



DUNNHUMBY'S 10 POINT SURVIVAL GUIDE TO A HACKATHON

1 

Have a plan - having a rough idea of what the pieces of your hack are and how they fit together will avoid any last-minute panic

2 

Set up your environment before you go - spending the first 6 hours of your hack downloading npm packages is not fun

3 

Do something new - it's a hack, not your day job, so try something new. There are no consequences if it doesn't work out.

4 

Share what you know - if you help others when they're stuck others are much more likely to help you when you're stuck

5 

Go for the simplest solution - in the wise words of Truan Hick "make it work, make it right, then make it pretty!"

6 

Test your solution - there is nothing worse than saying something works only for it to blow up in front of the judges

7 

Talk to the judges - they are the ones who set the challenges. They can give you valuable feedback

8 

Eat - and by "eat" we mean something other than Haribo and pizza, maybe even consider a vegetable. It's a long 24 hours so try to eat something wholesome. Your brain will thank you.

9 

Sleep - even if it's just a couple of hours. Working through the night seems like a good idea, but you won't remember what species you are by 6am.

10 

Enjoy yourself - it's not all about winning so build something you will enjoy making.

REMEMBER, HACKS ARE FRIENDLY PLACES FULL OF AWESOME PEOPLE. TRY SOMETHING YOU'VE NEVER DONE BEFORE, MEET NEW PEOPLE, AND EVEN IF IT ALL GOES WRONG YOU'LL HAVE A GREAT TIME.

dunnhumby

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