WHAT IS HACKATHON?

The second OA Hackathon event, the 2019 OA Hackathon, will be truly unlike anything the Order of the Arrow has ever seen. Youth and adults from across the nation will gather to learn, grow and be inspired about technology in the Order of the Arrow!

This hands-on, high-energy event will focus on solving problems, sparking innovation and sharing knowledge at all levels of the organization.

Delegates will experience engaging trainings, a technology exposition, and a typical 'hackathon' competition. Similarly, delegates will be be provided with feedback about current programs in the OA and prompted to 'hack' a solution together.

Youth and adults who attend will be able to work with Arrowmen from all across the country, providing a unique opportunity to #HackOA, learn more about technology, and network.

ABOUT HACKATHON

The 2019 OA Hackathon will focus on enabling Arrowmen to integrate technology and problem solving to meet new and evolving needs as the Order of the Arrow continues into its second century.

EVENT TRACKS

Novice Track
Have no experience, but still interested? No worries, everyone is welcome attend the 2019 OA Hackathon. Novice delegates will focus on experiences and learning new skills, both in technical and in leadership aspects. They will compete in an innovative display and have the opportunity to earn merit badges and possible requirements for Nova awards.

Intermediate Track
Intermediate delegates will spend half of the program gaining technical and leadership skills and then will compete against each other in a typical "hackathon." Delegates will be challenged in a 24 hour competition to solve problems through technological efforts to mitigate a real-world issue within our organization. These Arrowmen should have some exposure to computer programming before arrival.

Advanced Track
Advanced delegates will work together in teams with varying technical knowledge to brainstorm and develop innovative technical solutions. This will be the more typical hackathon program, as delegates challenge each other to help develop solutions to assist lodges around the country. Arrowmen participating in this track should have experience in coding in multiple programming languages.
Training at the 2019 OA Hackathon is being designed so all delegates will be able to attend and learn more about technology, leadership, and problem solving. Training sessions available at the Hackathon will feature hand-picked staff covering a variety of topics and experience levels to best fit the skill and experience of the different delegates. In addition to formal presentations, Arrowmen will have the opportunity to learn in hands-on workshops and informal discussions. Training offered at the Hackathon is planned to include such topics as leadership, programming, careers in technology, problem solving, history of technology, internet safety, networking, and more. The various depths and styles of courses will provide delegates the opportunity to customize their training schedule to best fit their experience and interests. Also, Scouts BSA youth members will have the option to earn merit badges such as Digital Technology, Robotics, and Programming.

KEYNOTES & SPECTACLES

Throughout the event, there will be three engaging Keynote Sessions and two Spectacles (shows). These keynotes will feature industry leaders as well as Order of the Arrow leaders. The keynotes will focus on teamwork, emerging technology, and how technology will be used in the OA and the BSA.