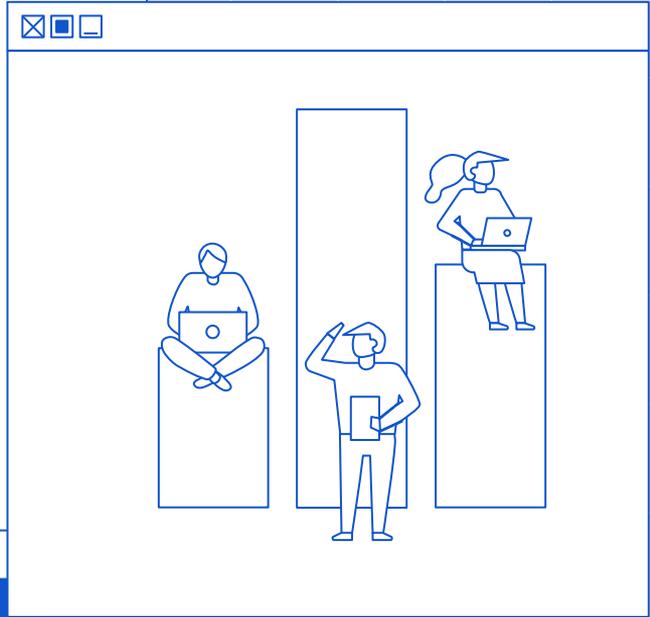


unboxing the hackathon – ethnographic perspectives



Anne Lee Steele
07.11.2023



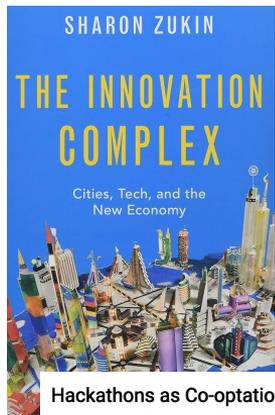
what's an anthropologist doing at hth3.0?



- 
- anthropologists and sociologists study the gaps between what people say and what people do to develop wider theories of social life
 - Hackathons are social worlds just like any other: they involve rituals, social capital, and other forms of social relations
 - I organise hackathon-like events too – and want to integrate theory and practice!



critical hackathon studies: a crash course



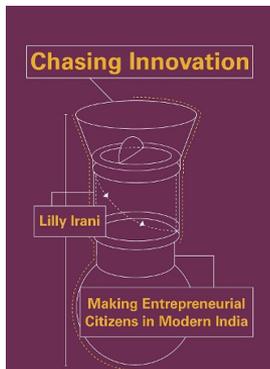
Hackathons as Co-optation Ritual: Socializing Workers and Institutionalizing Innovation in the “New” Economy

Sharon Zukin
CUNY Graduate Center

Max Papadantonakis
CUNY Graduate Center

2 Hackathons and the Spirit of the New Capitalism

Sharon Zukin



Characterizing Hacking: Mundane Engagement in US Hacker and Makerspaces*

Sarah R. Davies [View all authors and affiliations](#)



Hackathons: A field of dreams for ‘collaborative innovation’?

A review of recent studies

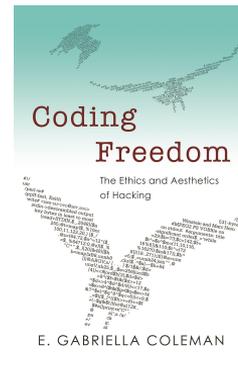
Nada Endrissat

DANS ENTREPRENDEUR & INNOVER 2018/3 (n° 38), PAGES 69 À 75

FCJ-186 Hack for good:
Speculative labour, app development and the burden of austerity.

doi: 10.15307/fcj.25.186.2015

Melissa Gregg
Intel Corporation, USA



Designing Postdigital Futures—The Case of Hackathons

Original Articles | Open access | Published: 14 September 2023 | (2023)



“While in principle, ‘everyone’ is invited to participate in the design process at hackathons, the announcements already show that **only certain participants are desired, and only certain kinds of futures are imaginable through hackathons.**”



are critical
hackathon
studies just
that-
critical?



no!
(at least, i don't think so)

alternatives are already
forming in response to
these wider shifts – can
hackathons evolve to
encompass these?



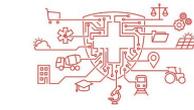
the focus of many hackathons is shifting (back?) towards applied education, public good & speculative futures



Critical Manufacturing: A Hackathon for Speculative Design



*but are these replicating 'techno-solutionism'?



14 - 15 Mar 2024

GovTech Hackathon
2024

...

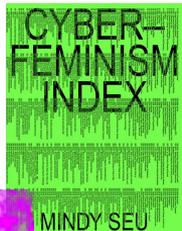


Speculative futures – design approaches that visualize new and potential worlds – move us beyond what currently exists into the realms of what could be. Long used in art, film, fiction, architecture, and industrial design, the tools employ speculation to provoke, imagine, and dream into what lies ahead.

(drawing from speculative futures)



changing the focus of hackathons: creating counter-data sets for/in open projects



% Digital Solidarity Networks
% a shared listing of tools, practices and readings for digital solidarity, conviviality and togetherness



*but are these really 'counter'? what would a counter-hackathon really look like?



Countermapping – How visualising landscapes of power can unravel dominant development narratives



(drawing from term 'counter-mapping')

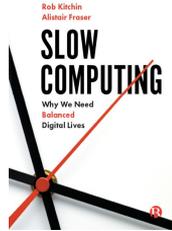
Making the implicit, explicit in academic data science



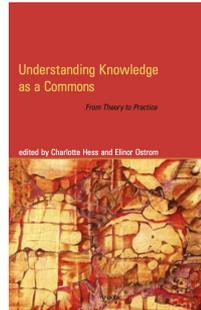
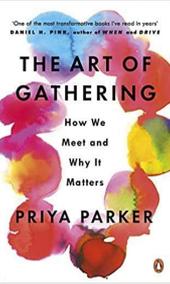
Isabelle Stengers

Another Science
is Possible

A Manifesto for Slow Science



other movements are appearing: for
maintenance, slow computing,
slow science, knowledge commons,
knowledge equity, data justice



can hackathons be slow and
sustainable?

can we center other forms of
co-creation, like maintenance?

can we center other forms of
knowledge, aside from
development of technology?



University and College Union

growing social movements for worker
protections in universities
and tech companies



*are walkouts and strikes a
form of hacking, too?

MARK GRAHAM

MARTIN DITTUS

IDEAS 11.09.2018 07:00 AM

To reduce inequality, Wikipedia should consider paying editors

The online encyclopedia is a lopsided representation of the world. Should it break its non-profit taboo?

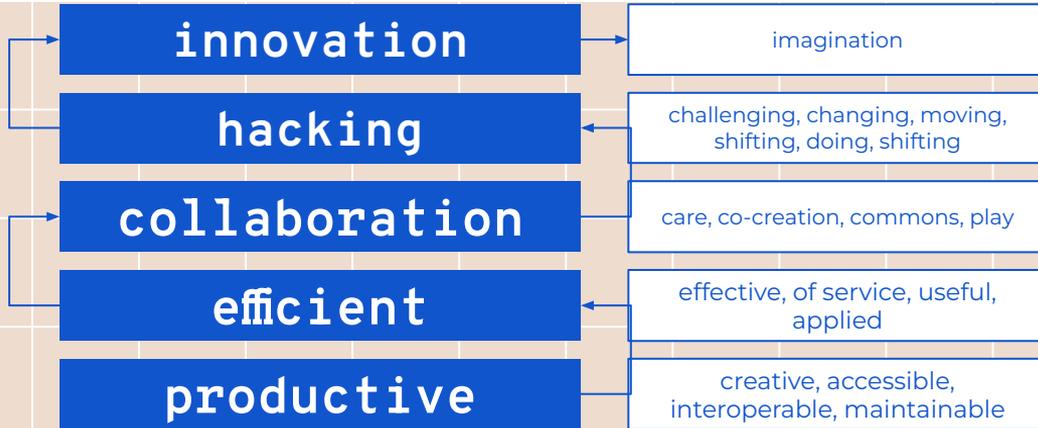


The **hacker culture** is a **subculture** of individuals who enjoy—often in collective effort—the intellectual challenge of creatively overcoming the limitations of **software systems** or **electronic hardware** (mostly **digital electronics**), to achieve novel and clever outcomes.^[1] The act of engaging in activities (such as programming or other media^[2]) in a spirit of playfulness and exploration is termed *hacking*.

hacking culture



do we need to narrate hackathons differently?



how can the work of facilitating hackathons be applied in other areas of collective life?

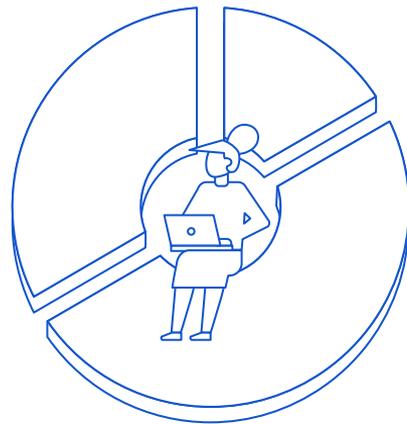


thank you!



all questions welcome!

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@aleesteele



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- “The Innovation Complex” Sharon Zukin
- “Chasing Innovation” by Lilly Irani
- “Coding Freedom” by Gabrielle Coleman
- “Cyberfeminism Index” by Mindy Seu



Articles

- “Hackathons: a field of Dreams for Collaborative Innovation” by Nada Endrissat



Projects

- Vwwwaria
- Knowledge Equity Network