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Swiss Open Cultural Data Hackathon 2020, screenshot of the opening session, by Lothar Schmitt CC BY-SA 4.0

# Swiss Open Cultural Data Hackathon 2020 Results of the Participants' Survey

Beat Estermann, 9 November 2020

# Response Rates

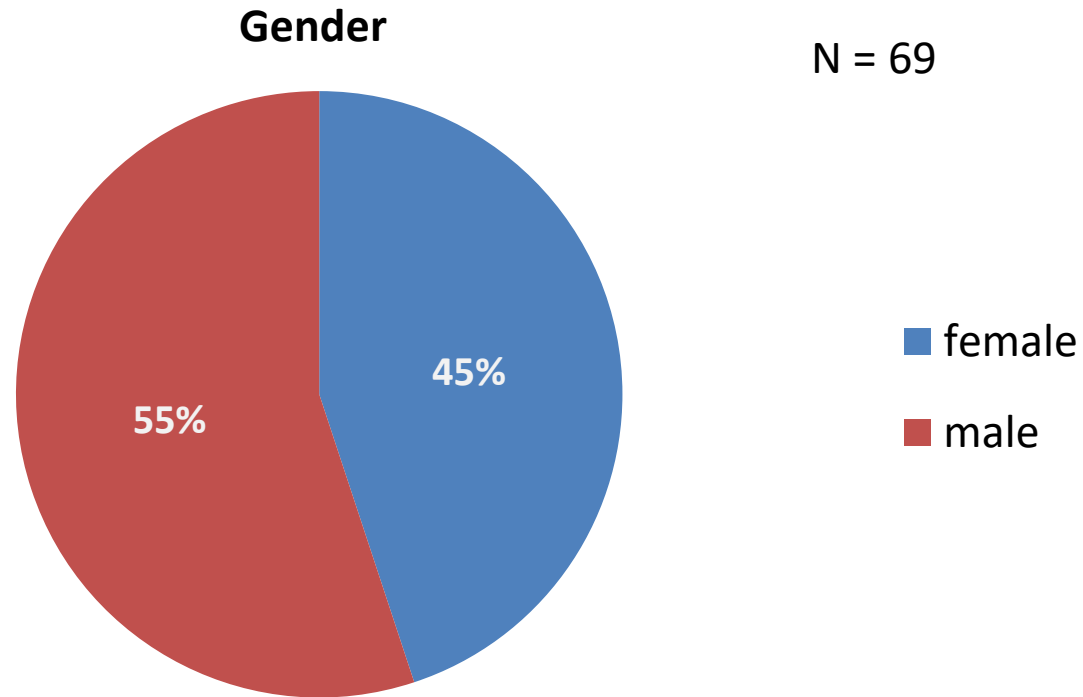
	Hackathon Participants	Survey Sample	Response Rate
N	69	26	38%
<b>Gender</b>			
male	38	14	37%
female	31	12	39%

# Remarks

- The data was collected by means of an online survey between 28 September and 19 October 2020, i.e. approx. 4 months after the event; one invitation email and two reminders were sent out.
- The response rate of 38% is a bit lower than in earlier years (42-50%).

# Composition of the Participants

# Gender Distribution (based on registration data)

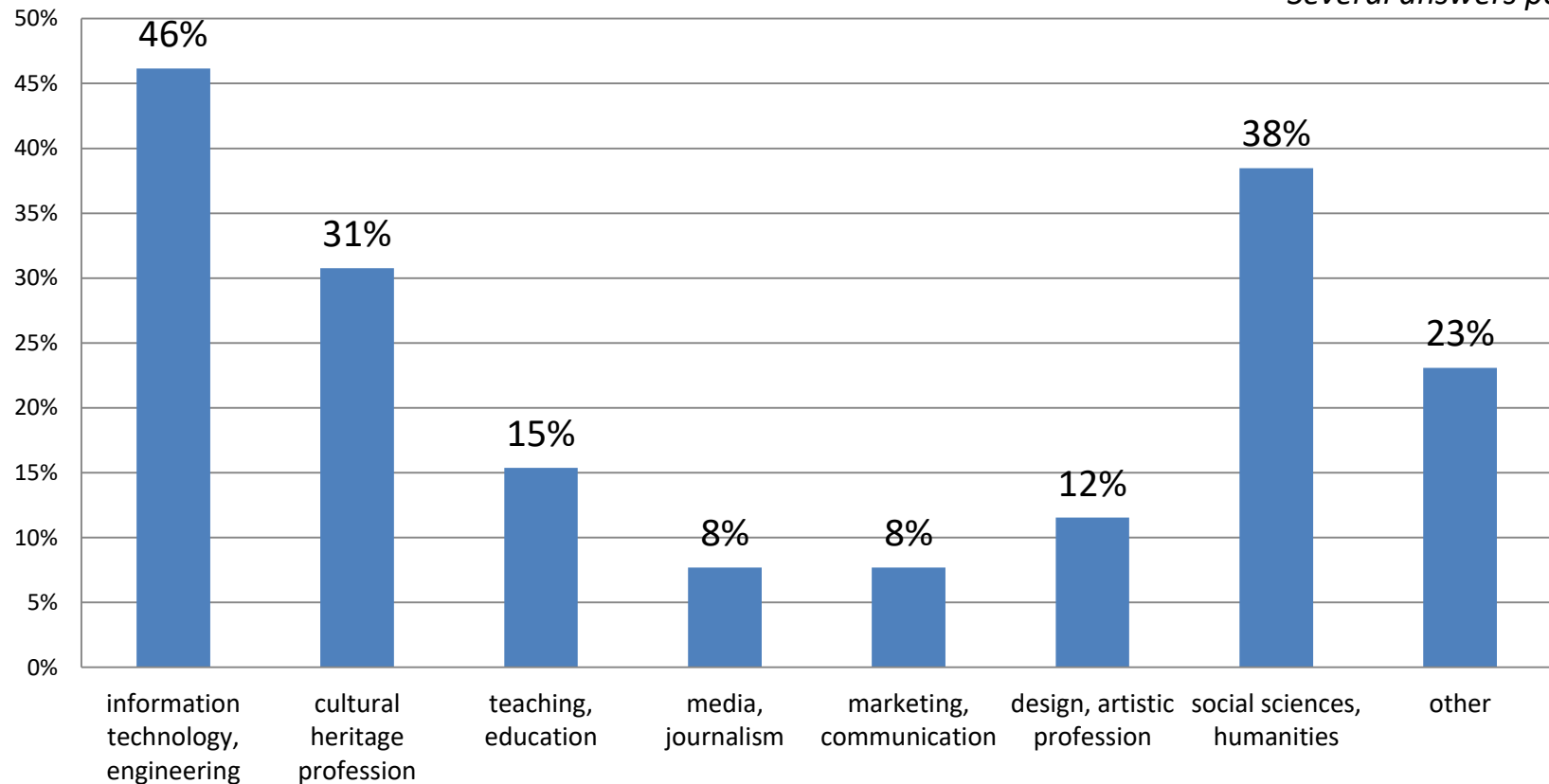


# Participants' Professional Background or Field of Study

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N = 26

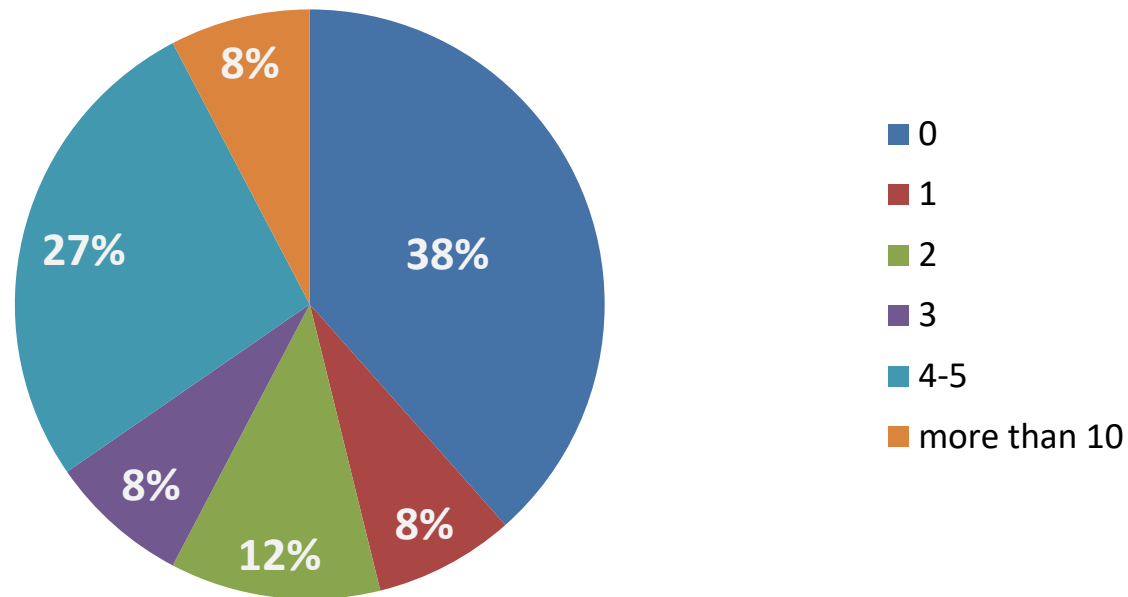
*Several answers possible*



# Participants' Previous Hackathon Experience

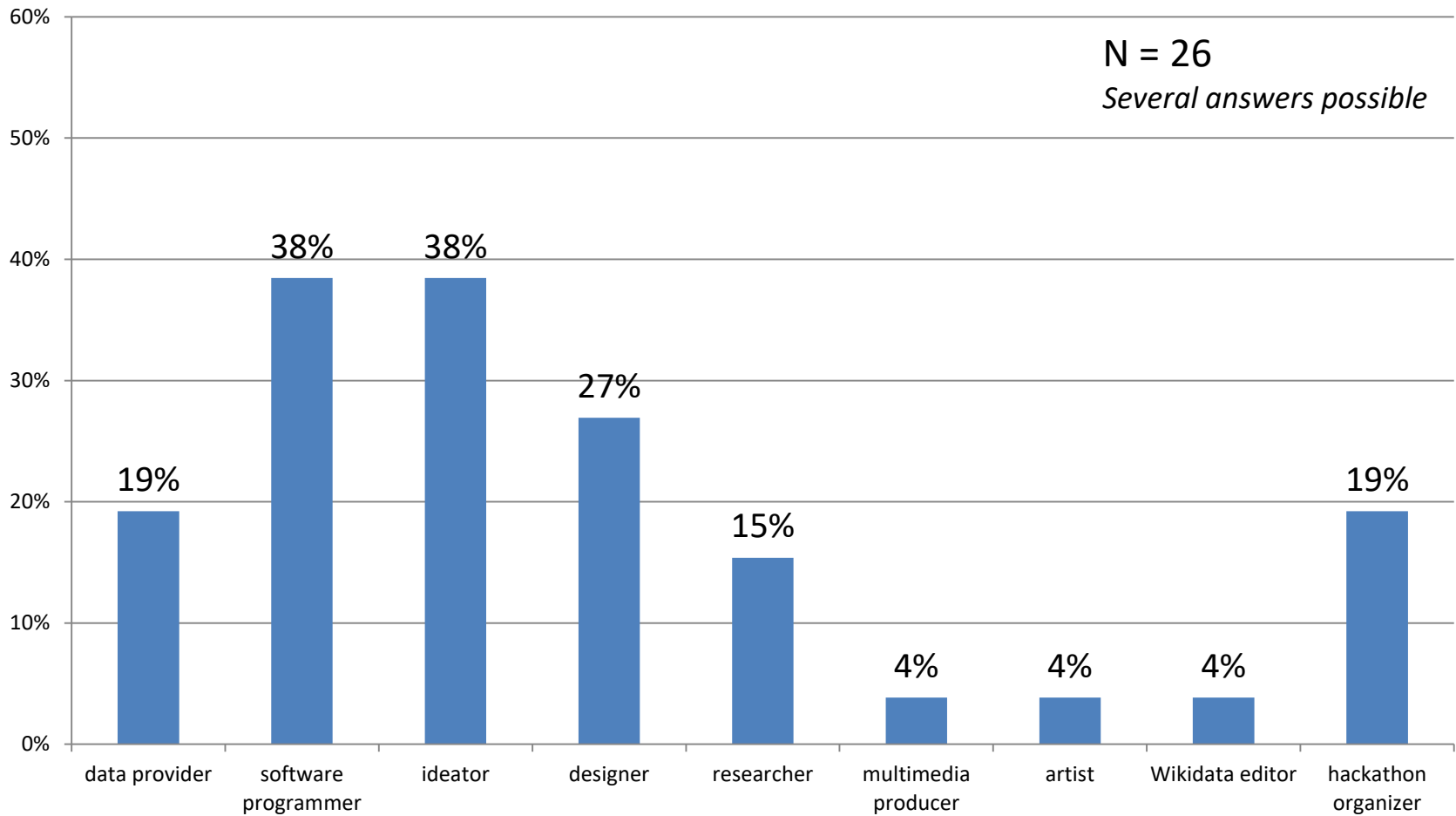
N = 26

How many other hackathons had you attended before?



# Participants' Role(s) During the Hackathon

**In which role did you participate in the hackathon?**





# Remarks / Insights

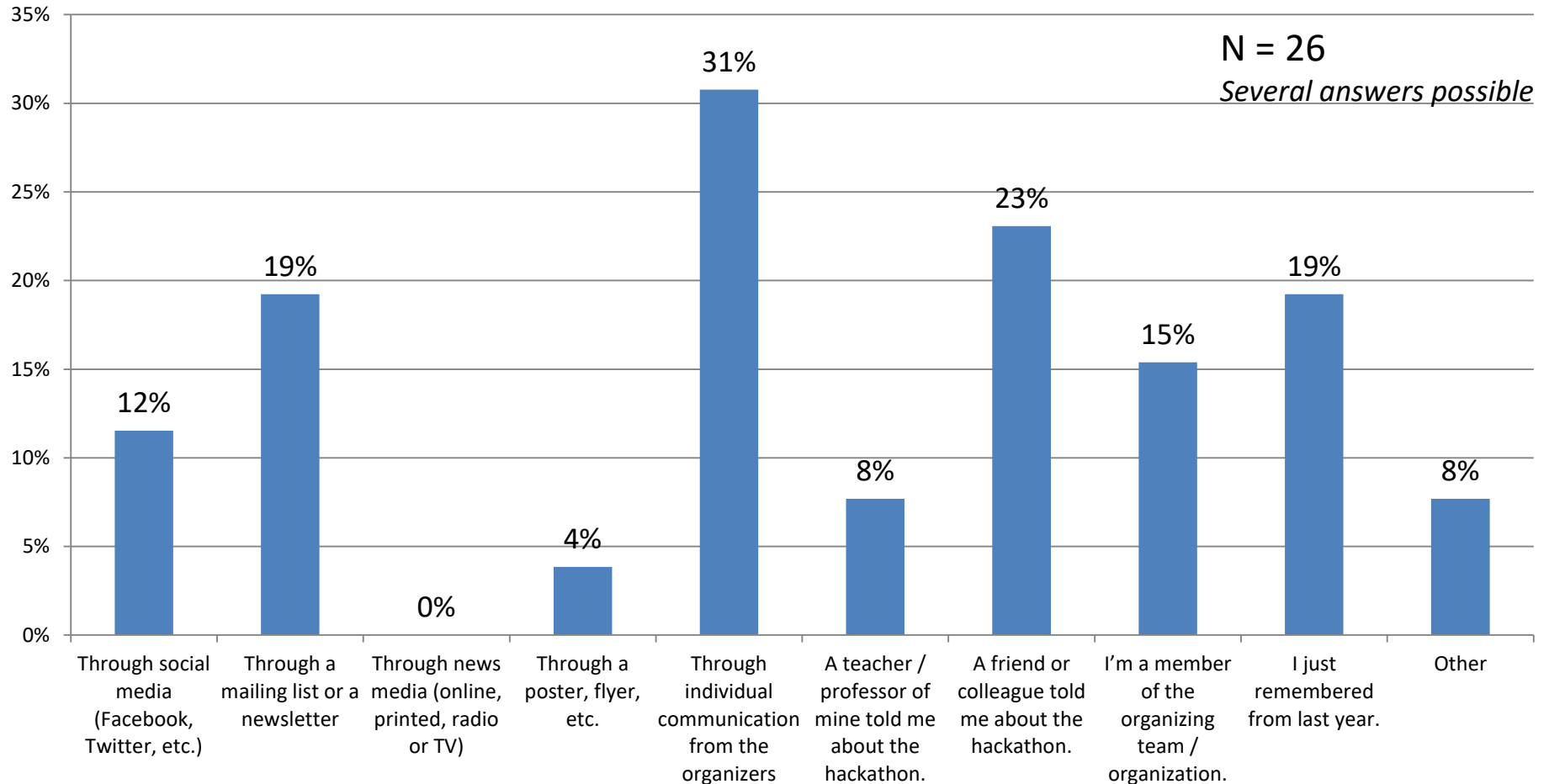
- **The hackathon has reached almost equal representation of men and women** after women had been underrepresented in previous years (2015: 19%; 2016: 33%; 2017: 37%; 2018: 39%; 2019\*: 12%).
- The hackathon **attracted a substantial share of new hackathon-goers** (38%); this number is similar to the ones in 2017 and 2018; before, it had been decreasing from year to year (2015: 61%; 2016: 53%; 2017: 37%; 2018: 41%).
- **Software programmers** (38%) and **ideators** (38%) made up the largest participants group, followed by **designers** (27%). For the first time, **data providers** (19%) are not among the most strongly represented groups.
- Almost half of the participants had an **IT or engineering background** (46%). The other two professional groups that were most strongly represented were people with a **background in the social sciences or in the humanities** (38%) and **cultural heritage professionals** (31%).

\* Note that in 2019, the hackathon had a completely different format (3 days; mix'n'hack); due to the smaller number of participants (33) no survey data is available for 2019.

# Communication Channels

# How Participants Learned About the Hackathon

## How did you learn about the hackathon?



## Remarks / Insights

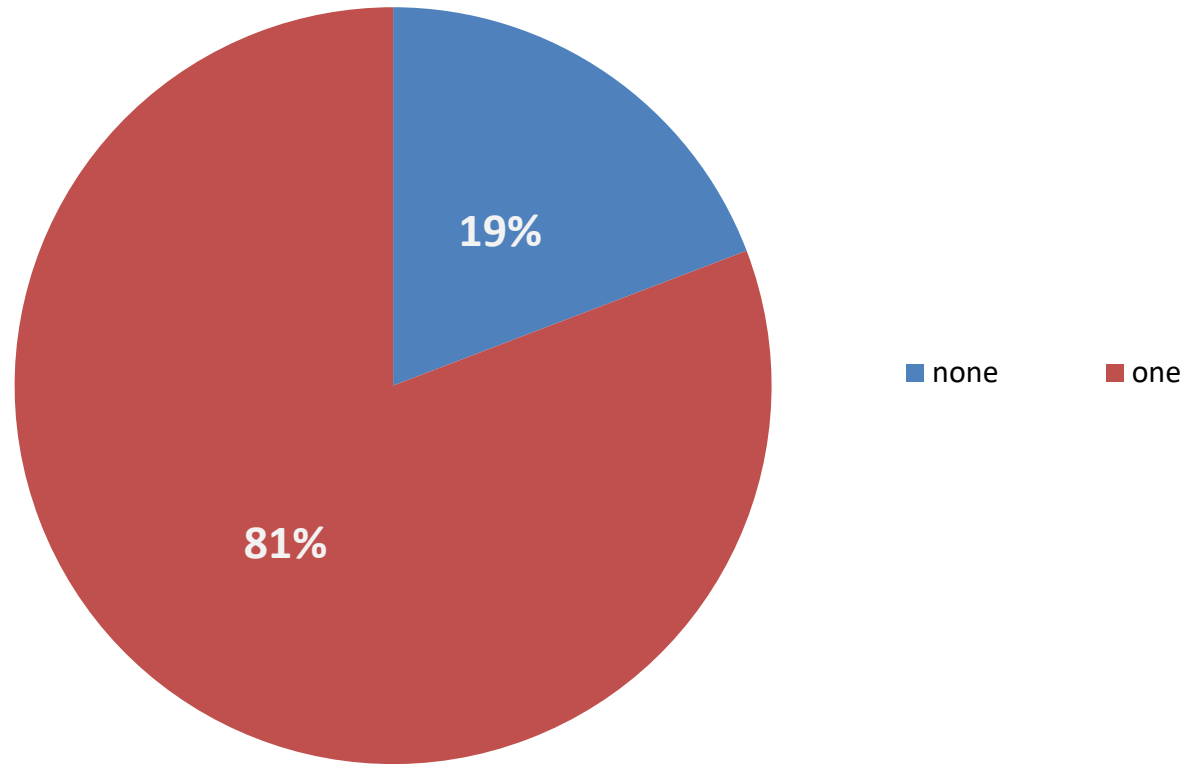
- The communication channels that worked best to attract participants were word of mouth, either directly from members of the organizing team (31%) or through friends or colleagues (23%) as well as mailing lists and newsletters (19%).
- One fifth of the participants said that they had just remembered the hackathon from the previous year.

# Participants' Activity During and After the Hackathon

# Involvement in Hackathon Projects

N = 26

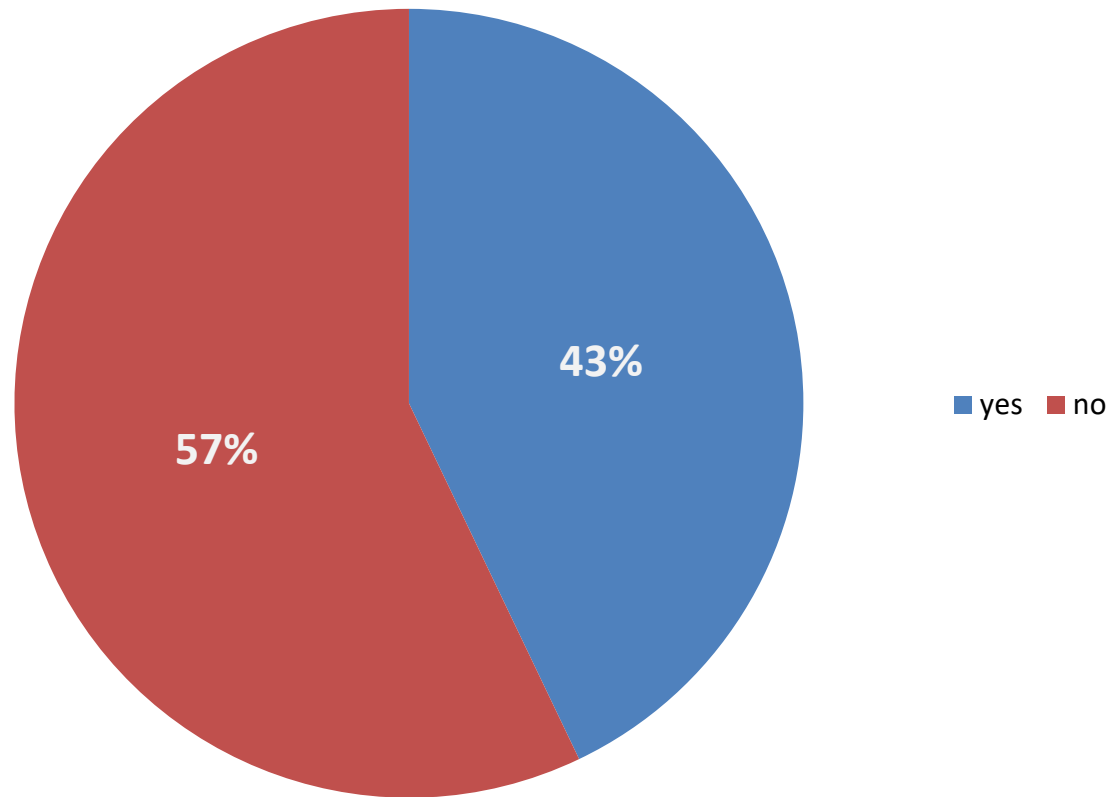
How many projects did you work on during the hackathon?



# Activity around Hackathon Projects after the Event

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

N = 21



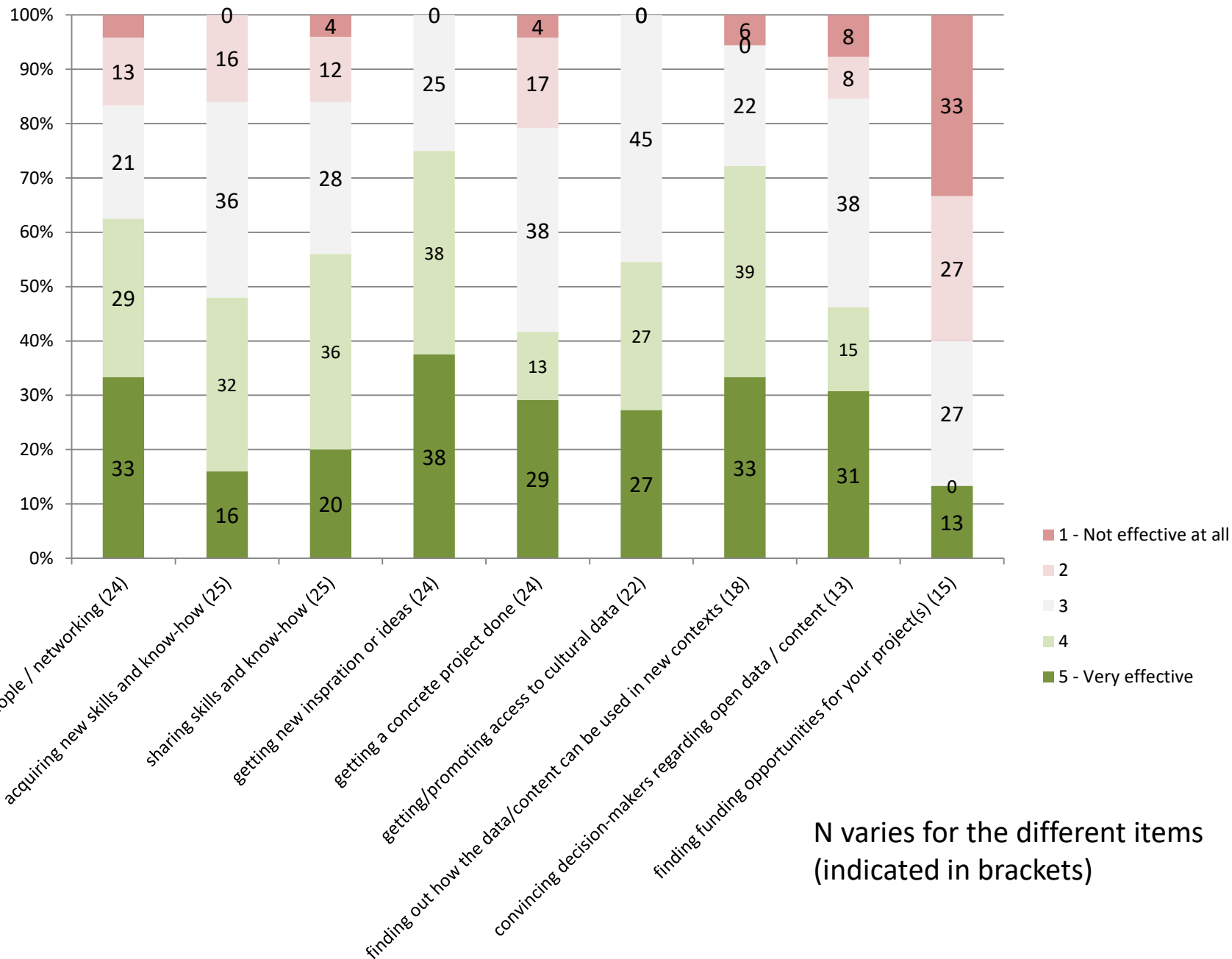
## Remarks / Insights

- **81% of hackathon participants took an active part** in one of the 15 hackathon projects. The remaining 19% acted as organizers or participated as “observers” or data providers.
- **43% of the participants** who had taken an active part in one of the hackathon projects **further pursued their project** after the event. This number is similar to the one in earlier years (2015: 50%; 2016: 40%; 2017: 50%; 2018: 35%).  
Note the varying time lag between the event and the survey (2015: 9 months; 2016: 5 months; 2017: 6 months; 2018: 6 months; 2020: 4 months).
- About **a third** of those who have not further pursued their project(s) have not done so due to a **lack of time**. Some of them are intending to take up the project later. Others pointed to issues related to group dynamics, lack of interest in the topic or difficulties with implementation. One respondent indicated that the project’s aim had already been reached during the hackathon.



# Effectiveness of the Hackathon

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# Effectiveness scores over the years

Item	2015	2016	2017	2018	2020
meeting interesting people / networking	80%	81%	78%	68%	62%
getting new inspiration or ideas	74%	76%	78%	86%	76%
getting / promoting access to cultural data	61%	56%	49%	59%	54%
finding out how the data/content of your institution can be used in new contexts	58%	59%	63%	71%	72%
sharing skills and know-how	51%	51%	53%	60%	56%
convincing decision-makers to make cultural data/content openly available for re-use	46%	41%	35%	47%	46%
acquiring skills and know-how	43%	48%	63%	49%	48%
getting a concrete project done	41%	35%	45%	52%	42%
finding funding opportunities for your project	9%	20%	11%	5%	13%

# Remarks / Insights

- The hackathon has been **most effective** in terms of “getting new inspiration or ideas” (rated positively at 76%), of “finding out how data of one's institution can be used in new contexts” (72%), and of “meeting interesting people / networking” (62%), followed by “sharing skills and know-how” (56%), and “getting/promoting access to cultural data” (54%).
- The hackathon has been **somewhat effective** in acquiring new skills and know-how (48%), in convincing decision-makers to make cultural data/content openly available for re-use (46%), and in getting a concrete project done (42%).
- The hackathon has been **rather ineffective** in terms of finding funding opportunities for hackathon projects (13%).
- The reported **effectiveness of the online hackathon is the same as for earlier in-person hackathons**, maybe at the exception of «meeting interesting people / networking» where it scores equally low as the 2018 edition which featured a competition between hackathon projects.

# Suggested Topics for the Side Programme

# Topics for the Side Programme

Participants were asked to indicate what topics should be covered as part of the (online) side programme of future hackathons. The results are shown in the table below.

Topic	Average score (1-5)	Percentage of “(very) interesting”
Linked data use cases from the heritage field	4.12	72%
Crowdsourcing projects in the heritage field	4.00	68%
Machine learning applications in the heritage field	3.92	68%
From prototype to product – how hackathon projects made their way into productive systems	3.74	65%
Introduction to linked data	3.67	62.5%
Overview of data cleansing tools and techniques	3.63	62.5%
Hands-on Wikidata introductory workshop	3.45	59%
Hands-on OpenRefine workshop	3.45	50%
Introduction to the IIF standard	3.43	52%

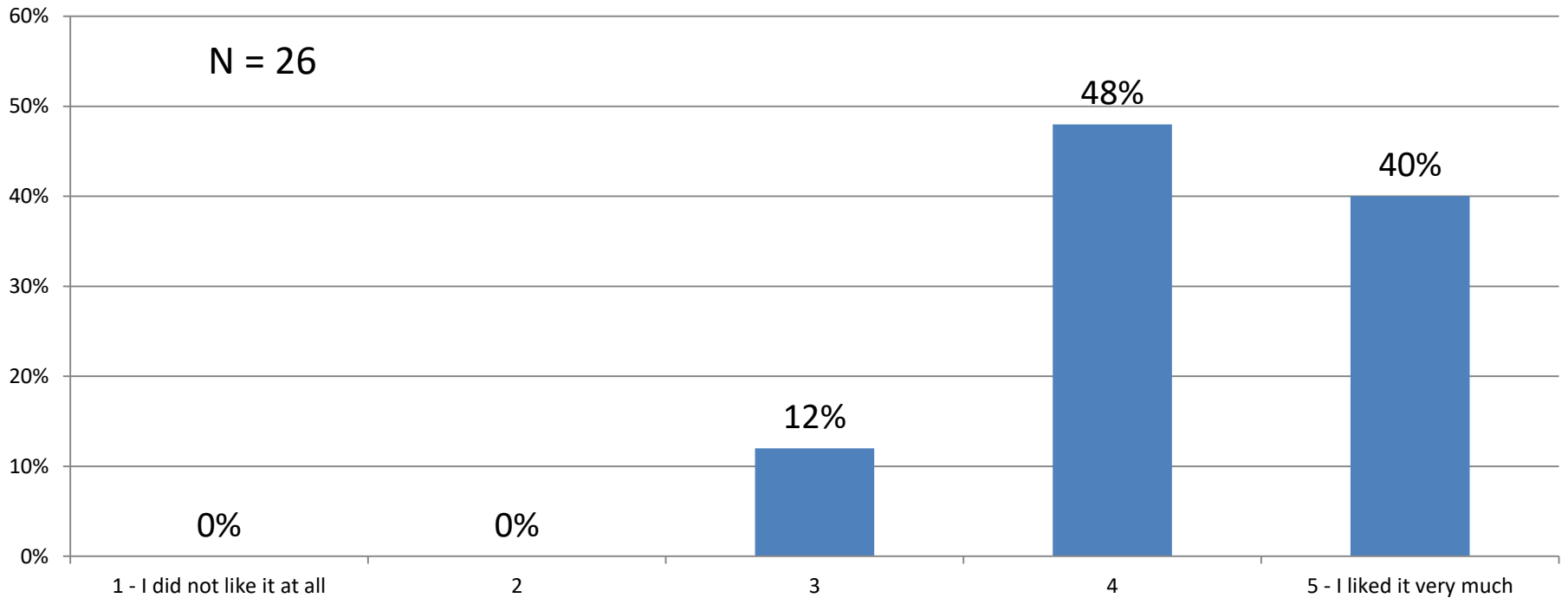
Further mentions (“other topics”):

- Publishing linked data so that it is integrated in the LOD cloud, starting with a CSV and ending with federated SPARQL queries.
- “Introduction of the some web ontology schema” – *unclear what is meant by that; most likely something related to semantics.*

# Participants' Satisfaction

# General Satisfaction

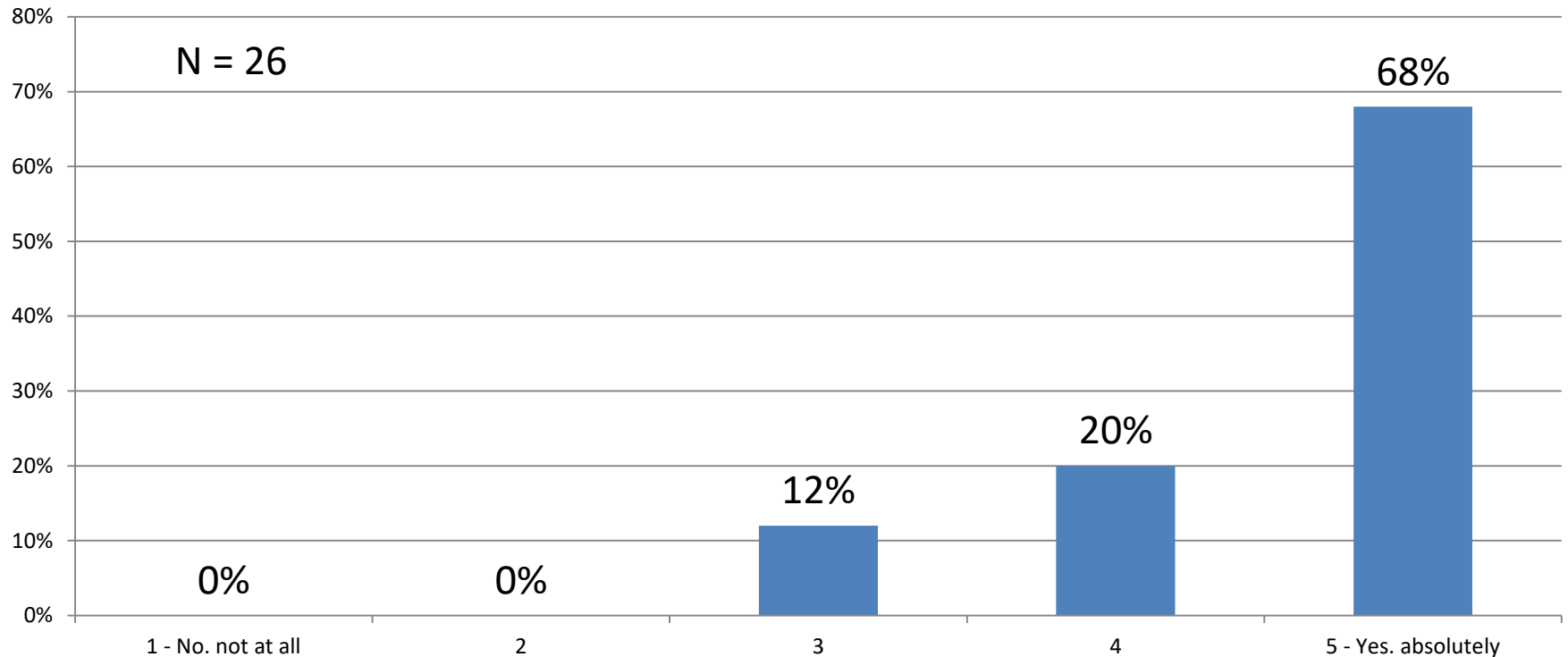
How did you like the hackathon in general?





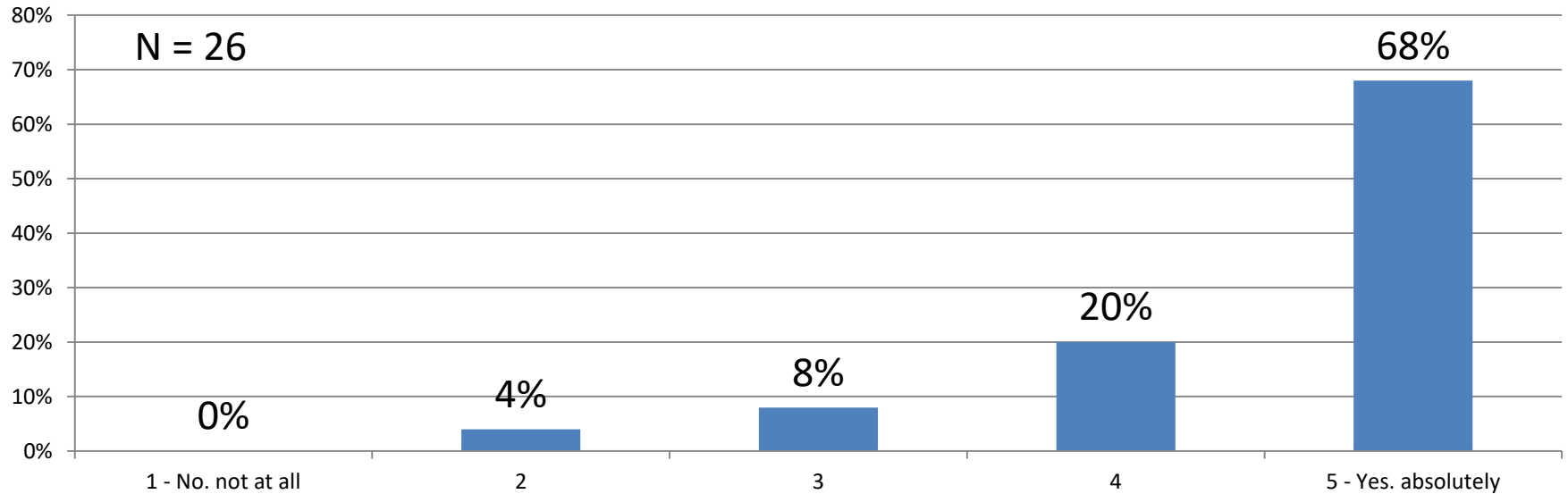
# Readiness to Participate in Another Cultural Hackathon

**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?**



# Satisfaction scores over the years

Percentages with scores 4 or 5

Item	2015	2016	2017	2018	2020
General satisfaction	88%	88%	83%	83%	88%
Readiness to participate again	75%	90%	83%	83%	88%
Readiness to recommend	84%	92%	90%	76%	88%

Percentages with score 5

Item	2015	2016	2017	2018	2020
General satisfaction	47%	33%	33%	52%	40%
Readiness to participate again	51%	65%	49%	59%	68%
Readiness to recommend	47%	61%	51%	59%	68%

# Conclusions

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- From a participants' perspective, **the hackathon has been a large success**. Satisfaction rates are among the highest in the history of the Swiss Open Cultural Data Hackathon.
- The hackathon continues to **attract a significant share of participants who hadn't been involved in hackathons before**.
- The hackathon has been most effective in terms of **spurring and exchanging ideas, finding out how data can be used in new contexts, networking, sharing skills and know how, and promoting access to cultural data**.
- From a sustainability point of view, the survey results paint a mixed picture: **Only a third of the participants actively involved in one of the projects had further pursued their project(s)** 4 months after the event. As expected, the hackathon hardly improved the participants' chances to get funding for their projects.
- The **online format has proven as effective in achieving the objectives of the hackathon** as the traditional in-person format. What participants missed most was the richness of social interactions typical for an in-person hackathon. In the online format, social interactions are mostly limited to one's own team. Several respondents indicated that they would prefer an in-person hackathon if it were not for the pandemic.