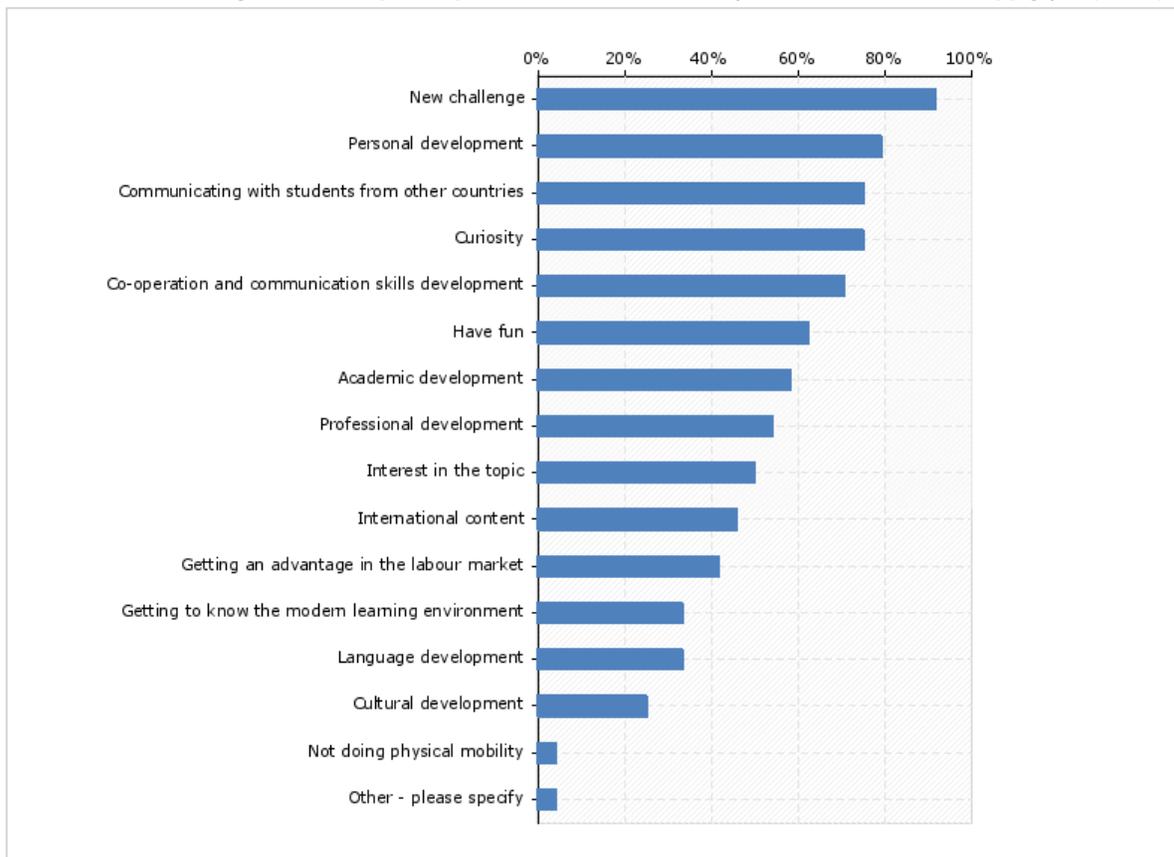# Graphs
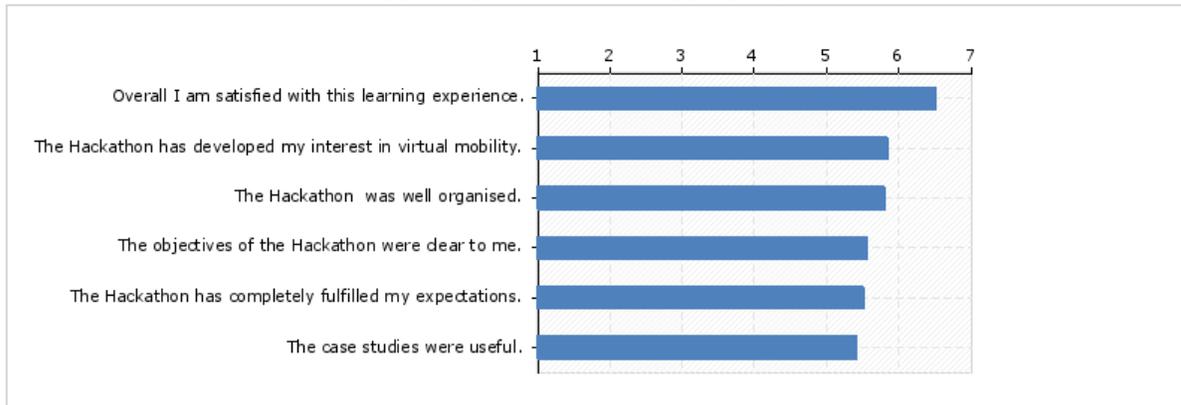
10.5.2019 -   15.5.2019

What reasons did you have to participate in the Hackathon? (Please mark all that apply.)   (n = 24)
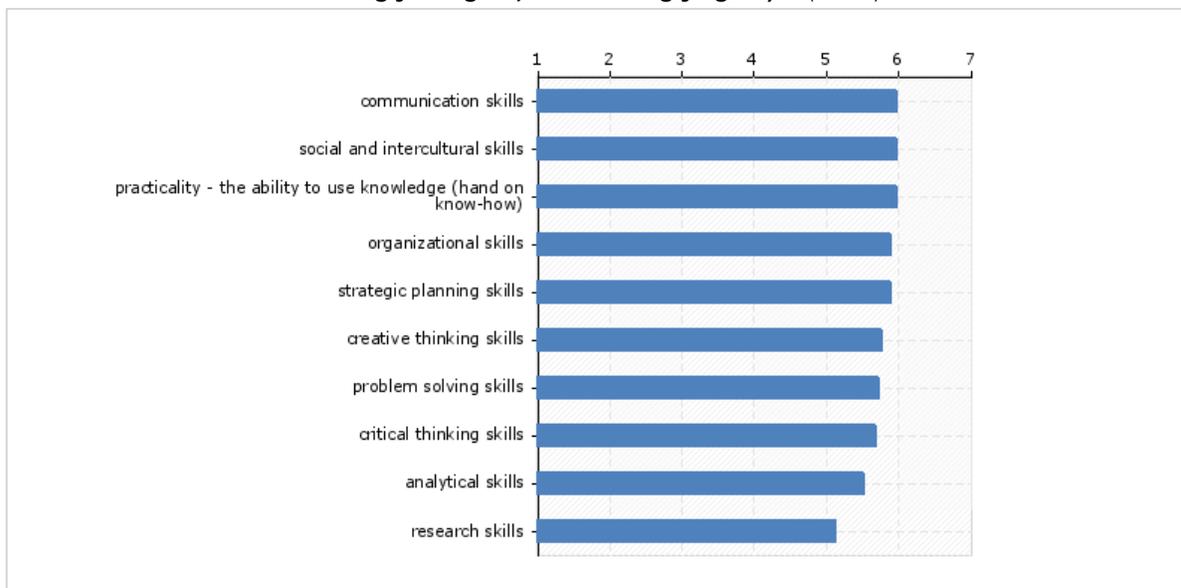

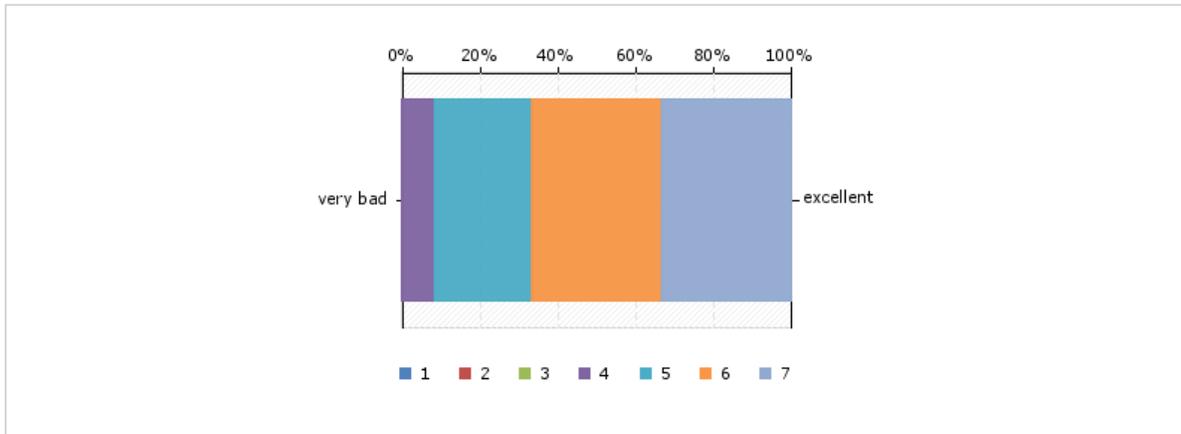| Odgovori	Frekvenca
24h non-stop event	

Please evaluate the Hackathon. How far do you agree or disagree with the following statements (scale: 1 = I strongly disagree, 7 = I strongly agree) (n = 24)

Statement	Score
Overall I am satisfied with this learning experience.	~6.4
The Hackathon has developed my interest in virtual mobility.	~5.9
The Hackathon was well organised.	~5.8
The objectives of the Hackathon were clear to me.	~5.6
The Hackathon has completely fulfilled my expectations.	~5.5
The case studies were useful.	~5.4

Please evaluate if your participation in Hackathon improved your following competencies. (scale: 1 = I strongly disagree, 7 = I strongly agree) (n = 24)

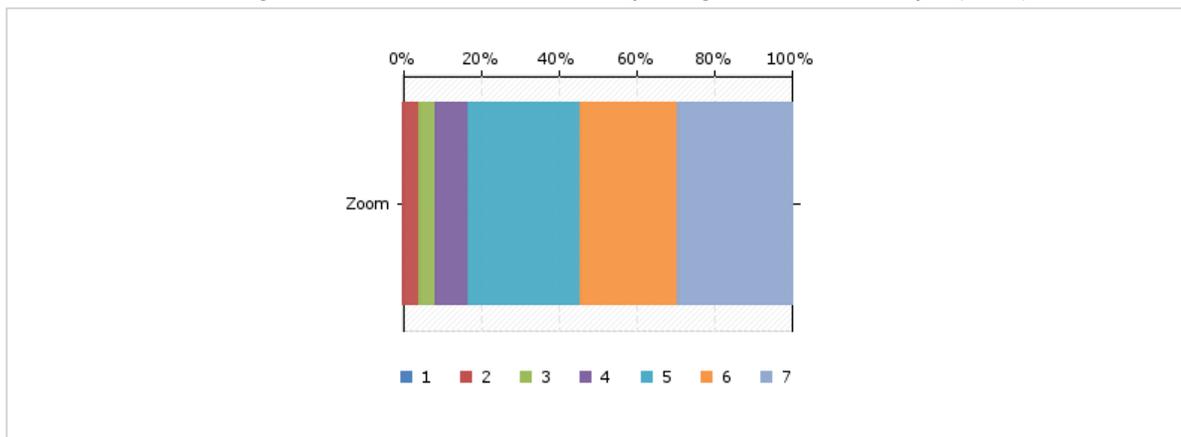| Competency	Score
communication skills	~6.0
social and intercultural skills	~6.0
practicality - the ability to use knowledge (hand on know-how)	~6.0
organizational skills	~5.9
strategic planning skills	~5.9
creative thinking skills	~5.8
problem solving skills	~5.8
critical thinking skills	~5.7
analytical skills	~5.5
research skills	~5.2

Please evaluate your teamwork   (n = 24)

Please describe dynamics, communication, synergy and satisfaction in your team.

it was great. i was in team 3 and we had no problems with communication since most of us were at ucll. we also had a student from doba but i think we did a good job keeping in touch with her and explaining the changes or developments there had been.
great team
the dynamic was very nice. we liked to discuss all together. the team was satisfied in overall
we were not communicating constantly, but we had more time to work on the project because of that. as a team we had a very good synergy, we managed to make decisions quickly and effectively.
some team mates were a bit inactive. but we had good communication, found an app that was very useful for us (slack)
pre-preperation and idea searching was great and induced pretty good collaboration between us before the event started. however, smth. went wrong and throughout the event we werent very supportive to each other and the great chaoss took control over us. we were able to communicate, but in terms of not being physically around each other, our talks were plain and uncertain.
we had really good synergy mainly because we where 5/7 in one location, and we did good work distribution.
it was good
dynamics decrease with the time because of tiredness, the most important thing for me is that communication was respectful through all 24h. i would describe synergy as average. we all have different ideas for example. the satisfaction could be seen after we have finished with our presentation
very individual
had amazing hardworking team mates even though one slept through half of the hackathon
excellent work division although communication about actual plans was sometimes lacking
it was very good the team worked very well togheter
after getting to know each other a bit and evaluating each others strengths, we divided the group in 2 teams: the marketing team and the application team. i think its self explanatory what each team took care of. we had great communication, whenever anyone had a question they would ask it to the group and we would give our thoughts on it and help out. the synergy was great, the respective teams did their job well. im very satisfied with my team.
communication was good, could be better if we were all in the same room, all of these communication gaps would be eliminated
i really liked my team, all of us were doing somethin all the time.

we had good dinamics being connected with facebook massanger call all the time. we split our team at two parts - programmers and storytellers, i believe that synergy and satisfaction were on a high level in our team. :)
it was really great
the team was open to discuss opinions
my team was amazing! the 4 of us had a great energy and were appreciative of different opinions. we had so much fun and now, one day after the hackatlon we are still talking so i guess i gained 3 new great friends :)
our team communicated very well, also responsibilities were well divided. it was easy to analyze problems and find solutions, to cooperate and support each other. i knew i could turn to the team for questions. the satisfaction was so good that now (after hackathon) while communicating with the team through chat groups it is strange that i dont see them on the computer screen either.
the tasks were well distributed. people were very positive and supportive.
communication could have been better but only because of the technical issues with zoom. the decision making within the team was very succsessful. also it would have been great if we were 8 people in the team as it was supposed to be, however at the end we were only 5.
top

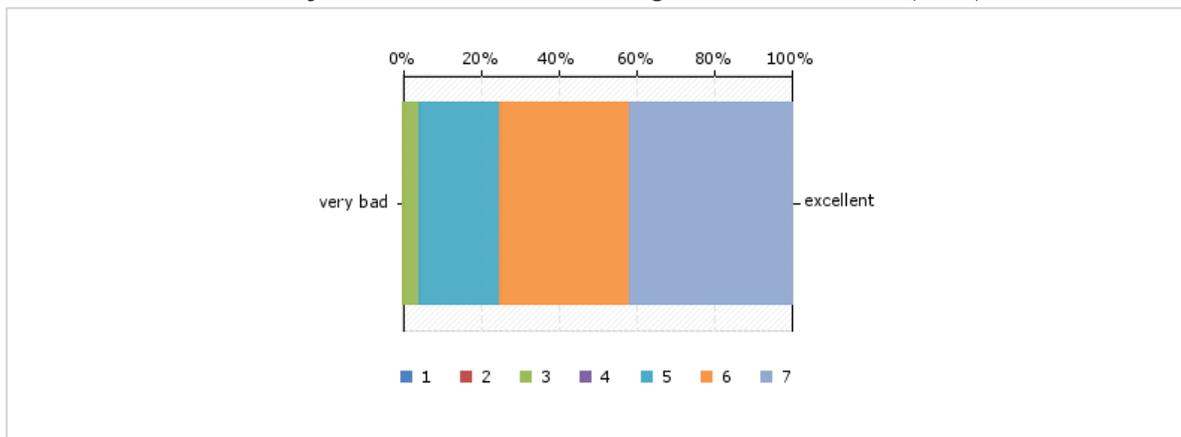**How do you evaluate the use of ZOOM? (1 very bad - 7 excellent)**   (n = 24)

Please describe your experience and usefullness of ZOOM.
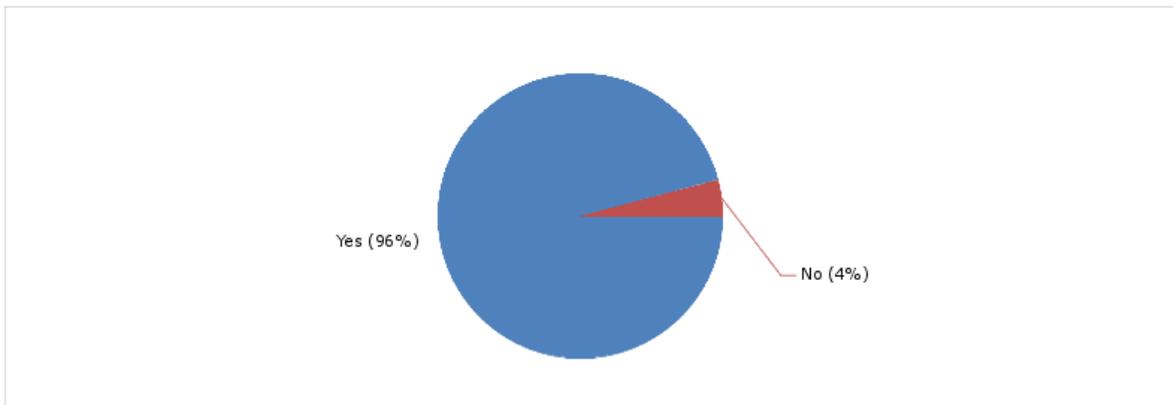
zoom was a good and pratical platorm. however   sometimes the application restarded when we didnt wanted
very nice and useful, only problems are performance (laptops got very hot) and audio feedback (which was not a zoom problem, but something that happened nonetheless).
top tool
has amazing features.
its very nice, easy to mute video and audio. love the app, very userfriendly
had few glitches
for 3 of our teamates it was impossible to join zoom private team room, so the use was limited. it wasnt possible to stay in the zoom team room all the time, so it wasnt possible to re-join the room
it was good, the only problem i had was that twice my connection disappeared on the computer so i was thrown out of the group chat and i had to wait to be readded. would be easier if my teammates could readd me.
it was good

a lot of weird feedback from the microphones, gave some unpleasant experiences. other than that it was okay
very useful tool
efficient
firstly zoom is quite simple to use. secondly the possibility of technical problem is relatively big, so adaptations and waiting is a part of using.
i totally like the main idea of zoom, but i had many technical difficulties. and internet connection didnt allow me to make sustainable internet connection and i wasnt able to represent our teams opinion, which i see as large con, because i left all the responsibility in this question to others.
zoom platform worked very nicely, but there were some technical issues which probably arose out of human error
i really liked it for part when all participants were communicating and presenting... for teamwork it was nonsense. maybe because few of team members were in same space with no possibility of connecting on zoom. but i know this was a human (professors) factor and not tech. so, overall i liked zoom.
i believe that without the use of zoom, the existing result would not be achieved. zoom helped to communicate with the team much easier, created a good teamwork and sense of support.
good experience
indispensable but often frustrating
quite alright
excellent
everything was great except that it was sometimes hard to switch between the rooms.
great experience
a bit confusing, couple of us experienced problems with our computers (they were slow because of zoom)

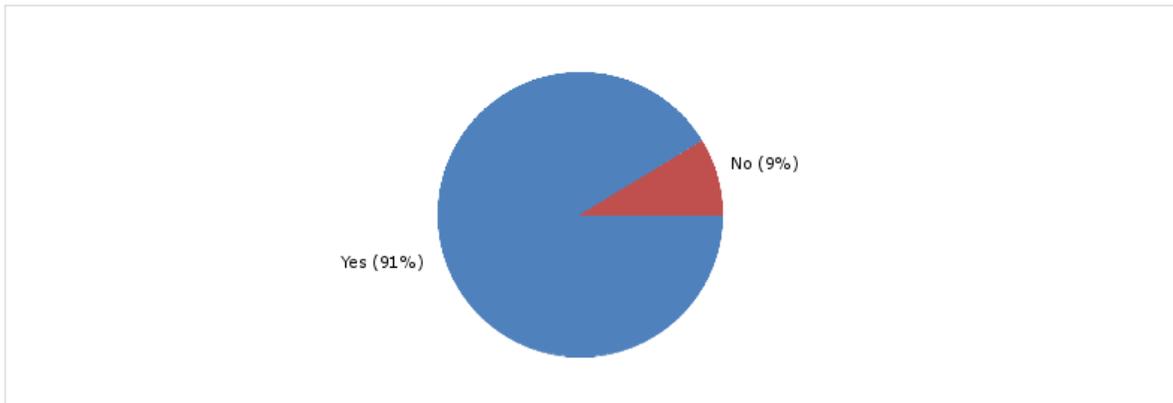**How do you assess the moderation organizers / mentors?**   (n = 24)

Would you participate in educational programs like this Hachathon again? Please mark one.   (n = 24)

Yes (96%)   No (4%)

Why wouldn't you participate in a Hackathon again?

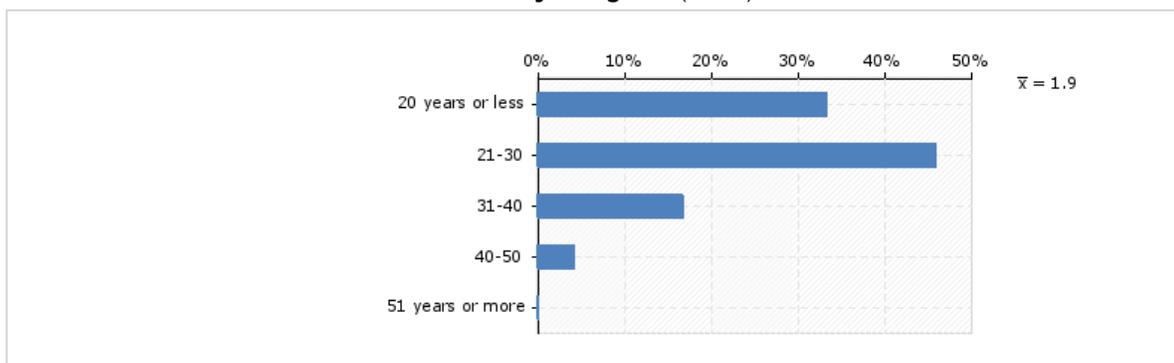| it was a one-lifetime experience. i enjoy a lot. its time for new challenges |
|---|

Would you recommend this Hackathon to a friend?   (n = 23)

No (9%)

Yes (91%)

Why would/would you not recommend this Hackathon to a friend? (please specify)
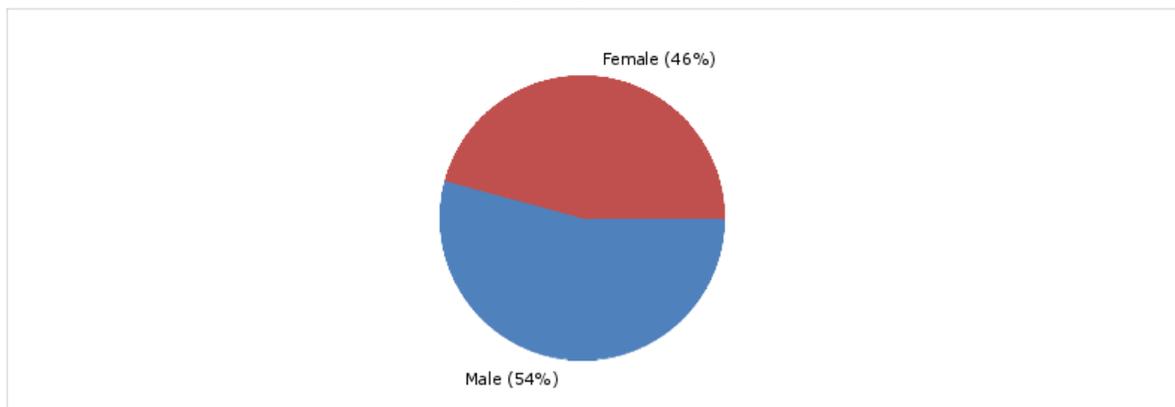
beacause its a very fun en educative experience.
it is something new
interesting experience just in 24 h
its a great and fun way to develop many skills, such as communication, working under pressure, working with people from different fields etc.
it was a very interesting experience definitely worth doing.
i would reccomend it because its a great opportunity for you to connect to other countries, network, play with your mind and ideas in your mind and create something amazing you all can be proud of in a short amount of time.

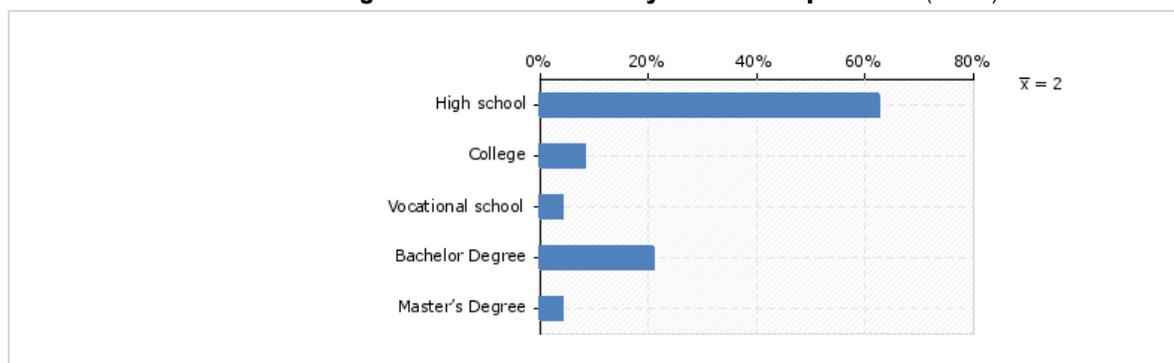| |
|---|
| it was very rich experience. i never did something like this and i really liked it. i would recommend this to my friends for sure |
| my experience is really good. spend great time with people i didn't know before and faced a lot of limitations at first time. but when you realize that you and your teammates doesn't have perfect skills, you start to looking after innovative result and thats when fun part begins. :) |
| i would recommend because this experience was very valuable to me and i share values witj friends. hackathon was a great challenge for me and im glad i accepted it. and why not recommend to friends what is very useful and great? |
| great challenge, but amazing experience - interacting with people from different countries, getting to know your professors better |
| its a great experience |
| great experience |
| the objectives are not clear enough, and all my friends have basically the same skill set as me. there is no time to learn new skill sets in 24 hours |
| great fun and of course great for professional development |
| yes! the experience is really good and the person who does it develop good and needy skills |
| cause its extremely interesting and pushes your limits |
| it was good fun |
| because its fun and a great learning experience |
| organizational level was very poor. and most of my friends dislike the lack of being in one real(not virtual) room |
| learning aspects |
| good experience |
| i would recommend it to a friend only if he would have two free days in this time, otherwise is better not to join this activity. |
| it is a great opportunity to really push your limits and get to know your skills. |
| you can learn about cultural differences, team work with people from anothr field |

What is your age?   (n = 24)

What is your gender?   (n = 24)

Female (46%)

Male (54%)

What is your nationality? (please specify)

portuguese
latvian
ruthenian
serbian
slovene
danish
slovenian
dutch
latvia
south african
belgian

What is the highest level of education you have completed?   (n = 24)
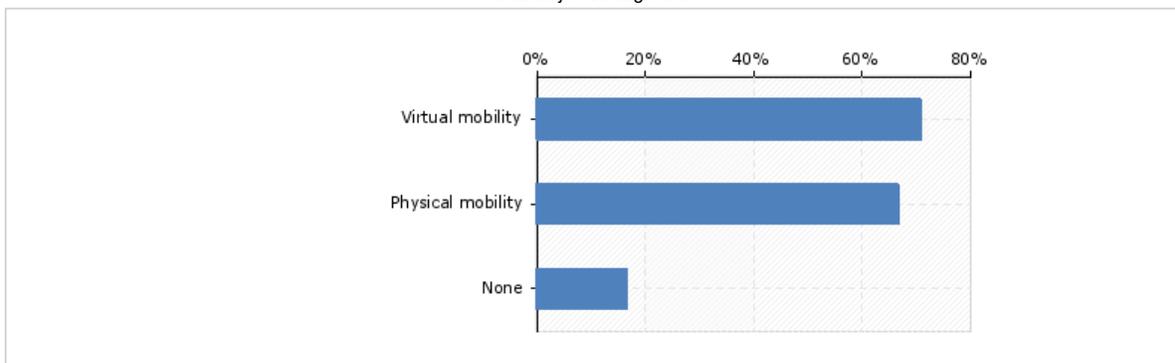
What university/college is your home university/college? (please specify)

banku augstskola
instituto politécnico de setúbal, portugal
doba university
ucll
belgium campus
doba
belgium campus it university
instituto politécnico de setúbal
ba school of economics and finance
ba school of business and finance
uc leuven limburg
fontys
doba business school
not sure, currently studying at belgium campus in pretoria

What kind of experience with cross-border mobility do you have? Please mark all that apply. (n = 24)

Možnih je več odgovorov

What was the best thing/experience for you?

the ideation process
the connections with other people that i created with this project. i like also to make the website for our project
co-working
new contacts and knowledge about waste problem
teamwork with unknown overseas people.
seeing the work of business students.
something new
working with interdisciplinary teams and seeing how a real product would have been created. i study informatics and i saw some very interesting things from the business and marketing side.
the virtual experience and working with people from a different study field.
meeting new people, getting to see how ideas can transcende continents
the intense work
connecting with mentors and discussing possible solution for both - my team and other.
learning about my boundaries and understanding different culture
cultural differences, collaboration, new experience
get to work with different people for 24h and got a nice connection with my team. the developing project was an effort for everyone and that was a nice thing to experience. all of us were motivated and work together
i cant name one best thing/experience because there were really many good things i appreciate.   1. it was a great experience for me to work with a international team, and manage team work through web camer (it was my first time). it was a great challenge, but also an adventure.   2. i am very, very happy about my team. although we were only 4, i really liked to work with teammates and spend 24 hours without sleep. we supported each other and worked well together.   3. it was a great experience to work around the clock in the university and get so much support from the organizers and mentors. i appreciate the time invested by the organizers and mentors, the fact that at night i was able to ask for help and it was given to me and my team.
team-work
connecting with students from other countries and seeing how similar we are and what a deep bond you can connect with someone even if youre not physically next to them.   also seeing all of the final products - a confirmation that everyone is capable of achieving great results after just 24 hours if you put your heart in it.
overcoming my self, meeting students from a different country, socializing with students and professors from my own school
making a prototype that worked with iot
working on a project from 0 to 1 with evaluation of mentors between and   judges at the and!
the impression that great ideas can be developed in a short period of time if only youre put in the right environment (i consider this heckathon the right environment)
working with people around the world to solve problems
i would say all of it. but mostly my team was fantastic. we worked together well, had a lot of fun together and they just made working with them a pleasure. im also very proud of what we accomplished with such a small group in such little time.

What would you recommend for future Hackathons?

time management could be better, and the concept of 24h non-stop work was extremely hard to manage for me, but it was part of the challenge. also to make sure that there are enough members in a team to manage the workload.
i would recommend a good night of sleep before this and never frustrate with things even if youre tired.
digitisation or project management
it would be perfect if some faculties wont prepare with their students on the topics. in that way some of participants was "limited" to their previous idea and brainstorming was quite unsuccessful or limited. i would recommend to have different categories for end presentations. so that we can now why we were not be successful. like presentation, innovativeness, impact, technological upgrade....
do it.
maybe something in the line of hacking
put a hard time constraint on the intermediate presentations, just like there was on the final one. we lost a lot of valuable time because some groups took way longer to present than they were supposed to.
im not sure, i liked everything.
stages of problem solving, maby with a points system.
-
clearer vision, grading scale. more specific pitch and other presenting sessions, most certainly also shorter ones. little bit different way how to supply mentors and announce their availability. more specific case study theme
more mixed groups (nationality)
it was all very well organised. the interdisciplinary work was great, we missed some international companions though, we only had one active 24h.
better organisation with mentors - mentors should check upon the teams instead of waiting for the invitation. sometimes people do not realise they need help until its too late.
lots of technical improvement. and build team where every student is from different university and country to make it more international. in my team there were 3 people from belgium, when the other 2 members from different countries
start on wednesday, end/start hour earlier on the day
good organization of time
prizes?
extend the period of hackathon on two days, because the ideas will be developped better without a lack of sleep and discomfort.
i think everything was perfect so i wouldnt change anything.   the only thing that would be great is if doba students could meet on doba and work from there. i was a bit jealous when i saw latvian and dutch students all in one place (but they did share the energy through the computer so it wasnt that bad :))
suggesting a more precise definition of plan and timing. although in the plan was place for pitching and check-in, i think they spent too much our time. since the duration of pitching usualy is 30 - 90 seconds, it would be advisable for the next time set time (the same as it was in the final presentation) - no extra time. in this case, during the pitching there were teams that presented their idea with the full powerpoint presentation for 10 minutes. for my opinion it was just a waste of time.   so my suggestion - for all check-in, presentations, and other meetings to be very strictly set time.
it was very good that students had different backgrounds - keep this up. maybe to have a stricter schedule and more precise guide lines for presentations, pitches, catch-ups
the start time of the hackathons. could start at the beginning of the day and finish at the beginning of the next day.
physical location if possible but not required.   better objectives, are we building something easy and small or do we go big and only show how it will look like?