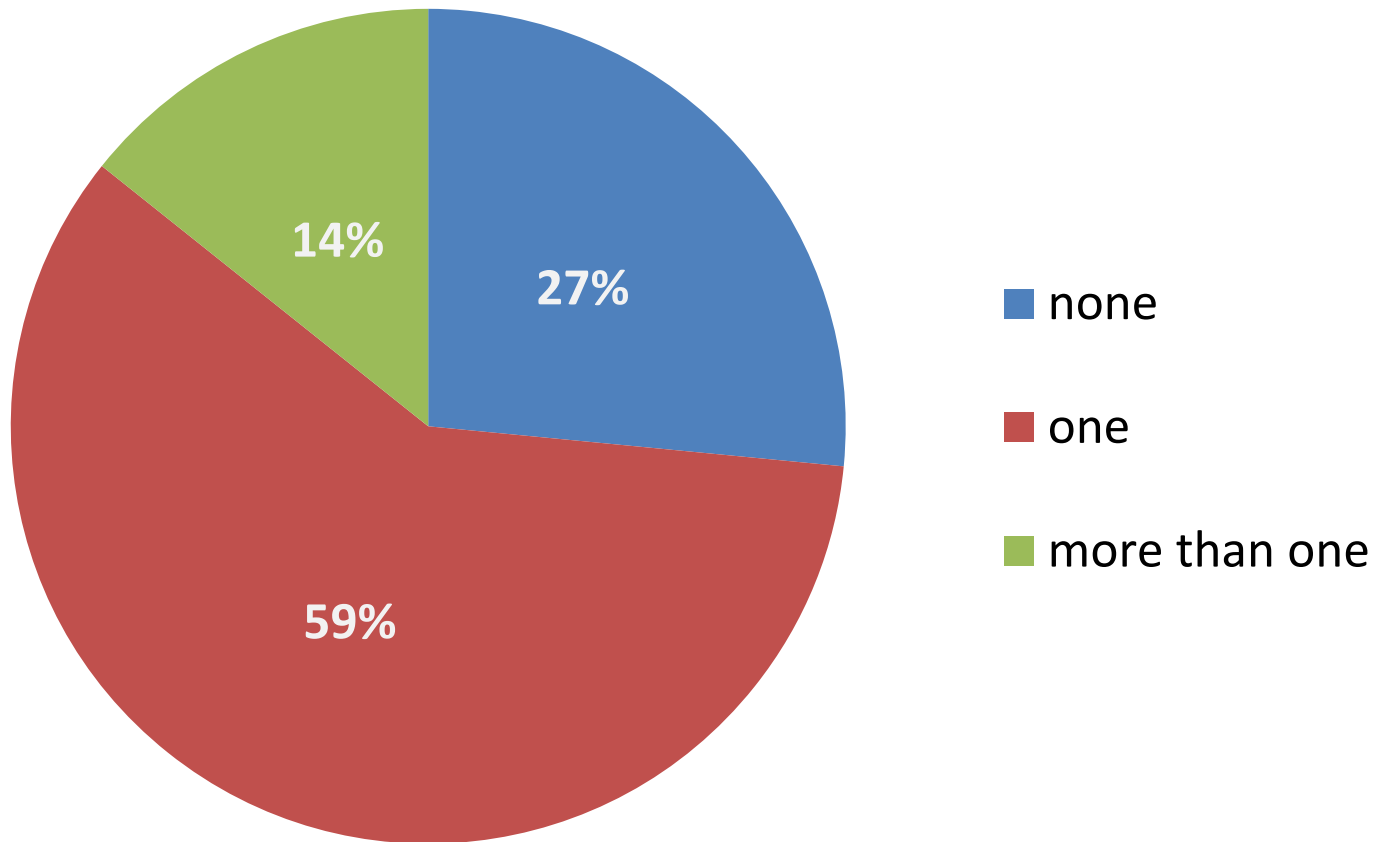
- ▶ **Women were clearly under-represented** at the hackathon. This is in line with their general under-representation in the IT sector (and among Wikipedians)
- ▶ The hackathon **largely attracted new hackathon-goers** (61%). Among software programmers (40%) and ideators (39%), the percentage of first-time hackathon participants was significantly lower than among the other participants, but still relatively high.
Note: Due to their small number, artists and designers haven't been taken into account in this analysis.
- ▶ **Data providers** (35%) and **software programmers** (35%) made up the largest participant group, followed by **ideators** (27%) and **researchers** (22%)
- ▶ 25% of respondents indicated that they participated in the hackathon as “organizers”; this item has most likely been understood in different ways, such as “hackathon organizers” or “role of an organizer within one of the hackathon projects”.

Participants' Activity During and After the Hackathon

Involvement in Hackathon Projects

How many projects did you work on during the hackathon?

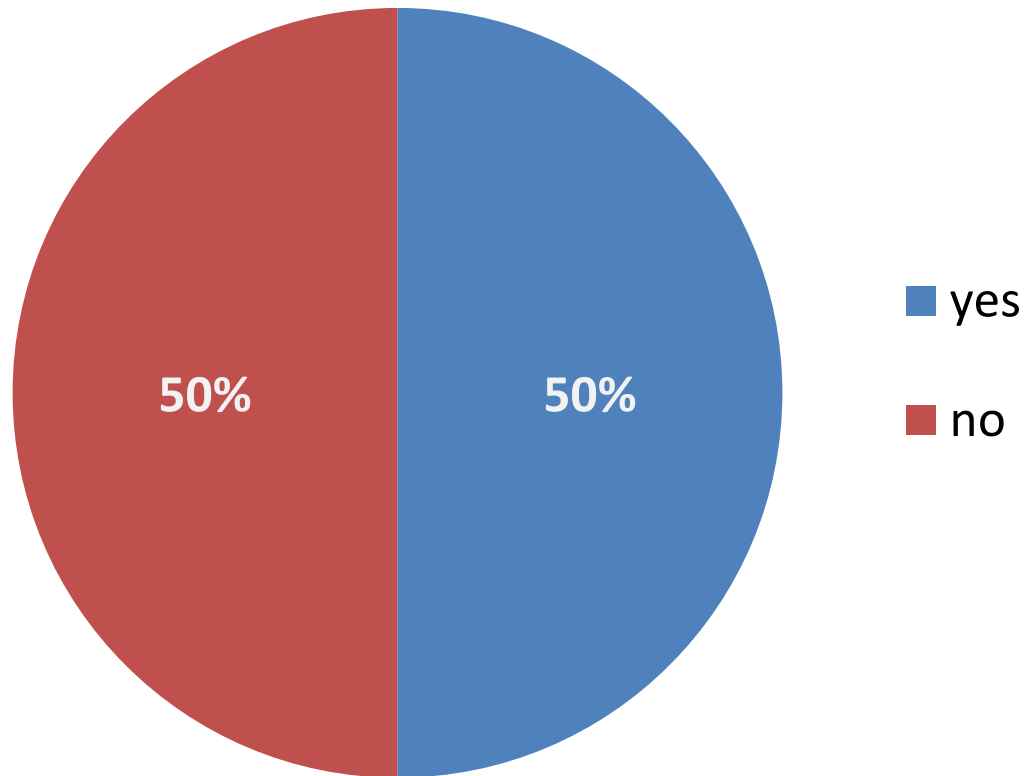
N = 49



Activity around Hackathon Projects After the Event

Have you further pursued the project(s) you worked on during the hackathon?

N = 36



Remarks / Insights

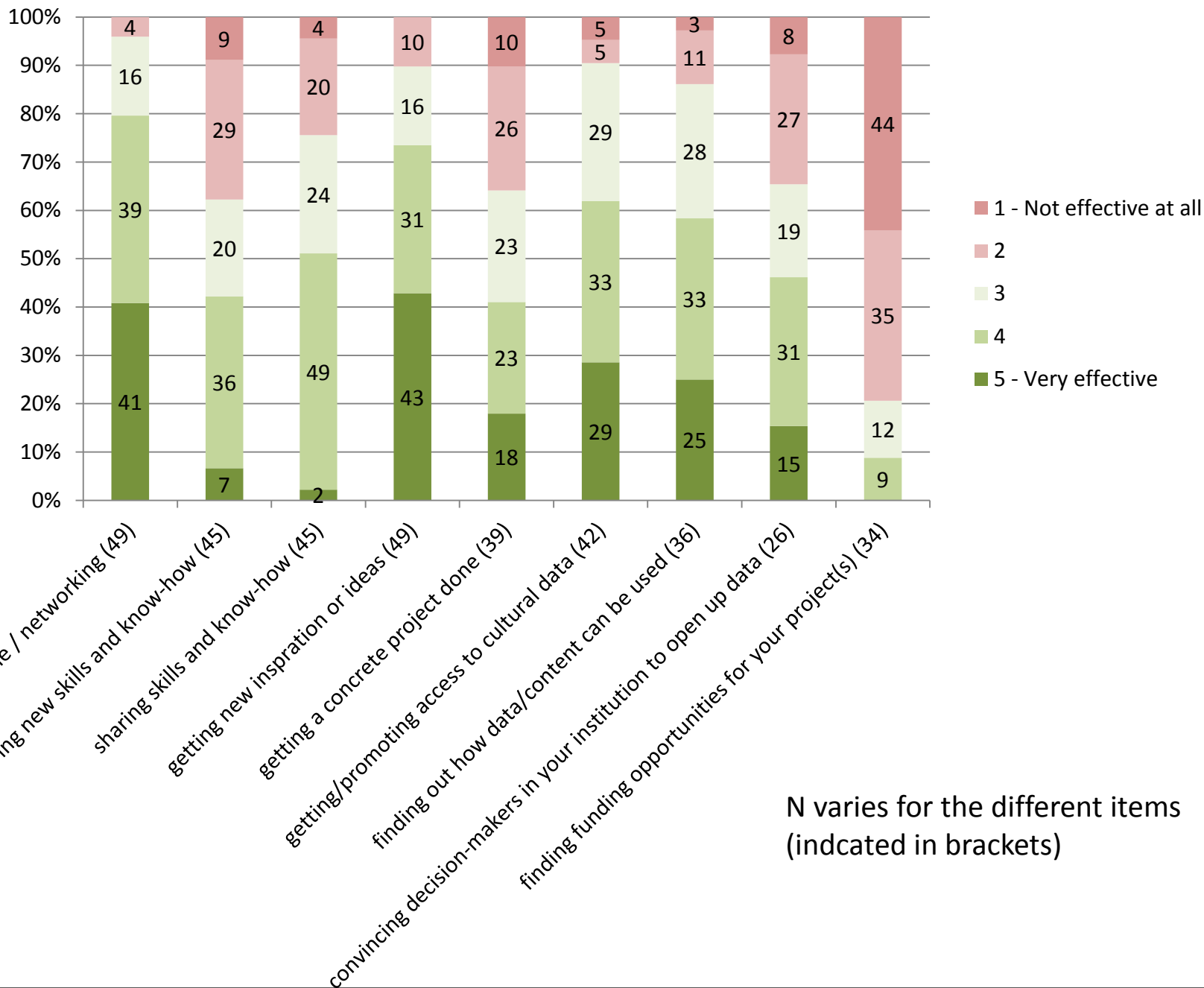
- ▶ **Roughly 75% of hackathon participants took an active part** in at least one of the ca. 24 hackathon projects. About half of the remaining 25% participated in the organization of the event, while others indicated that they just participated as “observers” or “data providers”.
- ▶ **Software programmers (94%) and ideators (100%) were the groups most likely to be involved in at least one of the hackathon projects**, while “organizers” (42%) were the least likely.

Note: Due to their small number, artists and designers haven't been taken into account in this analysis.

- ▶ **Half of the participants** who had taken an active part in at least one of the hackathon projects **further pursued their project(s)** after the event.
- ▶ Half of those who haven't further pursued their project(s) haven't done so due to a **lack of time**.

Effectiveness of the Hackathon

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Remarks / Insights

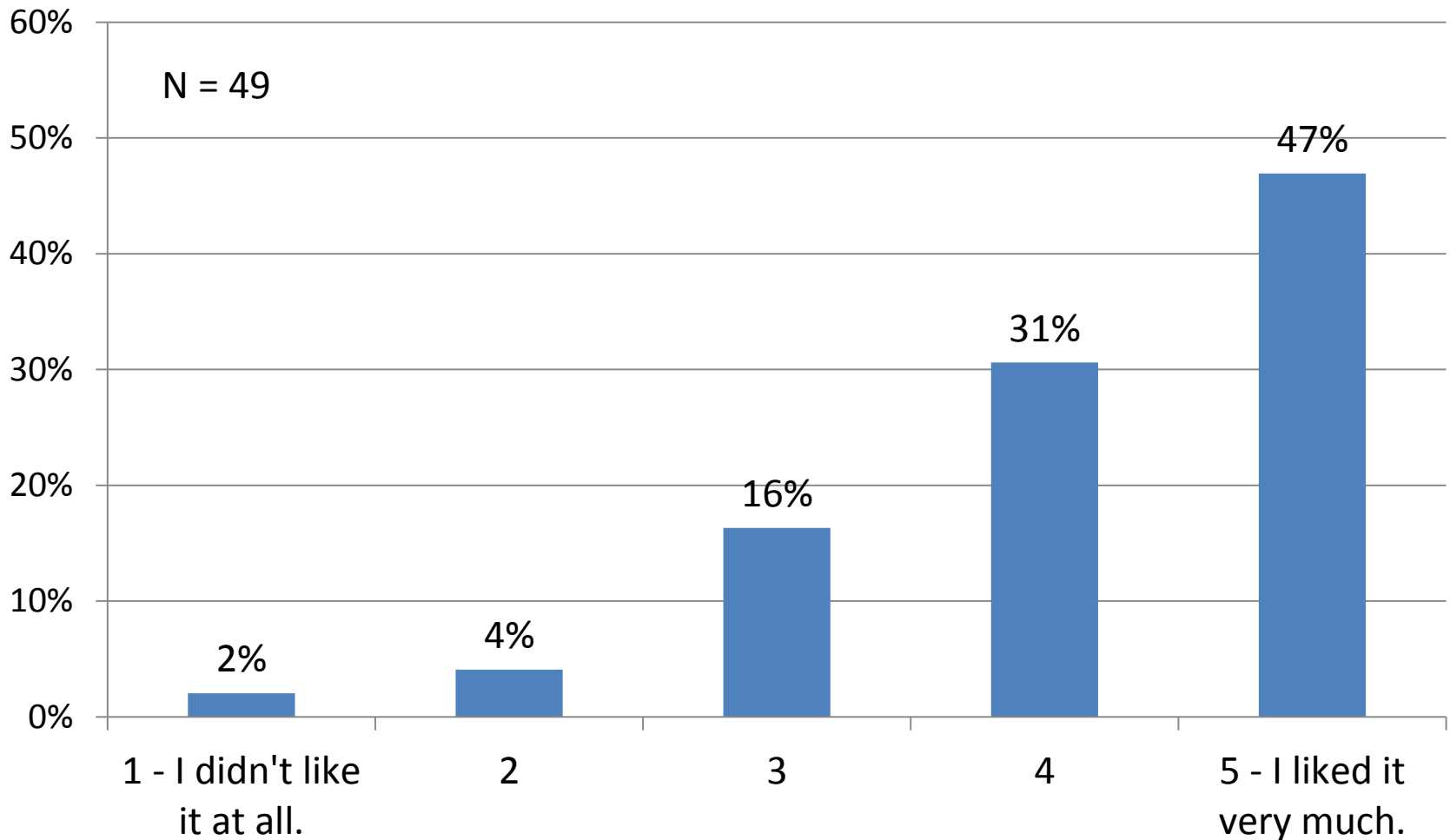
- ▶ The hackathon has been **most effective** in terms of “meeting interesting people / networking” (rated positively by 80% of respondents) and “getting new inspiration or ideas” (74%), followed by “getting / promoting access to cultural data” (61%), and “finding out how the data/content of your institution can be used in new contexts” (58%).
- ▶ The hackathon has been **somewhat effective** in terms of sharing or acquiring skills and know-how (51% and 43% respectively), in convincing decision-makers to make cultural data/content openly available for re-use (46%) or in getting a concrete project done (41%).
- ▶ The hackathon has been **ineffective** in terms of finding funding opportunities for hackathon projects (9%)

Note: This was not a goal of the 2015 edition of the hackathon; for the 2016 edition, the aspect of funding /sponsoring of hackathon projects has however been included in the goals.

Participants' Satisfaction

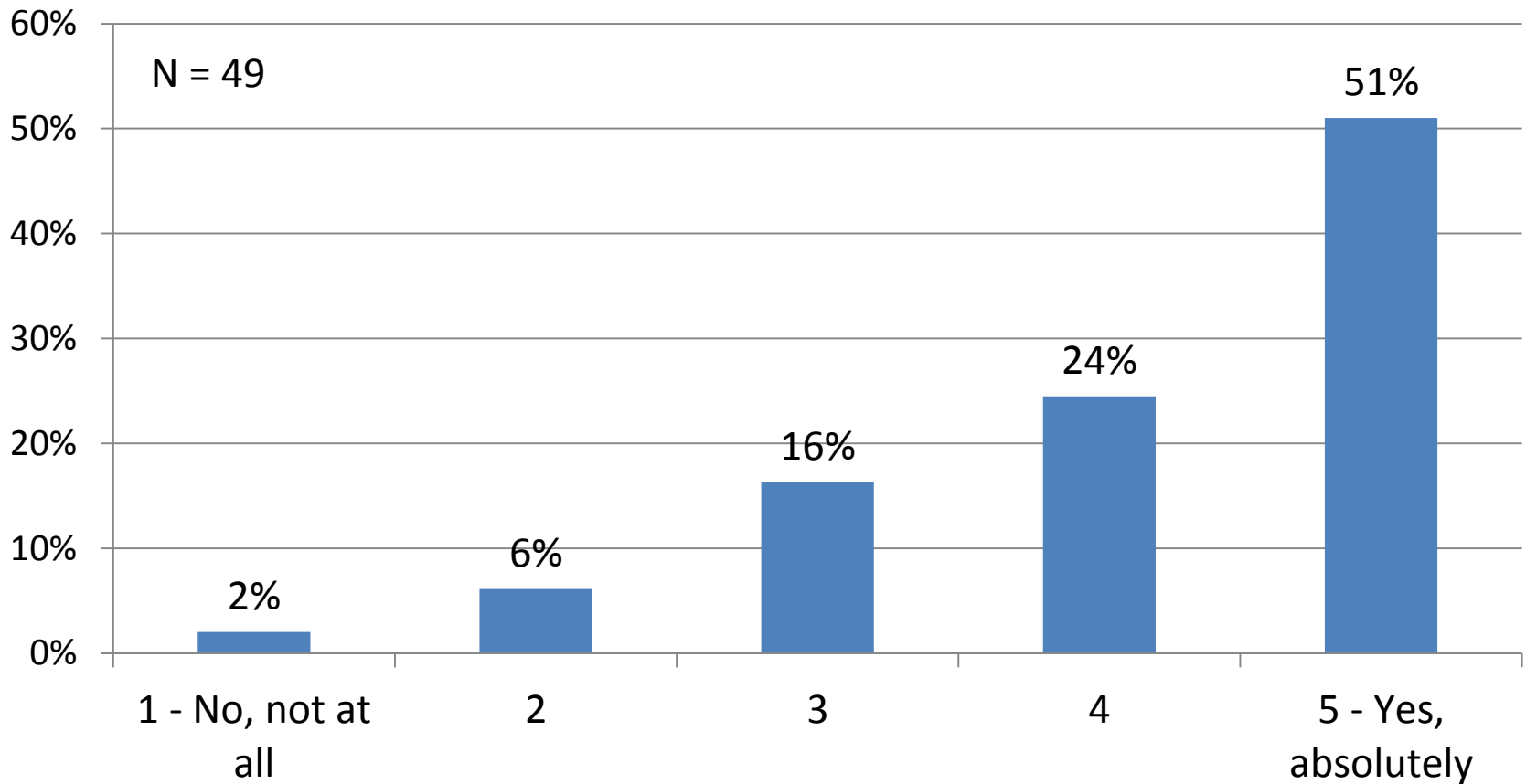
General Satisfaction

How did you like the hackathon in general?



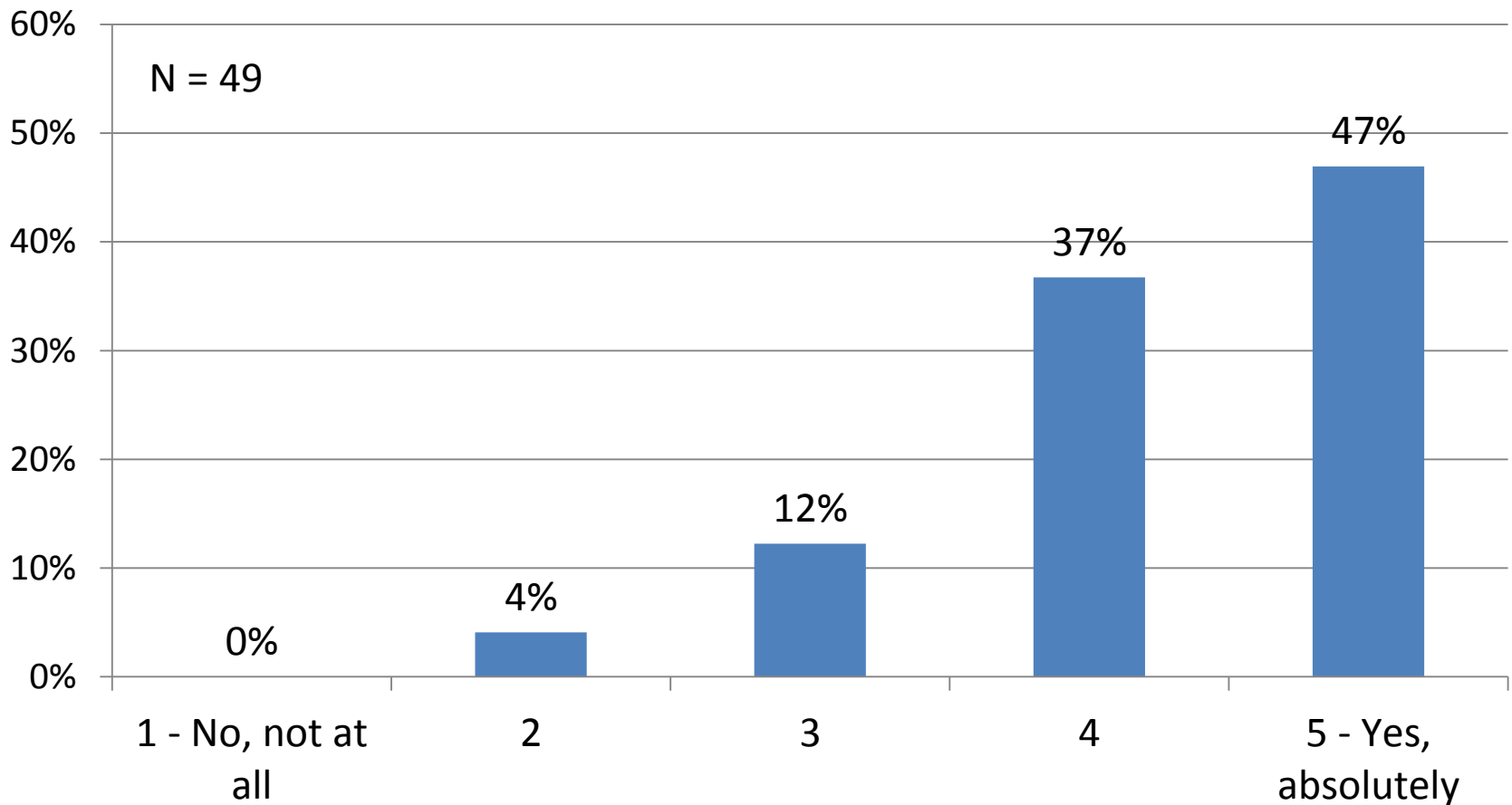
Readiness to Participate in Another Cultural Hackathon

Would you participate in a cultural data hackathon again?



Readiness to Recommend the Hackathon

Would you recommend a friend/peer to participate in the upcoming hackathon?



Findings Regarding Participants' Satisfaction (1/2)

- ▶ **A large majority of hackathon participants has been satisfied**, with satisfaction rates lying between 76% and 84%.
- ▶ In spite of the low participation of women, the event itself doesn't have any crowding-out effects on women; female participants were as likely to like the hackathon as male participants (78%).
- ▶ Satisfaction with the hackathon didn't have an effect on whether hackathon projects were further pursued or not.
- ▶ Previous hackathon experience (or its absence) didn't have an effect on whether participants liked the hackathon (neither did it on the perceived effectiveness of the hackathon).
- ▶ Whether participants liked the hackathon or not was unrelated to their active participation in one or more hackathon projects.

Findings Regarding Participants' Satisfaction (2/2)

- ▶ Whether participants liked the hackathon or not was **positively related to** their perception of the effectiveness of **skills and knowhow acquisition**, of **getting new inspiration or ideas**, of **finding out how data/content or their institution can be used in new contexts**, and of **convincing decision-makers in their institution to make open data/content openly available for re-use**.

Note: These are mere correlations which don't give any indication about the direction of a possible cause-effect relationship.

- ▶ Whether participants liked the hackathon or not was mostly independent from their role(s) in which they participated in the hackathon, with one exception: **Participants taking part in their role as "Wikipedia editors" were significantly less likely to be satisfied by the hackathon than the other participants**. One of them pointed out in his remarks that he appreciated the direct contact with data providers, but for the rest didn't really have any exchange with other groups, such as software developers or artists.

Conclusions

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- ▶ From a participants' perspective, **the hackathon has largely been a success.**
- ▶ The hackathon has successfully **attracted many participants who hadn't been involved in hackathons before.**
- ▶ The hackathon has been most effective in terms of **networking, spurring and exchanging ideas**, as well as **promoting access to cultural data.** The latter two correlate with the satisfaction of participants.
- ▶ The perceived effectiveness of **skills and knowledge acquisition** is also positively related to the satisfaction of participants. In this area, the hackathon has however not been particularly effective.
- ▶ From a sustainability point of view, the survey results paint a mixed picture: **Half of the participants actively involved in at least one of the projects have further pursued their project(s)** after the event. At the same time, the hackathon hardly improved the participants' chances to get funding for their projects, and 25% said they didn't further pursue their project because of a lack of time.
- ▶ The hackathon shouldn't be mistaken for a Wikipedia editathon; there is no point in trying to co-host these two types of events.