

Science x Kickstarter Hackathon

A weekend of collaboration and creativity — scientists, artists, designers, writers, and makers working together to bring their ideas to life

February 28 & March 1, 2015 10am-10pm ITP, NYU Tisch School of the Arts

Who should apply?

You're an **amateur or professional scientist** with a strong idea but are finding it challenging designing a compelling Kickstarter project.

You're an **artist, designer, writer or maker** who wants to use your skills to help bring a project to life in a field you love — science!

Why are we doing this?

We want to help. This event will help unite scientists with designers, artists, writers and makers; folks that are passionate about bringing new ideas to life. The Kickstarter Outreach team will also offer help with conveying your compelling idea in a way that appeals to a general audience.

Support is out there. The science community on Kickstarter is comprised of young makers, experienced enthusiasts, and many more. They're eager to support and offer feedback, you just need to get your story out there!

Science is for everyone. Everyone has a stake in exploring the world around them. Science provides the explanations for what we discover. We can work together across disciplines to help bring those ideas to life!

How will this work?

Scientists: Send us your project idea, in the form of a Kickstarter project draft. [You can get started here.](#) Make sure you fill out at least the project description, but the more information you provide, the better. It doesn't need to be perfect, just a rough sketch of what you plan to do. If you have reward ideas, images, or videos of what you're making, that helps.

Need inspiration? Check out [this page of past science projects!](#) You can also take a look at our [Creator Handbook](#) for some basic tips and best practices.

If you have questions about whether your idea is within [Our Rules](#), feel free to reach out to us at science@kickstarter.com. If you encounter difficulties setting up a project draft, you can get in touch with our [Community Support team](#). We will select twelve projects to participate in the hackathon.

Deadlines

Scientists: Email your [project preview link](#) to science@kickstarter.com with the **subject line SCIxKSR submission**. Project drafts must be submitted by **10am EST Monday, January 26**. Your acceptance will be confirmed by end of day Friday January 30.

Support towards travel and accommodation available for scientists based outside New York. If you require travel or accommodation support include a rough breakdown of your costs along with why support is needed in the Risks and challenges section of your project draft.

Designers, artists, writers, and makers: The [Eventbrite](#) will be open for signups until **10am EST Friday, February 20**.

Organizers & Sponsors

Aurora Thornhill, Kickstarter
Nancy Hechinger, ITP, NYU Tisch School of the Arts
François Grey, Citizen Cyberscience Centre, University of Geneva
Special thanks to the Alfred P. Sloan Foundation for sponsoring the event

Designers, artists, writers, and makers: Sign up for the event here and include a short statement about what drives your excitement to participate, or a link to a project you love with a paragraph about why you love it. Bonus points for both!

We'll get back to you with a list of projects that need collaborators. The event will be held at NYU's iconic ITP, the Center for the Recently Possible, in the Tisch School of the Arts. Food and beverages will be provided.

After the hackathon: Members of Kickstarter's Outreach team will be available to guide you and your project to launch, fulfillment and beyond!

Requirements

- You must have a passion for science, art, design, writing or making and be able to commit the entire weekend of February 28-March 1 to the event.
- You must be 18 or older, or accompanied by a parent or guardian.
- If you are a scientist with a project idea, you or a member of your team must meet [Kickstarter's Creator Requirements](#).

FAQ

If your question about the event isn't answered here, please contact science@kickstarter.com

There's no science category, what category do I put my project into?

While there's no science category on Kickstarter, there's plenty of other categories science projects fit into. We have an Academic subcategory under Publishing which is a good fit for research papers. There's also a science tag that backers can use to find science projects. [Take a look at the projects tagged #science](#) to get a better idea of where yours might fit.

What if I don't have anything I could offer as a reward?

Even if your end goal is a research paper, there's always something to offer your backers, it just requires a little creative thinking. If you're stumped as to what you could offer, don't sweat it. That's what this workshop is for!

I'm unable to fill out all of the project details, will that disqualify me?

If you're unable to fill out all the project details, that's fine. You only need to fill out the project description in order for your submission to be considered, but more details are better. If you require travel and accommodation support, we ask that you include a rough breakdown of your expected costs in addition to your reason for requesting support in the Risks and challenges section of the project draft.

Do I need to fill out the Account details?

You do not need to fill out the details on the account tab in order for your submission to be considered. As mentioned above, you only need to fill out the project description.

Will I be able to edit my project after submitting?

Yes, your project can be edited after you submit it for entry to the hackathon. Keep in mind that upon review time, only the most recent version will be reviewed for consideration.

I'm not a scientist, artist, maker or designer, can I still participate?

Sure! Anyone with the desire to contribute and create is welcome, whether you're a filmmaker, engineer, developer, or generally excited about science — just let us know what your area of expertise is when you register for the event.



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