MODERN
ENGINEERING
ACCELERATOR

HOW THE HACKING WENT

EVENT REPORT

29th November – 3rd December

Summary | Highlights | Insights & Status | Event Statistics | Anecdotes

Summary

At a Glance

15 Attendees/ target of **30**

27 Registrations

Capacity at **50%**

0% Drop off

100% retention, days 1-5

3 Teams

1 x Lead Coach

3 x Coaches

We are delighted to bring you the results of our first **Cloud Ready Hackathon**, which forms part of a **Modern Engineering Accelerator program**.

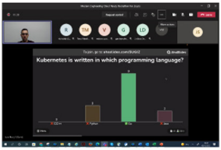
The purpose of this Hackathon is to prepare IT engineers in all disciplines for developing and running cloud-native applications on today's leading cloud platforms. A hands-on, challenge-based approach leading attendees through modern DevOps practices, containerised and orchestrated workloads, testing and monitoring, patterns and practices from microservices architecture.

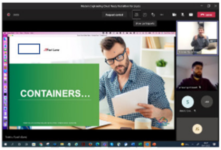
We started day one in a General session with our **Lead Coach, Tomislav Tipurić** who shared the agenda for the event and set the scene for what was to be a packed, immersive, full-on, interactive week.

The participants then joined their individual teams where they met their virtual team coach and the rest of their team members to hack. They worked from their groups' Team channel, where many had their cameras and microphones enabled to enhance collaboration.

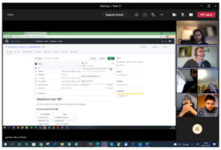
About Fast Lane

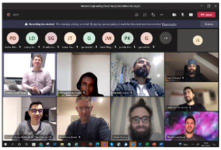
- Global Gold Microsoft Learning Partner
- Global Google Cloud Authorised Training Partner
- Global AWS Cloud Authorised Training Partner
- Offices in 45 countries worldwide
- Pool of 3,000+ subject matter experts with a range of skills globally
- Experience in delivering 12,000+ worldwide training events annually

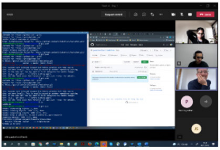


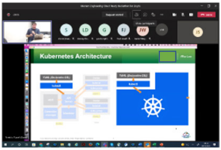


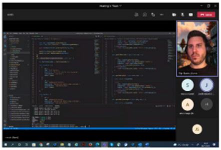
Why do DevOps?
Business is happier
Developers are happier
Ops people are happier











Leaderboard

Highlights

- **Attendance** 15 Participants joined on day 1 and 15 for the remainder of the event, zero drop-offs.
- **Team Numbers** The Hackathon is designed for an optimum team size of 5 participants. We had 3 dedicated teams made up of 5 delegates per team.
- **Collaboration** Lots of diverse skills and experience and the high levels of collaboration amongst the teams worked really well.
- **Knowledge sharing and connecting teams**. To stimulate knowledge sharing and cross-team collaboration, we had a representative from each team lead in each of the challenges.
- **Hackathon Quiz**. We ran quizzes after lunch on the last 4 days, which was a re-cap on some of the topics covered in the previous day. It was competitive, fun and well received and highlighted as one of the most enjoyable parts of the Hackathon.
- **Positive Feedback**. Included good format, atmosphere was great and relaxed, challenge format, quizzes, total immersion and best way to learn.
- **Ratio of Virtual Coaches**. We had a dedicated Coach per team (1:5 Learners).
- **Remote Participation** All learners were remote and using MS Teams. Whilst we mandated that everyone's camera and audio was always on, not all team members were visible. Each team member would take it in turn to lead a challenge and use the screen sharing functionality. This allowed the other teams members to collaborate and contribute to ensure we had active engagement.
- **Challenge Completion** Our Lead Coach was happy with the pace of the Hackathon and the challenge completions. By the end of the hack, one team had completed challenge 6, with the other two teams not managing to complete challenge 6 but moved on to start challenge 7.
  All teams received their cloud ready badge.
- **End of the Hackathon** One team commented that they were exhausted, but in a good way and they definitely learned a lot. Another team said they would definitely repeat this kind of experience and would highly recommend the Hackathons.

Teams Insights & Challenge Status

Team No.	Challenge Status - Day 1	Challenge Status - Day 3	Challenge Status - Day 5	Team Insights
1	Started 3	Started 5	6 Incomplete but Started 7	Team 1 had a little bit of bumpy start, they didn't understand the concept very well at first but after challenge one they grasped it. Challenge 5 confused them, so their Coach recommended them to go back and read the documentation again. The delegates suggested challenge 5 maybe a little too big, they proposed a change, to start with GitHub first as everything revolves around the GitHub, so that should be put in challenge 1. All in all, they said it was brilliant and have never experienced anything like this before. Everyone in the team was deeply immersed in the hack and were excited to start hacking every morning. The team worked really well together. Whilst they started challenge 6, they did not complete it and moved on to start challenge 7.
2	Started 3	Started 5	6 Incomplete but Started 7	Team 2 started pretty well and took it step by step to complete challenge 1. The team was a little confused at first but then they got it and understood how the hackathon concept works. They need to value each other's expertise and previous experience. On day 3 they took things quite slow, but their Coach liked this approach as they really wanted to understand & grasp why things are happening and how things work. The content on day 5 was fairly new to them and some had never played around with these technologies especially GCP. No negative feedback received from this team they were all really pleased and would like more of this type of content/training. They did not complete challenge 6 but moved to challenge 7 as they had completed the most important part and their Coach wanted them to experience the CD that comes after CI.
3	Almost Completed 2	Started 5	Completed 6	The knowledge in team 3 was fairly low, however they had the confidence to take it in turns leading the challenges, which was great collaboration. This type of learning will be a good experience for them, since they work in a really strict environment and they don't have the opportunity to explore like this, so they will find it very useful. As the days went on the team did struggle and their Coach had to do a fair bit of hand holding. One delegate was an intern, so did not participate too much, however the other team members were active and engaged all of the time and put a lot of effort in. The Coach was impressed with their energy level, they did not want to go for breaks as they were so immersed and wanted to keep on hacking. Huge success as the only team to finish challenge 6. They made a few compromises along the way, but it was still good, and the team members were all happy at the end.

Event Statistics

Attendance

15 Delegate Attendees: **50%** Attendance **100%** retention for the event

Event Satisfaction

83% Very Satisfied or Satisfied with the overall event

Satisfaction

92% Very Satisfied or Satisfied with their Coach.

75% Very Satisfied or Satisfied with the Hackathon content.

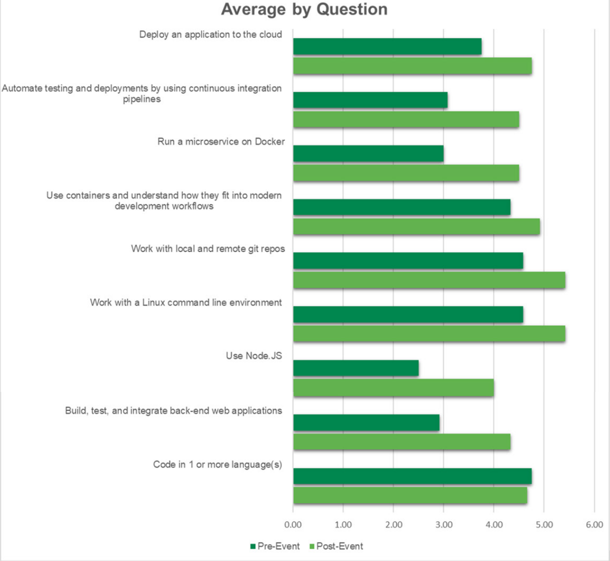
75% Strongly agreed or agreed that the Hackathon format is an effective way to upskill on new technologies.

70% Strongly agreed or agreed that after this Hackathon, they are more proficient than before with this technical topic.

Team Challenge Breakdown

1/3 Teams completed through **challenge #6**

2 Teams started **challenge #7**



Anecdotes

What did you enjoy most about the Virtual Event?			
Hands on experience with modern technologies. I have really enjoyed learning all of these skills to a deeper level which I can now hopefully take back to my business area. ***Hackathon Participant***		*Hands-on practical learning. Enough of an app to debug and fix problems to get it working.* ***Hackathon Participant***	*Code / Test.* ***Hackathon Participant***
Hacking with like-minded colleagues passionate about learning. ***Hackathon Participant***	*Hands on problem solving as a team.* ***Hackathon Participant***	*The freedom to experiment without having to worry about the costs. It was very empowering.* ***Hackathon Participant***	*Hand on experience using command line and Git Repo.* ***Hackathon Participant***
Completely hands on training style, lot of retention of what we learn. ***Hackathon Participant***	*Quiz.* ***Hackathon Participant***	*This is my first time at a Hackathon, I really enjoyed learning about so many different new topics.* ***Hackathon Participant***	*The event was really great - lots of learning!!* ***Hackathon Participant***

What could be improved?

I felt that I needed more proactive instructor guidance and a bit more tuition for each section.

Hackathon Participant

Maybe start with the github? As that's the cornerstone.

Hackathon Participant

Really great event, essential that people get immersed and don't just try to watch. Attendees must be fully attentive and not try to do meetings in parrallel etc.

Hackathon Participant

Doing event in person.

Hackathon Participant

I believe very few like me are new to these topics, so would need expectations set as Hackathon requires lot of practical experience which I lack in these new topics. This event for colleagues like me can be improved by advance notice for practicing. I had just about 10 days along with day job to prepare on so many different topics.

Hackathon Participant

We spent time on troubleshooting some technical challenges that ate into the hackathon time.

Hackathon Participant

Specialise/ focus on key areas and drill down. Ideally, in a safe environment e.g. sandbox with tools/components related to what we are using internally. More time was required for challenge 6 - this is very interesting and may be better suited to a couple of days hack in it's own right with Github Actions - Thanks for organising and to the presenters/coaches.

Hackathon Participant

It was far too easy to fall behind or go down the wrong path which wasted valuable time - I didn't enjoy spending 2 whole days debugging kubernetes yaml files when we could have been learning more interesting stuff.

Hackathon Participant

Reduce team size to 3, I felt 5 was a lot when everyone wants to get involved and stepping on each other's toes.

Hackathon Participant

We got stuck on a challenge for over a day, I think if we are struggling for this much time the value is lost and we should have access to sample files to get it working.

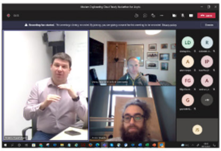
Hackathon Participant

Maybe more help with getting started on the Kubernetes load balancing activities.

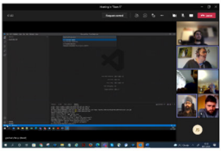
Hackathon Participant

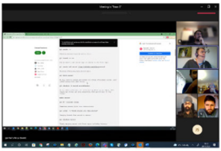
There was too much content for 1 week. Needs to be structured i.e. there needs to be base patterns for each topic that work, which are then changed rather than building everything from scratch after Googling. Watching other people Googling wrong answers is not useful. As it was not instructor lead it was reliant on other team members to share / explain any knowledge gained but as they are not experts or instructors this was not very successful. Should not rely on individuals providing their own machines and have to download countless apps on to them.

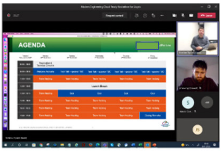
Hackathon Participant

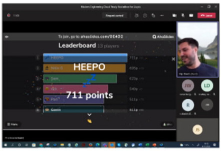


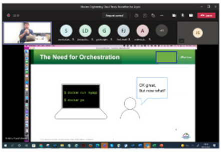
MODERN ENGINEERING ACCELERATOR
Day 2

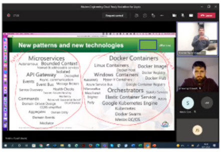


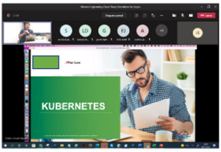












Thank you to the following for the organization, creation and execution of the Hackathon.

Special thanks to:

- Hackathon Architect and Tech Lead Coach: Tomislav Tipurić **(Fast Lane)**
- Hackathon Project Lead: Jane Simons & Fred Jewell **(Fast Lane)**
- Hackathon Program Manager: Lindsay Douglas **(Fast Lane)**
- Hackathon Marketing Team: James Dixon & Ryan Fowles **(Fast Lane)**
- Coach: Filip Glavota **(Fast Lane)**
- Coach: Vedran Vučetić **(Fast Lane)**
- Coach: Ivan Pranjić **(Fast Lane)**

Thank you,

Jane Simons and the Fast Lane Team
Vendor Alliances Director EMEA