



## SCIENCE HACK DAY

Science Hack Day is a 48-hour-all-night event where anyone excited about making weird, silly or serious things with science comes together in the same physical space to see what they can prototype within 24 consecutive hours. Designers, developers, scientists and anyone who is excited about making things with science is welcome to attend – no experience in science or hacking is necessary, just an insatiable curiosity.

People organically form multidisciplinary teams over the course of a weekend: particle physicists team up with print designers, marketers join forces with open source rocket scientists, writers collaborate with molecular biologists, fashion designers learn from Navy officials, and developers partner with school kids. Science Hack Day is inherently about mashing up ideas, mediums, industries and people to create sparks for future ideas, collaborations and inspirations to launch from.

### **Science Hack Day San Francisco (October 4-5, 2014)**

The 2014 Science Hack Day San Francisco will gather 175 attendees inside GitHub HQ around the mission of getting excited and making things with science. Science Hack Day is an entirely free (and volunteer-organized) event to attend and wouldn't be possible without sponsors. It's only due to the graciousness of our sponsors that we'll all be fueled with food, drink, shelter and the various necessities for our hacking.

# MISSION

Science should be something that is disruptively accessible – empowering people from a variety of different backgrounds to explore, participate in, and build new ways of interacting with and contributing to science. The main goal of Science Hack Day is to breakdown the perception of a barrier to play with science. The event is less concerned with creating new products and startups and more focused on getting people without formal science backgrounds to play and experiment with science for the first time. Equally, scientists who attend the event are often experimenting with new technologies and collaborating outside their domain for the first time. By having a fresh set of eyes from those who solve different types of problems across a variety of industries inside and outside of science, new concepts often emerge and can go on to influence science and adults' relationship to science in unexpected ways.

# NUMBERS

The typical breakdown of attendees at a Science Hack Day is 33% developers, 20% scientists, 20% designers and the rest are a mixed bag of everything from writers to roboticists to lawyers. In San Francisco for the past four events, women have consistently represented 33-40% of the attendance (though, the aim each year is to reach 50%).

# WORLDWIDE

Science Hack Day isn't an organization/company – it's just a loose grassroots network of people who are into thinking about weird/amazing/useful/fun stuff you could mashup and play with. The event has open source instructions for anyone to adopt and create a Science Hack Day in their own city with.

In 2011, Science Hack Day received a small grant from the Alfred P. Sloan Foundation to help expand the event around the world. Ten “Science Hack Day ambassadors” attended the San Francisco event so they could take the experience back to their home city. The ambassadors hailed from Japan, Kenya, South Africa, Iceland, Germany, Canada, Brazil, Mexico, Ireland and the United States. In 2013, thanks to a small grant from the Gordon and Betty Moore Foundation, we again welcomed ambassadors from around the world to attend the San Francisco event.



# SPONSORSHIP

## **Nobelista - \$10,000**

- 10 min. speaking opportunity
- Recognition by lead organizers during opening remarks
- Logo & Link on event website
- Logo in event program
- Recognition in roundup email to attendees
- Promotional materials (provided by sponsor) at the event

## **Fellow - \$5,000**

- 5 min. speaking opportunity
- Recognition by lead organizers during opening remarks
- Link on event website
- Logo in event program
- Recognition in roundup email to attendees
- Promotional materials (provided by sponsor) at the event

## **Inventor - \$2,000**

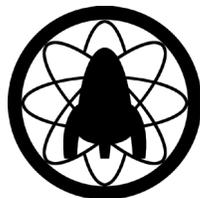
- Link on event website
- Logo in event program
- Recognition in roundup email to attendees
- Promotional materials (provided by sponsor) at the event

## **Scholar - \$1,000**

- Link on event website
- Name in event program
- Promotional materials (provided by sponsor) at the event

...or we're open to discussing other ideas!

**Contact [ariel@sciencehackday.org](mailto:ariel@sciencehackday.org) for more information.**



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<http://sciencehackday.com>