



🔍 #HACK | ➔

🔍 2016 Final Report

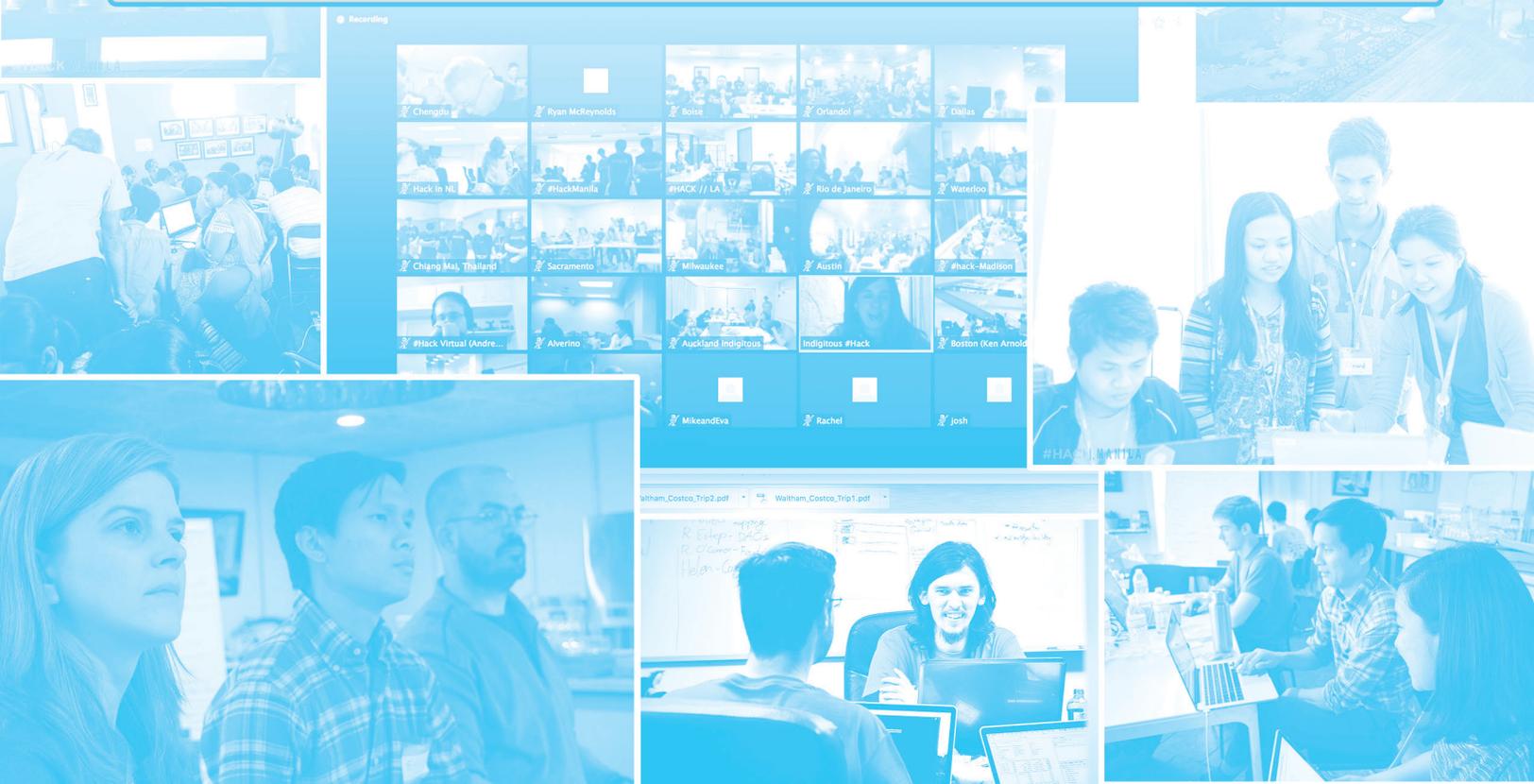




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EXECUTIVE SUMMARY

On November 4-6, 2016, 1,426 technologists, developers, designers and mission workers in 28 cities and 15 nations around the world and online came together for the first ever Indigitous #Hack.

28

CITIES

The event succeeded in convening passionate change makers, hackers and mission workers to build technology that matters. This report attempts to capture the breadth of collaborations, stories and innovations that emerged from this global missions-focused mass collaboration.

16

COUNTRIES

Indigitous #Hack inspired unprecedented participation at all levels. Thirty-two organizations, including KLOVE/Air1 Radio, Cru, InterVarsity, Wycliffe, Jesus Film, World Vision, a Uncommon and many others supported the event by contributing funding, challenges, data and hosting events. Dozens of local sponsors, in cities ranging from Auckland to Los Angeles, lended a hand to support the event in local communities, providing resources, venues and technical expertise.

6

CONTINENTS

Bolstered with compelling challenges, new data and national partner support, motivated leaders across the country planned community specific events that were varied to say the least. Many communities hosted their first ever hackathons while others leveraged the initiative to grow their already flourishing missional communities.

A few of the key highlights included:

- 67 hours #Hacking straight, starting Friday evening in Auckland, New Zealand, and ending Sunday evening in Los Angeles, United States of America
- Events ranged in size from 5 in Los Angeles to 160+ in Manila.
- Many participants logged in remotely from anywhere and everywhere in the world
- “Born at Urbana” - the initiative grew out of the phenomenal success of the first ever #Hack4Missions and has retained a core commitment to mobilizing students and young professionals to use their digital skills and talents for missions
- The planning and execution was deeply informed and inspired by K-LOVE/Air1 Educational Media Foundation’s great work exploring millennial engagement
- InterVarsity Christian Fellowship hosted #Hack Madison in their new National Service Center building in response to a longtime desire to pilot how to use the building for students.
- World Vision actively engaged participants to combat the online exploitation of children with sexting and cyberbullying
- Two sites (#Hack Austin and #Hack Chicago) were actively led by undergraduate college students who were participants at Urbana’s #Hack4Missions
- One site (#Hack Milwaukee) engaged their local community actively as part of Milwaukee Startup Week
- One site (#Hack Boise) featured Kodiak plane rides as team awards
- One site (#Hack Netherlands) hosted their event in a professional virtual reality lab
- Numerous sites used Raspberry Pi’s (not the baked kind) to develop missional solutions.
- One site (#Hack Boston) hosted in the internationally known MIT Media Lab
- At least one participant had an official job title “missionary hacker”. We anticipate that this job title will become more popular in the future.





#HACK 2016

14
Global
Missional
Challenges

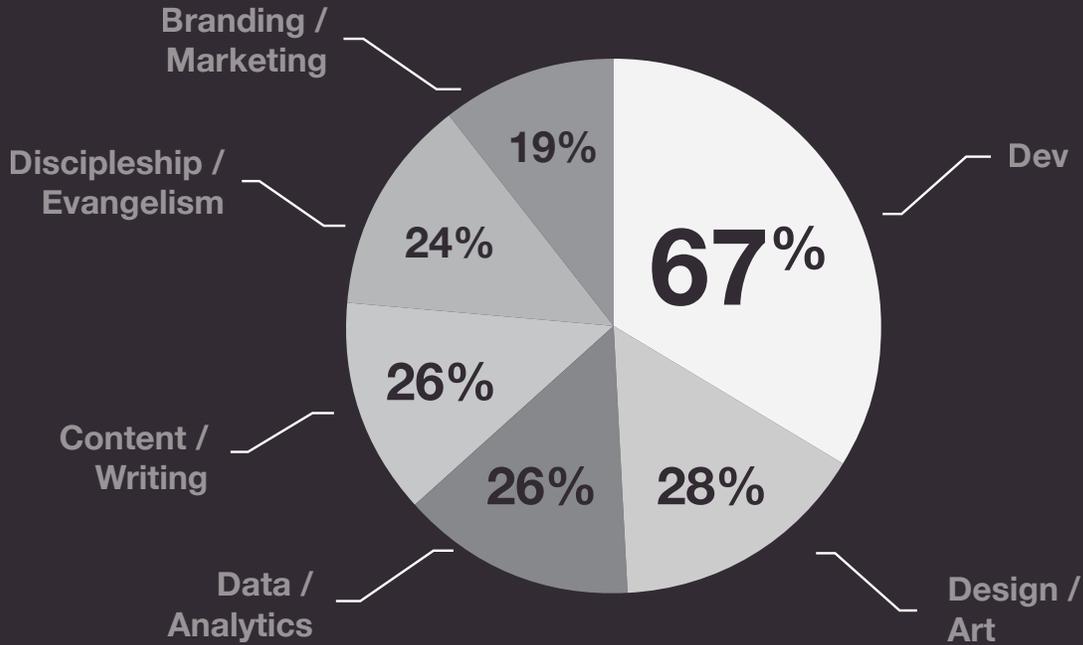
12
Local
Challenges

28
Cities
(including
Online)

67
Hours
Coding
Straight

86
Projects
Submitted

Skillset Gifts Represented



People

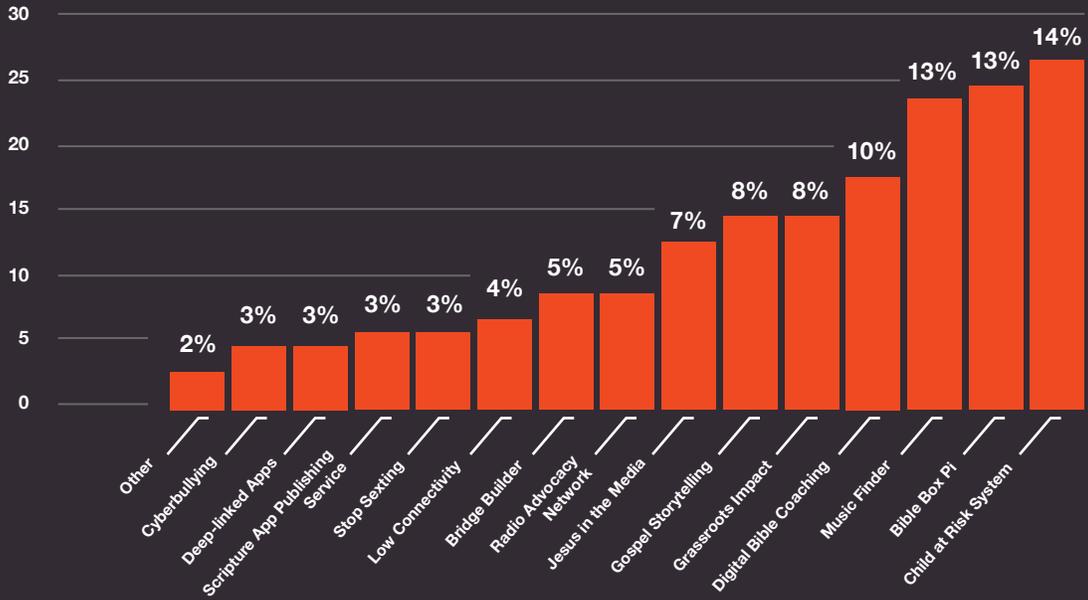


Contributors

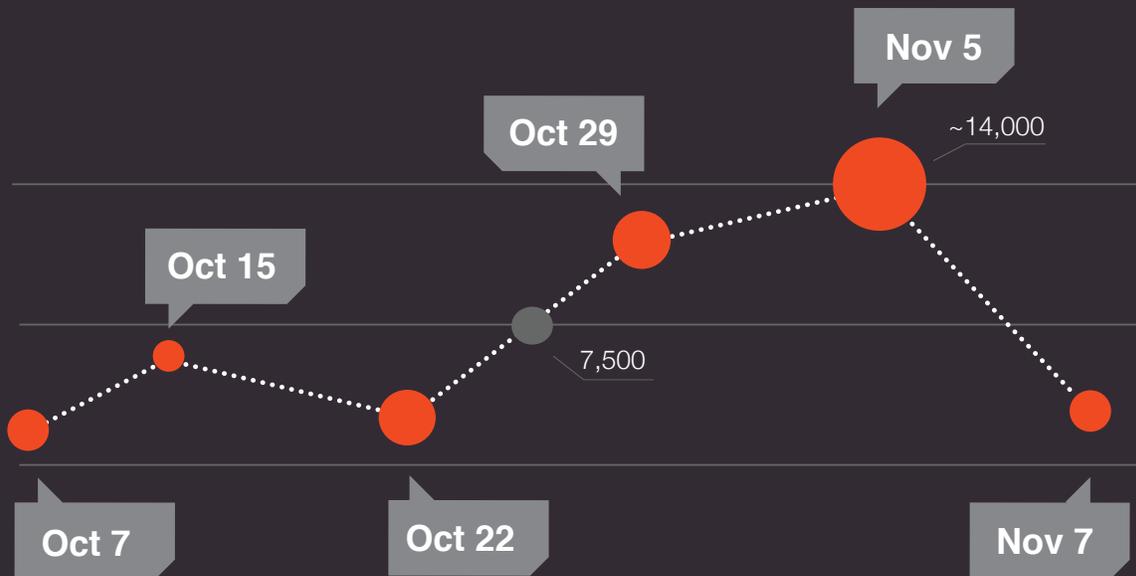
1,426

Servant
Hackers
Participated

Projects Submitted by Challenge



Website Traffic



90,738 Website Users

234,018 Page Views

Engagement



> 50%
#hackers
Still Use
Slack



65%
Collaborated
Outside of
their Site

Indigitous #Hack demonstrated the untapped potential of harnessing the power of a generation of purpose-driven and faith-inspired technologists who are looking for opportunities to serve others and build technology that matters.

Projects took the form of everything from websites and apps to hardware strategies to translation frameworks and media campaigns. Each represented the intersection of the passions of a local community with the needs of the global Body.

Hack was about

servant leadership

We hack because God has given us unique gifts that are intended to serve the world, not ourselves.

Hack was about

community building

We hack because we need each other, and because it takes all of us together to improve our communities.

Indigitous #Hack took place at a unique intersection of the digital world and the global Church, creating a new breed of “missionary hackers.” These participants were often well-experienced with digital projects - just usually in an academic or professional setting. They were mostly believers - although some were not, and some became so as part of the hackathon.

But for nearly all, #Hack represented the first time they used their digital skills in a missional context - and many left with a profound connection to a community and a mission, as well as a newfound awareness of the global context that we all serve in.

Hack was about

connecting

We convened a highly engaged, deeply-connected community... and that community is slack-ing all the time at kingdombuilders.io (join us!)

Hack was about

building missional
technology

It gave people the chance to hack for God’s purposes on the Earth because technology enables better problem-solving... not just a way to read the Bible on our phones.

WELCOME

You may have asked yourself these questions a thousand times as you choose your major, plan your career, and set personal life goals. And, as a Christian, you may even feel a bit guilty that you're not doing more for God.

You may even be fully committed to advancing God's mission, but what if your skills are not the skills needed by the traditional pastor or missionary? What if you are a maker or coder or designer? How can you get involved in God's work in the world?

“Life is short. Build stuff that matters”

Silicon Valley CEO Siqu Chen



A group of people, mostly young adults, are gathered at what appears to be a community event or workshop. They are wearing casual clothing, including t-shirts and button-down shirts. One person on the left is wearing a black t-shirt with 'AIR FORCE' and a skull logo. Another person in the center is wearing a blue button-down shirt. The background is slightly blurred, showing other people and what might be a whiteboard or poster. A large, semi-transparent blue rectangle is overlaid on the image, containing the text. The overall mood is positive and engaged.

WHAT IF YOU
COULD BUILD
MEANINGFUL
THINGS THAT
HELP SPREAD
THE GOSPEL?

2 WHAT IS MISSIONAL TECHNOLOGY?

“What it means to be on mission, to serve others, and to be a global church – is literally being redefined right in front of us. And it’s technology that is making this a reality.”

Ali Llewellyn, CoFounder of Quite Uncommon



Technology is one of the unique languages that we all have in common globally - and enables us to tap into talent and resources beyond ourselves. It makes new things possible. In our particular sphere, we aren't focused on simply building out infrastructure, developing one more app, or making things shiny. Most of us have a deep core motivation to make impact. We want to use technology - and all the possibilities it creates - not for profit, not for entertainment, but for mission.

A missionary carries the gospel cross-culturally, and technology is the most widespread culture in the world. Whether or not people are developers, those that have learned to navigate digital culture are uniquely equipped to pursue God's purposes in new, scalable, sustainable ways. There is a huge need to develop technology for those who are serving on mission around the world. We call this "missional technology/"

Indigitous #Hack was a unique opportunity to convene people from around the world to collaborate together on missional technology projects that have long-term impact. Indigitous #Hack is a missional hackathon building a community of developers, designers, and entrepreneurs to solve real-world, mission-focused problems.

3 WHAT IS A HACKATHON?

“You don’t need to be a programmer to to get involved. We need designers, photographers, writers, project managers, social media gurus – creative thinkers of all types. The most important skills are the abilities to work with others and find new ways to solve problems.”

Bret Staudt Willet, Director of Digital Spaces at



A hackathon is an event in which computer programmers, developers and technologists join others in the field of software development, like graphic designers, interface designers, project managers to collaborate intensively on projects. Hackathons typically last between a day and a week in length and are often held over a weekend. Some hackathons are intended simply for educational or social purposes, although in many cases the goal is to create usable solutions. Hackathons tend to have a specific focus, such as furthering a purpose or using a specific programming language, the operating system, an application, an API, the subject and the demographic group of the programmers. In other cases, there is no restriction on the type of software being created.

The word “hackathon” is formed by combining the words “hack” and “marathon.” Hackathons are not intended to perform illegal activities around computer networks. Software developers widely see hacking as referring to a quick, playful, creative programming solution to a problem - taking the ‘road less traveled’ to reach a destination in a new or different way.

Historically, hackathons have been exceptional opportunities for hands-on, creative problem solving of difficult technological challenges. Global hackathons, or “mass collaborations”, take this opportunity to another dimension, by connecting an international community around a common vision to meet needs in their communities.

4 INDIGITOUS #HACK

“Indigitous #Hack is an opportunity to unleash the huge potential in a generation of technologists to improve our world. The event gives a community of passionate people a chance to use their God-given gifts and experiences to help individuals and organizations serve others better.”

Ken Cochrum, Vice President of Global Digital

What separates Indigitous #Hack from other hackathons, is that our participants are focused on mobilizing technologists to support God’s work across the nations, offering communities a chance to learn from and with one another as they address interconnected and related challenges.



#Hack was intentionally focused on developing missional technology solutions that meet real world needs.

In short, here's why:

- We live in a globally connected world. Technology enables us all to make a difference, right where we are.
- The best place to make a difference is to address a real challenge that others are already working on.
- The unique opportunity we have is to develop new solutions to common challenges using technology.
- This is actually more than just creating solutions to missional challenges using technology, it's a chance to rethink missions.
- The opportunity starts with where people are—locally, strategically, socially and in areas that they are interested in.
- To do this well, to start a global movement, requires intentional collaboration- from all sorts of people, groups and organizations.

At Indigitous #Hack, we convened people from all backgrounds who wanted to collectively make a difference, to live a life of purpose, and to use our skills, gifts, and expertise with technology to impact our world. We had a special opportunity to transform institutions and serve communities and families with our unique talents. Those that participated in Indigitous #Hack did so because they wanted to be part of a global movement where they could contribute their skills, collaborate with others, and invite their friends to join them.

IT WAS UNIQUE AND EXCITING!

You've probably been to a hackathon before, but likely not one like this. What separates Indigitous #Hack from most other hackathons is that we are laser focused on mobilizing technologists to support God's work across the nations, offering communities a chance to collaborate and learn from and with one another, and building technology that addresses real world needs and serve the less fortunate. Participants experienced the energy of hundreds of people working towards a common goal together in multiple locations all at once. Hack was a gathering of creative, innovative, like-minded people from around the world.

IT WAS GLOBAL

Sometimes innovation doesn't scale because it's too localized; events like #HACK give you a global network where you can connect with friends and colleagues from all over. Participants gained a broader perspective while being and be able to contribute their your unique location's perspective as well.

IT WAS COLLABORATIVE

Let's face it — the digital world can be lonely, and sometimes your friends just don't understand when you start talking code. The people at Indigitous #HACK do. Participants met other locals and people from around the globe who share their gifts and passions. While our work focuses on all kinds of technology, participants didn't have to be a programmer to get involved. #Hack connected developers, designers, technologists and entrepreneurs from all over the world who shared interests and passions. Photographers, writers, project managers, social media gurus, and creative thinkers of all types joined us! The only requirement was willingness to work with others and find ways to solve problems. Over 1,000 people connected using the <http://kingdombuilders.io> Slack channel.

IT WAS INCLUSIVE

While #Hack is explicitly Christian, participants from any (or no) faith background are openly welcomed. As the community worked side by side through the challenges, they got to know each other in a deeper way. Many met someone who they will likely work on future projects with.

YOU DEVELOPED NEW SKILLS

#Hack was the perfect place to experiment with new technology, collaborate with others and sharpen your skills, all while working on solutions that will have lasting impact. At #Hack, participants had a chance to wrestle with the world's biggest problems, not just first world problems. Participants worked through the challenges together and learned new things along the way. For many, #hack was their very first hackathon. You didn't have to be a rocket scientist to participate, you just have to be curious and willing to learn.

YOU MADE A DIFFERENCE

God gave us certain skills and interests, but for many participants they didn't have an opportunity to use those for something of great significance before #Hack. This was a chance to use your digital skills for projects that matter and create tangible products that have missional value to change lives and bring hope to people.

YOU WERE GOING CODING ALL NIGHT ANYWAY...

... and it was a chance to do it with others, collaborating on challenges that have a broader reach than anyone could produce alone.

YOU PARTICIPATED IN DIGITAL MINISTRY

Ok, so maybe not everyone was a late night coder, but what we did have in common was love for what God is doing in the digital space. Hack gave us a chance to witness and experience a global event of people creating the next generation of digital tools and be part of shaping that future with whatever you have to offer. It also gave us a chance to invite others. #Hack welcomed anyone who wants to collaborate together on missional technology projects that have long-term impact. It was an opportunity to invite friends, neighbors, professors, and coworkers.

I was 36 years old before I realized that I could combine both my love for Jesus and my passion for technology and





build stuff that matters. You don't have to wait until you are 36 years old; you can get involved today.

Mark, #Hack Madison



5 MISSIONS FOCUSED CHALLENGES

“This is the place to be for anyone wanting to impact the world in a powerful way.”

Mike Novak, President and CEO of Educational Media Foundation.



We live in one the most complex and transitional eras of human history. Conflict and injustice are everywhere. Communities are torn apart by social, economic, racial, religious and generational barriers. The divide between the 'haves' and the 'have-nots' is widening. Fortunately, we also know that God is still at work in our world. God calls us to love our neighbor as we love ourselves and he invites us as his hands and feet, to respond by engaging in works of social compassion and justice. In fact, God calls you to a service far beyond anything you could ever imagine. You were put on Earth to make a contribution. At #Hack, we recognize this missional call. We know that God wants us to find meaning in our work to help change the world.

THE CHALLENGES

With this in mind, we talked to developers, mission workers, leaders in industry and everyday people who just wanted to make a difference. We were honest and admitted that we couldn't do everything at one hackathon (no matter how big), but that we wanted to do something that mattered, and that this required identifying a need that was real and relevant. We then talked to the mission-driven organizations who were already working on the ground to address the challenges and deeply desired for others to serve alongside them. These organizations were out front already, many of them faithfully serving in the field for years before any of us were even born. The result is this list: the global challenges for Indigitous #Hack!

#bibleboxpi

BibleBox Pi



God's word is the most important tool we can use when sharing the Gospel with others. Help us port the BibleBox software to the Raspberry Pi, optimizing it for use on the low-power, commodity hardware platform so that workers in all fields can use it to share the Gospel digitally.

#bridgebuilders

Bridge Builders



By joining the data sources of Joshua Project (JP), US macroeconomic data and worldwide trade data, how can we create a full "economic picture" for "unreached" areas to widen the impact and placement of missionally minded followers of Christ.

#childatrisk

Child at Risk System



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#cyberbullying

Cyberbullying



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<https://indigitous.org/hack/challenges/bibleboxpi>

#deeplinking

Deep-linked Apps



By joining the data sources of Joshua Project (JP), US macroeconomic data and worldwide trade data, how can we create a full "economic picture" for "unreached" areas to widen the impact and placement of missionally minded followers of Christ.

<https://indigitous.org/hack/challenges/bridgebuilders>

#biblecoaching

Digital Bible Coaching

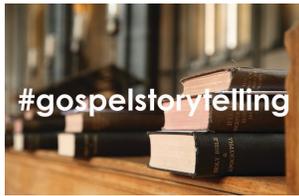


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<https://indigitous.org/hack/challenges/bibleboxpi>

#gospelstorytelling

Gospel Storytelling



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<https://indigitous.org/hack/challenges/bibleboxpi>

#grassrootsimpact

Grassroots Impact

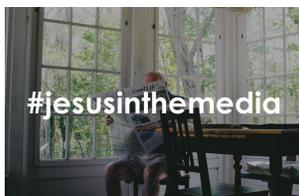


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<https://indigitous.org/hack/challenges/bridgebuilders>

#jesusinthedia

Jesus in the Media



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<https://indigitous.org/hack/challenges/bibleboxpi>

#lowconnectivity

Low-Connectivity



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<https://indigitous.org/hack/challenges/bibleboxpi>

#musicfinder

Music Finder



By joining the data sources of Joshua Project (JP), US macroeconomic data and worldwide trade data, how can we create a full "economic picture" for "unreached" areas to widen the impact and placement of missionally minded followers of Christ.

<https://indigitous.org/hack/challenges/bridgebuilders>

#radionetwork

Radio Advocacy

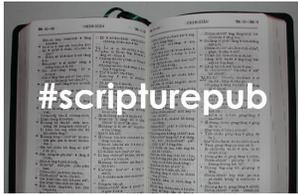


God's word is the most important tool we can use when sharing the Gospel with others. Help us port the BibleBox software to the Raspberry Pi, optimizing it for use on the low-power, commodity hardware platform so that workers in all fields can use it to share the Gospel digitally.

<https://indigitous.org/hack/challenges/bibleboxpi>

#scripturepub

Scripture App



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<https://indigitous.org/hack/challenges/bibleboxpi>

#stopsexting

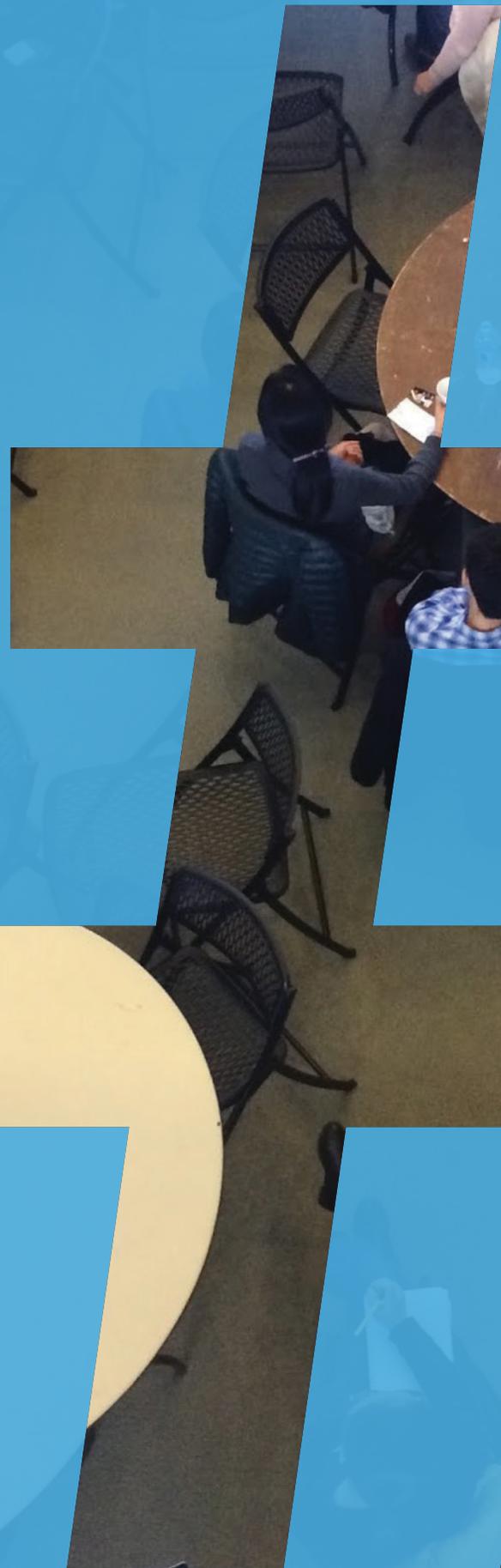
Stop Sexting

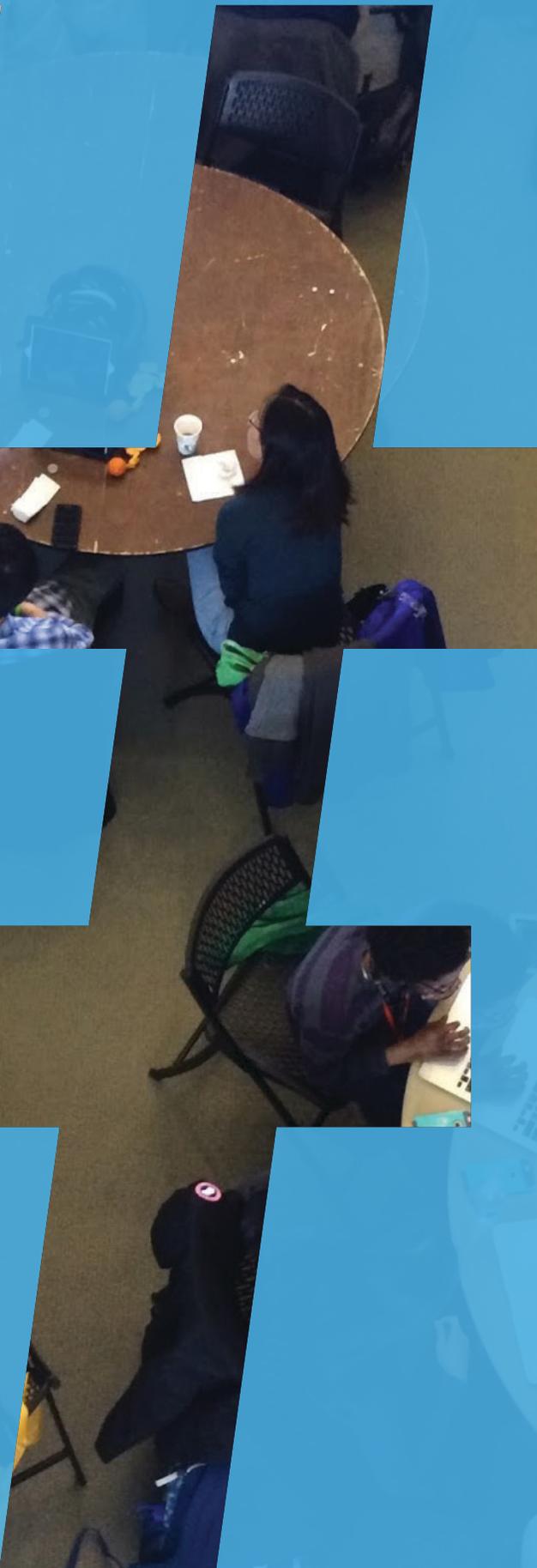


By joining the data sources of Joshua Project (JP), US macroeconomic data and worldwide trade data, how can we create a full “economic picture” for “unreached” areas to widen the impact and placement of missionally minded followers of Christ.

<https://indigitous.org/hack/challenges/bridgebuilders>

What was
the best part
of #Hack for
you?





It's my first. Opened my eyes to see how a hackathon could help solve real world problems.

Seeing people empowered to do things they didn't think they could. And the relationships made.

Realizing on Saturday night how much we had all accomplished working together on different pieces.

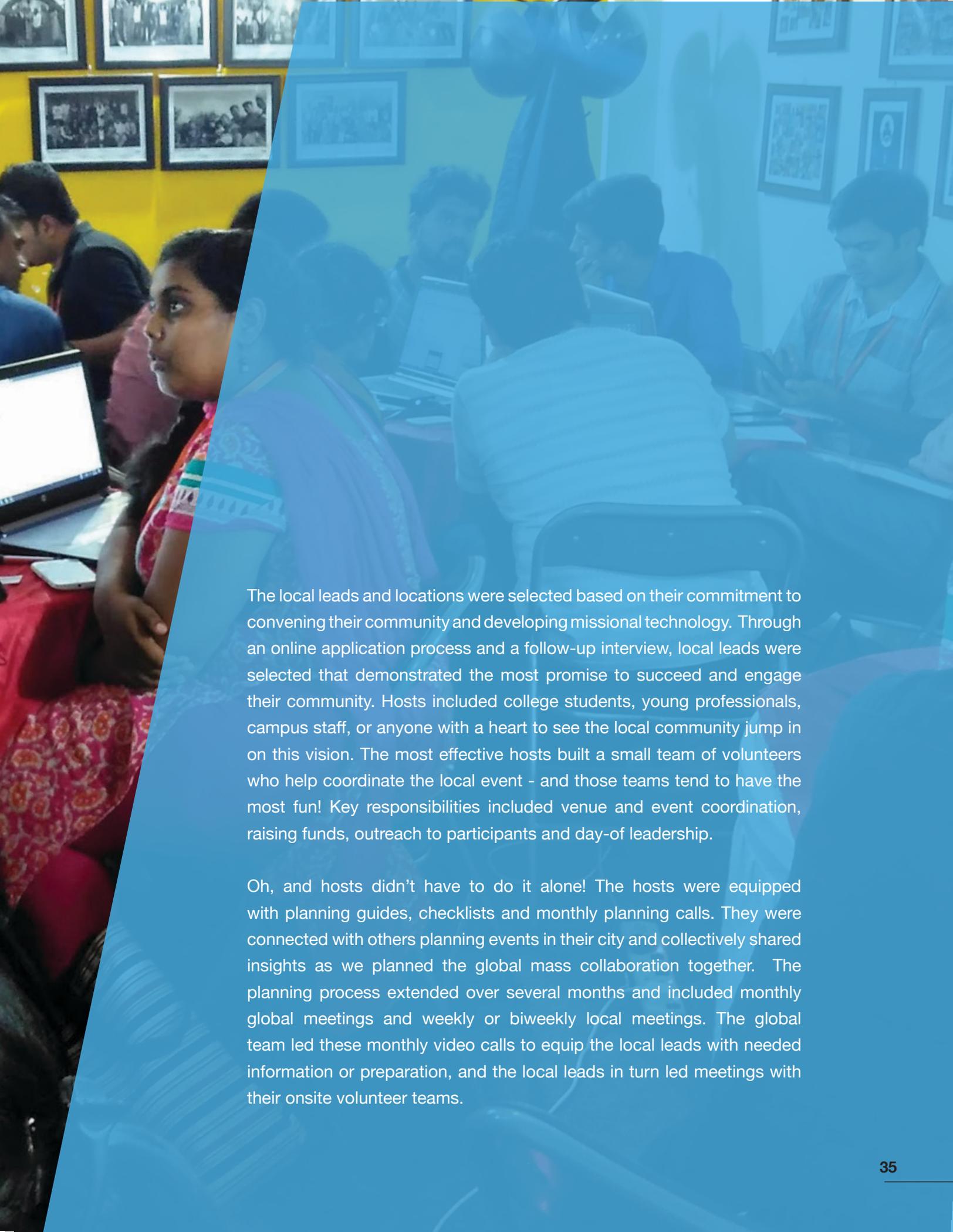
The brainstorm. I really like the experience of project with other people things that matter and hopefully, with God's blessing, transform

6 GLOBAL LOCATIONS

“I’ve never been in a setting where technology, missions, and faith are directly linked. This is the perfect space to see that come to life for me.”

#Hack4Missions Participant

The foundation of Indigitous #Hack was 28 city leads and 1 virtual lead that volunteered to host a hackathon in their local community or campus. The events ranged from small to large, simple to fancy. Anyone who is well-organized, good at delegating, and able to pull people together could be a local host.



The local leads and locations were selected based on their commitment to convening their community and developing missional technology. Through an online application process and a follow-up interview, local leads were selected that demonstrated the most promise to succeed and engage their community. Hosts included college students, young professionals, campus staff, or anyone with a heart to see the local community jump in on this vision. The most effective hosts built a small team of volunteers who help coordinate the local event - and those teams tend to have the most fun! Key responsibilities included venue and event coordination, raising funds, outreach to participants and day-of leadership.

Oh, and hosts didn't have to do it alone! The hosts were equipped with planning guides, checklists and monthly planning calls. They were connected with others planning events in their city and collectively shared insights as we planned the global mass collaboration together. The planning process extended over several months and included monthly global meetings and weekly or biweekly local meetings. The global team led these monthly video calls to equip the local leads with needed information or preparation, and the local leads in turn led meetings with their onsite volunteer teams.



THE CITIES





Addis Ababa



Auckland



Austin



Beijing



Blacksburg



Boise



Boston



Chengdu



Chennai



Chiang Mai



Chicago



Chisinau



Dallas



Danang



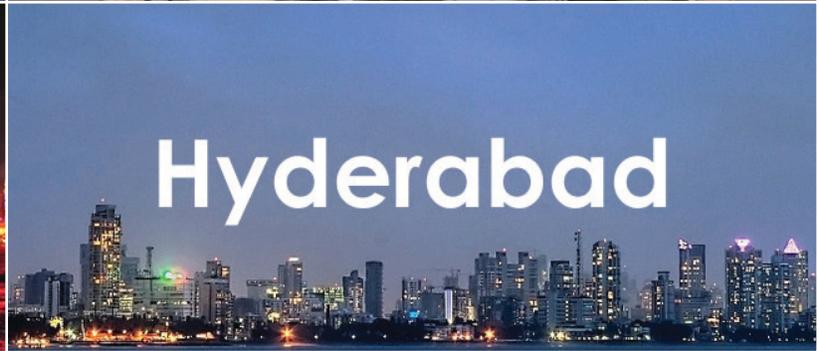
Guangzhou



Hawassa



Hong Kong



Hyderabad



Lagos



Los Angeles



Madison



Manila



Milwaukee



Mysore



Nanjing



Netherlands



Orlando



Rio de Janeiro



Sacramento



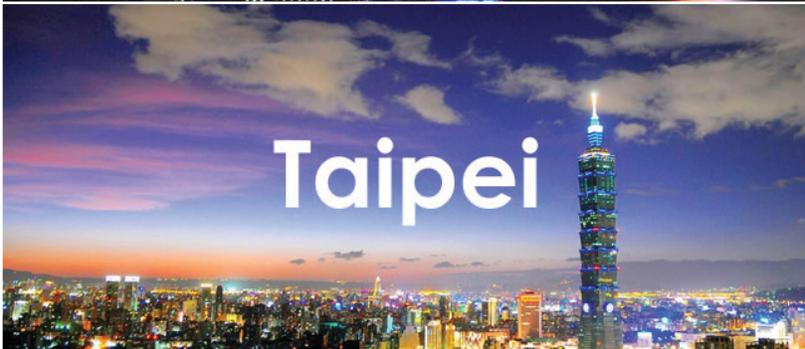
San Salvador



Shanghai



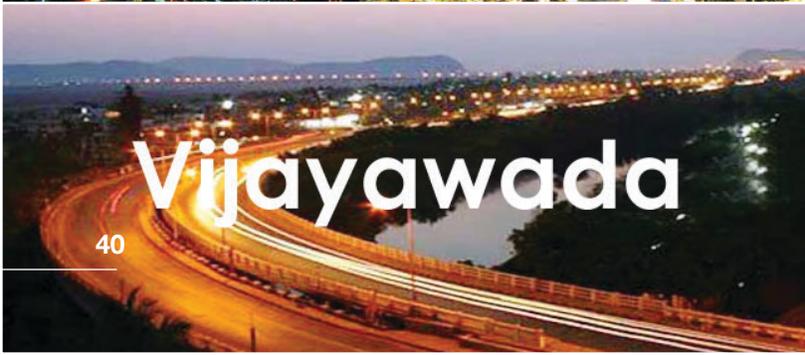
Singapore



Taipei



Ulanbataar



Vijayawada



Waterloo



Virtual

#7 TOP SOLUTIONS

“In our ministry and in many others, technologists and digital specialists are a crucial part of the team, helping advance our work and ultimately helping change lives for eternity. Indigitous #hack will equip them with invaluable experience using their skills for the Kingdom.”

Doug Hennum, Chief Innovation and Information



Over 1400 servant hackers created 83 projects during the weekend. Teams had anywhere from 12 to 30 hours to work on these projects, some collaborating across multiple sites and timezones. From a sentiment analysis app that creates a positive music playlist to a solution that optimizes the Raspberry Pi 3 to share Bible content and Christian media via wi-fi worldwide, this year's top solutions from Indigitous #Hack cover a wide range of missional technology solutions.

A high value for innovation, collaboration and servant-leadership was placed on the solutions during the judging process and each location had an opportunity to nominate one or more solutions for global recognition. These projects span across ten different challenges and five continents.

86 projects were submitted for #HACK, 26 projects were nominated for global judging.

#

An app that allows people to sign in as a mentee or a mentor in order to receive/provide guidance related to topics a person may be struggling with in context that rooted in and surrounded by Scripture.

#

#

A Telegram bot serving as a reference to show how the Bible can be interacted with and even linked to other resources and people.

#

#

A mobile app that helps Christians form meaningful relationships as they mentor or disciple others online.

#

#

A project to remove the need for server side scripting on the BibleboxPi so that the box can serve more users.

#

A website to make the Bibleboxpi easily accessible, bringing the box to market at an affordable rate.

#

#

A set of UI prototypes to serve Bridge Builder end users.

#

#

#

A data modelling approach for tracking children and then software to collect and collate the needed information.

#

A virtual reality timeline and history of the life of Jesus reworked from the movie "Gospel of John".

#

#

A website that will unite communities through crowdsourcing and grassroots efforts so that we can meet the needs of our neighbors.

#

#

An Android app allowing people to connect and be disciplined quickly and privately.

2 projects receiving global recognition and 5 receiving honorable mention

A website that would allow people to upload personal stories of when they have seen different attributes of Jesus displayed in society.

A planned media campaign to present Jesus - and his attributes - to the university students of the State of Rio de Janeiro as the perfect candidate to govern our lives.

An SEO focused website that aims to capture traffic when people search things like “how to kill yourself”. We aim to prove valuable resources to people struggling with suicidal thoughts.

A script to automate the updates to the firmware on the TP-Link MR3040 and documenting a questionnaire, flowchart, workflow, and wizard to shape content selection and followup strategy.

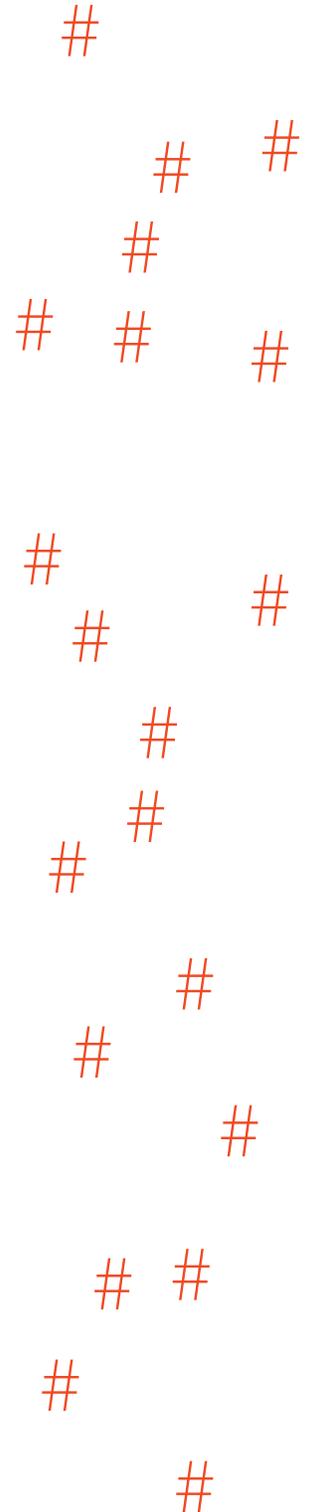
A tool for creating a playlist that allows listeners to progress toward a more positive mood.

A project focusing on changing your feelings through music.

A web-based interface for radio station staff to receive requests for help and assistance, emergency or otherwise from their listening communities and then to respond to those needs with an army of volunteers – their own radio listeners who desire to help according to their own gifting and passions, and in their local communities.

A translation platform to allow non-English speaking Christians to access and understand resources that makes it easier to understand the Scriptures.

An informational website for teens and preteens providing sexting alternatives, downloadables and sharing the Gospel at the point of felt need



THE BEST
TECHNOLOGY
AND BIGGEST
IMPACT WINNERS

#bibleboxpi

Moodify

from the #Hack Austin event led by Eric Lee, was the receipt of the Best Technology Award. Moodify is a tool for creating a playlist that allows listeners to progress toward a more positive mood.

Team members included:

Eric Lee, Joshua Pham, Trudy Walter, Omar Olivarez and Ashley Chen.

Learn more at <https://indigitous.org/projects/upliftify/>

#bibleboxpi

BibleBoxPi

BibleBoxPi, from the #Hack Boise event led by Alalie Synder, was the receipt of the Biggest Impact Award. BibleBoxPi is a project that removes the need for server side scripting on the BibleboxPi platform so that the solution can serve more users.

Learn more at <https://indigitous.org/projects/boise-bible-box-pi/>

In addition to the Best Technology Award and Biggest Impact award, three solutions were given honorable mentions in the categories of Most Creative, Best Demo and Most Innovative.

#challenge

CandidatoPerfeito

from the #Hack Rio event led by Melissa Cunha, received an honorable mention for Most Creative. CandidatoPerfeito is a planned media campaign to present Jesus - and his attributes - to the university students of the State of Rio de Janeiro as the perfect candidate to govern our lives. Team members included Melissa Cunha, Emily de Lima, Aline Oliveira, Stella Farias and Tory Leggat.

Learn more about CandidatoPerfeito at <https://indigitous.org/projects/candidatoperfeito/>

#challenge

Music Finder Moldova

from the #Hack Chisinau event led by Andrei Zgirvaci, received an honorable mention for Best Demo. Music Finder Moldova is a project focusing on changing your feelings through music. Team members included Andrei Zgirvaci, David Breahna, Gabriela Ciobanu, Breahna Nina and Vadim Savin.

Learn more about Music Finder Moldova at <https://indigitous.org/projects/music-finder-moldvoa/>

#challenge

A Survivor Story

from the #Hack Waterloo event led by Greg McCoy, received an honorable mention for Most Innovative. A Survivor Story is an SEO focused website that proves valuable resources to people struggling with suicidal thoughts. Learn more about A Survivor Story at <https://indigitous.org/projects/a-survivor-story/> from the #Hack Waterloo event led by Greg McCoy, received an honorable mention for Most Innovative. A Survivor Story is an SEO focused website that proves valuable resources to people struggling with suicidal thoughts.

Learn more about A Survivor Story at <https://indigitous.org/projects/a-survivor-story/>

Best in Class recognition goes to the following solutions in the Gospel Storytelling and Child at Risk categories.

#challenge

VR Life of Jesus

from the #Hack Netherlands event led by Klaas Kooistra, received a Best In Class mention for the Gospel Storytelling category. VR Life of Jesus is a virtual reality timeline and history of the life of Jesus reworked from the movie “Gospel of John”. Team members included Klaas Kooistra, Rachel Hudson, Trent Schaller, M. Dol and May Workman.

Learn more about VR Life of Jesus at <https://indigitous.org/projects/vr-life-of-jesus/>

#challenge

Child at Risk

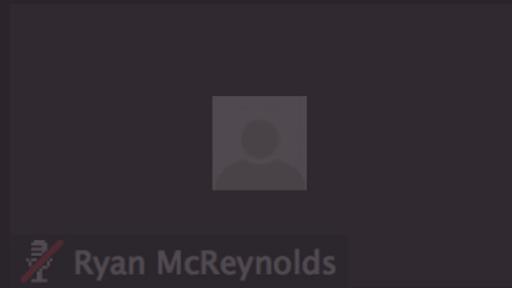
from the #Hack Orlando event led by Greg McCoy, received a Best In Class mention for the Gospel Storytelling category. Child at Risk is an app that provides child information in two columns on a clean user interface. Team members included Vicky Leong, Bob Bufford, Caleb Cox, David Sudarma, Kelly Murray and Cheryl Albert.

Learn more about Child at Risk at <https://indigitous.org/projects/child-at-risk/>

Recording



Chengdu



Ryan McReynolds



Boise



Hack in NL



#HackManila



#HACK // LA



Chiang Mai, Thailand



Sacramento



Milwaukee



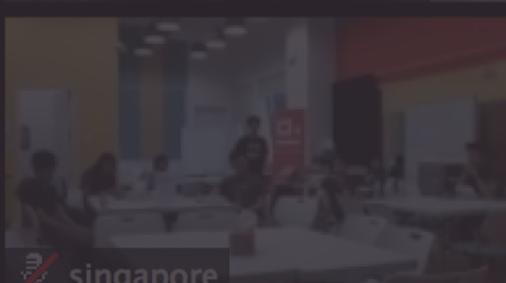
#Hack Virtual (Andre...)



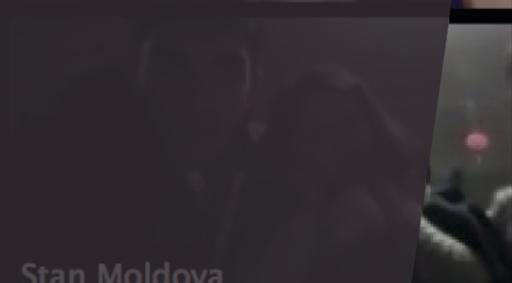
Alverino



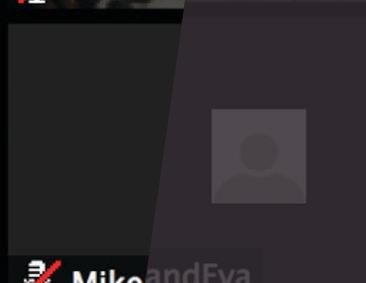
Auckland Indigitous



singapore



Stan Moldova



Mike and Eva



We were worshipping while hacking, praying for each other + being prayed for, and hearing not tech talks but talks by people who were intent on making disciples.

#Hack Participant

Rachel

josh

8 CREDITS

“I am pleased to see the great number of organizations who are working together to support this event.”

Tom Lin, President of InterVarsity Christian Fellowship

The servant-hearted organizations that support #Hack aren't here to build their own platform or product, they are here to give back themselves by supporting you as you make an impact in this world. Thirty-two organizations, including KLOVE/Air1 Radio, Cru, Jesus Film, Wycliffe, World Vision, InterVarsity, Quite Uncommon and many others supported the event by contributing funding, challenges, data and hosting events. Dozens of local sponsors, in cities ranging from Auckland to Los Angeles, lended a hand to support the event in local communities, providing resources, venues and technical expertise.

For the participants, #Hack was an opportunity to connect with amazing leaders from organizations like KLove/Air Radio and Jesus Film who have experience in reaching audiences with innovative media. Participants had a chance to work alongside Wycliffe and World Vision who are on mission in all corners of the world, we mobilized the networks that Cru and InterVarsity make possible on college campuses to invite your friends and we connected the a generation of digital missionaries who built technology that mattered. We are so thankful for all those organizations who made Indigitous #hack a possibility.

Leadership



Quite Uncommon



Cru



InterVarsity

Title Sponsor



KLove/Air1

Supporting Sponsors



Indigitous



Cru



Jesus Film Project



Wycliffe



WorldVision

Local Sponsors are listed on indigitous.org/hack

A TESTIMONIALS

I'm hosting Indigitous #Hack Chicago because Hack4Missions at Urbana15 changed my life. Going into the missional conference, I had no idea that I could use my gifts with technology to serve the kingdom. I had always assumed that the skills the world valued and the skills God valued were so different that I either had to be a tech person or a committed Christian, and that I could only do both by being lukewarm about my faith. Hack4Missions changed all that. It gave me a mission field. It gave me an organization of like-minded people... I realized for the first time ever that my skills could be used to further the kingdom without ever leaving my own house, by contributing to the under-reached communities on the internet and in my dorm. Missions, I realized, didn't mean going where I thought I could be missional. It meant going where God thought I should be missional.

Drew, #Hack Chicago

I was 36 years old before I realized that I could combine both my love for Jesus and my passion for technology and build stuff that matters. You don't have to wait until you are 36 years old; you can get involved today.

Mark, #Hack Madison

A PARTICIPANT ANSWERS

“What was the best part of Hack for you?”

Getting to see how others are using their skills for the sake of the Gospel

Building relationships and infrastructure locally and globally!!!

Connecting and hearing other Christians in the same city and space collaborating to solve important Kingdom problems.

Being able to work with individuals virtually as well as face to face.

Seeing the participants get really excited about using their talents for God, building God's kingdom together!

The teamwork and collaboration.

It's my first. Opened my eyes to see how a hackathon could help solve real world problems.

Working with such brilliant people.

Encouragement from like minded believers in the local community and not just foreigners living in ChiangMai but with Thai nationals that have passion and love for God in tech and design the same as I do!

Seeing people empowered to do things they didn't think they could. And the relationships made.

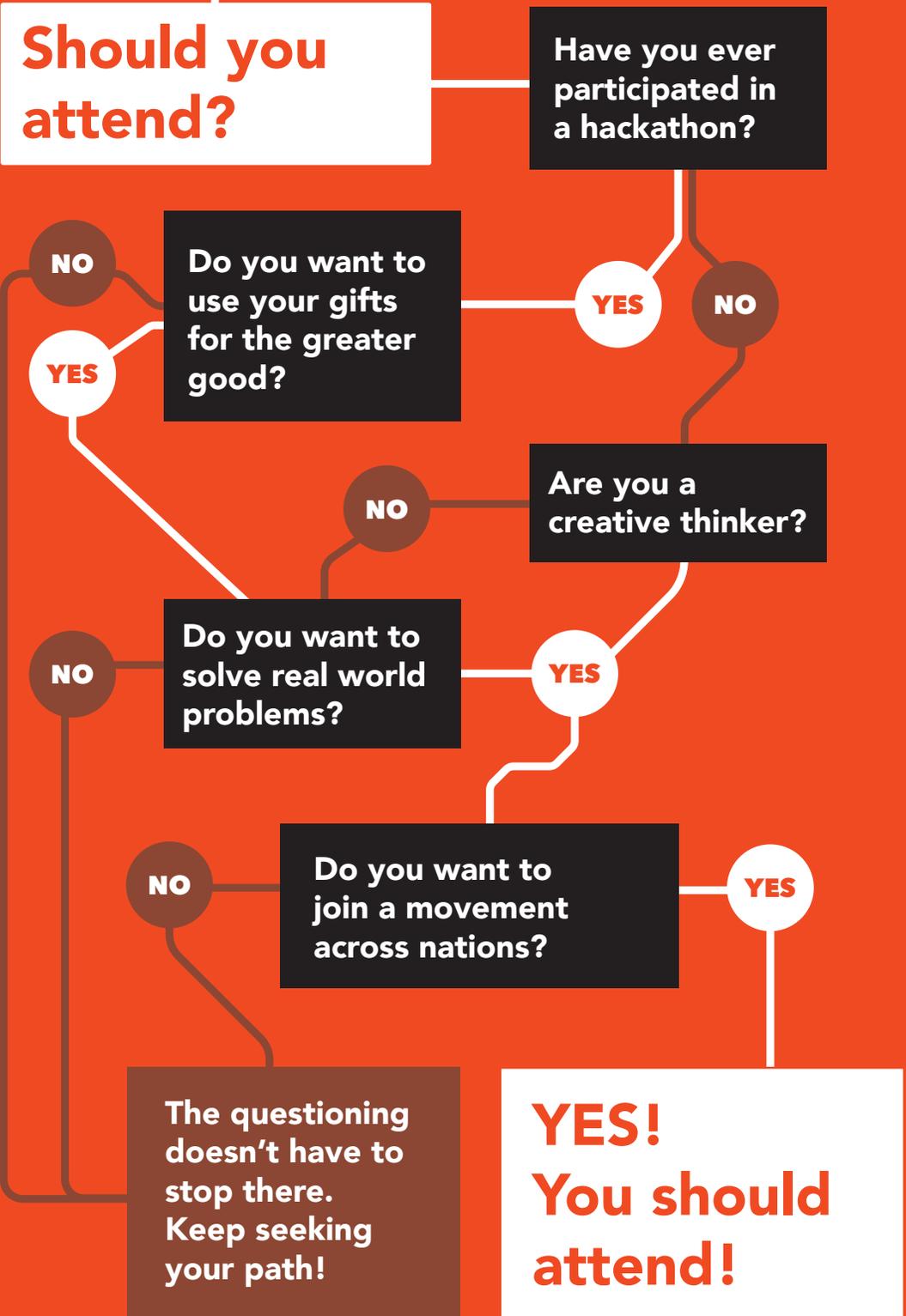
Like-minded people
People always talk about doing Christ's work, but these guys are actually doing something. Getting to play in this sandbox.

Really appreciated the global scope and partnership across the globe. Seeing folks develop and stretch their gifts.

Being able to worship while hacking. I never knew programming while singing songs of worship was ever possible until now.



#HACK is happening.



Should you attend?

Have you ever participated in a hackathon?

NO

Do you want to use your gifts for the greater good?

YES

YES

NO

NO

Are you a creative thinker?

NO

Do you want to solve real world problems?

YES

NO

Do you want to join a movement across nations?

YES

The questioning doesn't have to stop there. Keep seeking your path!

YES!
You should attend!

Now in those days
messages from the
Lord were very rare,
and visions were quite
uncommon.

1 Samuel 3:1

#

#

Report By *Quite Uncommon* #