Wikimedia Jerusalem Hackathon 2016 Summary Report

Jerusalem Hackathon by Numbers

- 170 registered
- 120 attended from 18 countries (the goal was 200 participants).
- 24 locals - not including WMIL staff (the goal was 50 local participants).
- 40 affiliated with various Wikimedia Chapters (33% of total participants).
- 35 Wikimedia Foundation staff.
- 28 scholarship recipients
- 36 newcomers
- Gender: 29% female, 71% male.
- 37 projects that were showcased and completed during the Hackathon and participants started working on 35 new Projects.

Partners

- Philanthropic Foundation

In Kind Donations:

Endorsements & Services: 122,977 NIS

 Volunteer hours, equivalent in value to 11,250 NIS

Total: 134,227 NIS

Feedback

Below are the main lessons learnt from the feedback survey distributed to the Hackathon participants. See more information in:

[Wikimedia Hackathon 2016/Lessons Learned](#)

- 100% of the participants that responded to the feedback survey stated that their overall experience with the hackathon was either "Positive" or "Very Positive." That's a first!
- The survey received 82/118 responses (69.4% response rate).
- 100% of the participants stated that their overall ranking in terms of event logistics was either "Satisfied" or "Very Satisfied".
- 95% of the participants ranked the organization of social events experience as "Satisfied" or "Very Satisfied".
- Participants mentioned that WMIL volunteers were very helpful and went above and beyond expectations.
- Good feeling and productivity at the event.
- The location, venue, history & garden working space were great.

Criticism and points for improvement learnt from the feedback survey

- Shuttles schedule and timing was difficult.
- The distance between the venue and the hostel was too far.
- Better coffee, cold water at all times
- Power outlets in the garden area.
- Make sure all ports are open.

Conclusions

- Fundraising for the Hackathon was substantially difficult, since many development events and hackathons take place in Israel. Also, commercial companies tend to prefer sponsoring events in which they receive platform for employee recruitment - this was not an option in the Wikimedia Movement Hackathon.
- Recruiting local participants:
  - Wikimedia platform is not a common and used infrastructure to draw developers.
  - Attractive advertising will increase the odds of recruiting local users. For example, an interactive and rich landing page or registration site, in the local language. This was not made possible due to budget constraints.
  - The registration period for locals should end as close as possible to the event date, at least up to two weeks before the event. When registering for free events, commitment is lower, and extending the registration period will enable exposure and registration option for more developers.
- Preparation and orientation meeting for new local participants registered for the Hackathon is essential. In the perpetration meeting, the participants installed Media Wiki, met the local volunteers and received explanations of the course of the event, and the international developers' community.
- Recruiting volunteers:
  - Difficulty to recruit volunteers for administrative support - ask the existing volunteers to help recruit additional ones from the community they know personally.
  - One week before the Hackathon, a preparation session we scheduled, with the volunteers taking part in logistics and technical operation of the Hackathon. During the session, the course of the event was outlined, and tasks and responsibilities were distributed.
  - And of course, an appreciation event after the event! Wikimedia Israel organized a tour in the Reading Power Plant - hosted by the Electric Corporation Vice-CEO, and later we celebrated in dinner together.
- Shortage of hired personnel given the tasks - the hired personnel was entirely insufficient with respect to the amount of tasks and their management (alongside the current tasks of the organization), and there was need for additional manpower; this was not made possible due to budget constraints.
- The **final** list of scholars (A and B round) should be confirmed as soon as possible! The second group of scholars was approved by the Foundation representatives only

two weeks before the event, making flights significantly more expensive.
- Special logistical and organizational requests might be received from the Foundation representatives in the early stages of planning, since every addition (such as desktop whiteboard, unique furniture and electronic equipment) requires administrative and budget resources, and advance preparation.
- Full and tight coordination with the venue staff regarding expectations for schedules (on our part and theirs), logistic limitations, and interactions and direct conduct of the venue staff vis-a-vis the participants.

Moving Forwards

- Establishing a local developers' community - during the first half of 2016, a first gathering of developers took place, following the Hackathon. 7 developers participated. On July 2016 an additional developers' gathering is due to take place, and according to the level of community formulation, a local Hackathon is planned towards the end of 2016. Feasibility study for incorporation in computer science curriculum in high-schools.

Further Watching and Reading:

- [A video produced by the Ministry of Foreign Affairs in the Wikimedia Hackathon in Jerusalem](#)
- [A video produced by Wikimedia Foundation](#)
- [Wikimedia Foundation blog post about the Hackathon](#) - By Quim Gil, Wikimedia Foundation
- [Hackathon Page](#)
- [Wikimedia Hackathon 2016 Budget](#)
- [Wikimedia Hackathon Lessons Learned](#)
- [Wikimedia Commons Category](#)

1 Hackathon, 3 Days, 37 Projects, 130 Participants from 18 Countries.

Thank you for helping **Wikimedia Hackathon Jerusalem** to be a fabulous event