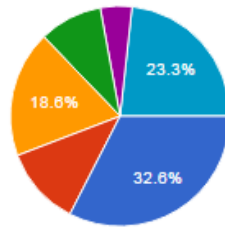


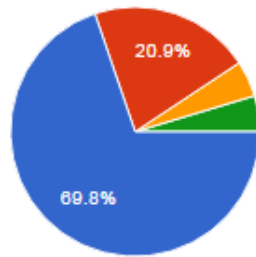
2016-2017 CSNE Hackathon Application Summary Statistics (applications due December 23, 2016)

Institution



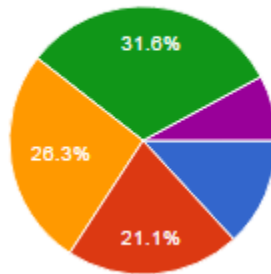
University of Washington	14	32.6%
San Diego State University	5	11.6%
Massachusetts Institute of Technology	8	18.6%
Spelman College	4	9.3%
Morehouse College	2	4.7%
Other	10	23.3%

Institute Affiliation



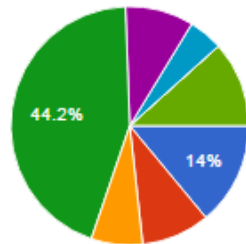
Undergraduate Student	30	69.8%
Graduate Student	9	20.9%
Postdoctoral Researcher	2	4.7%
Other	2	4.7%

If student, indicate year



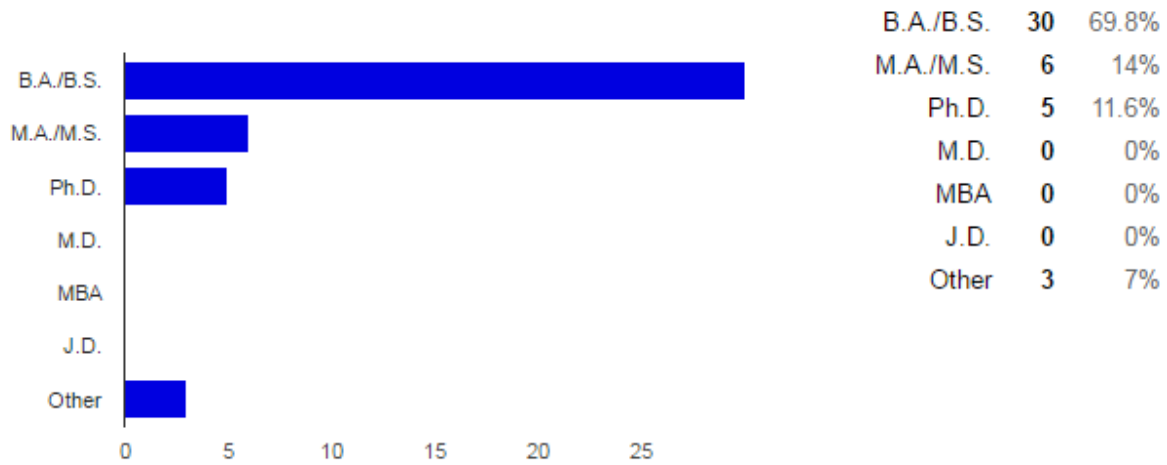
1st	5	13.2%
2nd	8	21.1%
3rd	10	26.3%
4th	12	31.6%
≥5th	3	7.9%

Major/Field

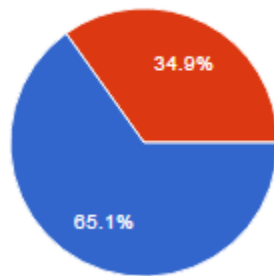


Bioengineering	6	14%
Neuroscience/Neurophysiology	4	9.3%
Electrical Engineering	3	7%
Computer Science/Engineering	19	44.2%
Mechanical Engineering	4	9.3%
Physics	2	4.7%
Philosophy	0	0%
Other	5	11.6%

Degree

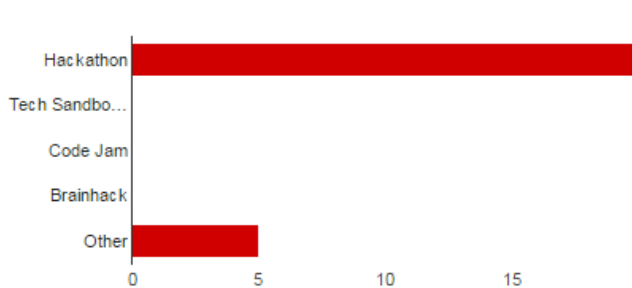


Hotel Accommodations - Please indicate your gender



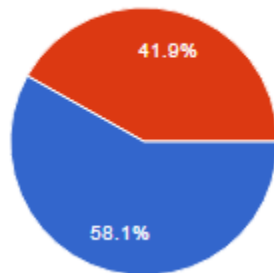
Gender	Count	Percentage
Male	28	65.1%
Female	15	34.9%
Nonbinary	0	0%

Prior Hackathon-like experience?



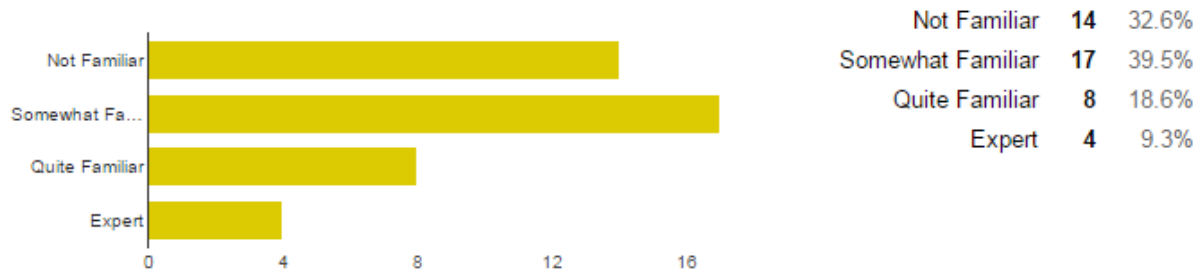
Experience Type	Count	Percentage
Hackathon	20	83.3%
Tech Sandbox / Neural Tech Studio	0	0%
Code Jam	0	0%
Brainhack	0	0%
Other	5	20.8%

Prior engineering design course?

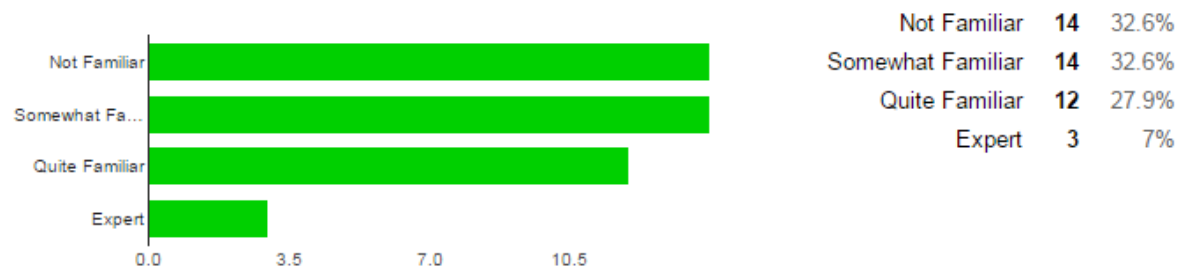


Response	Count	Percentage
Yes	25	58.1%
No	18	41.9%

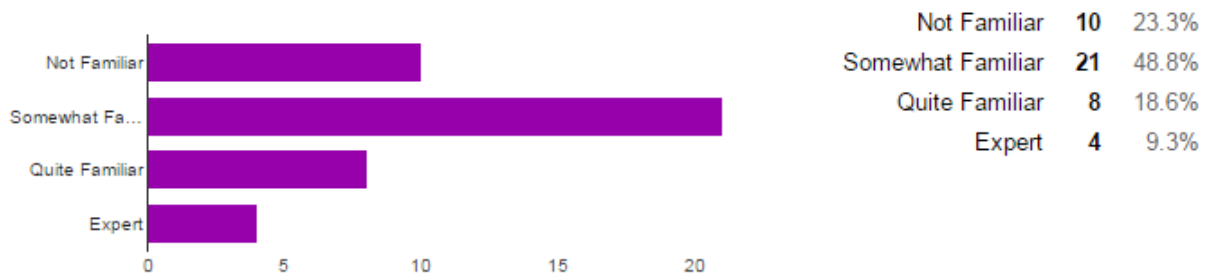
Front-end Programming (e.g. user-interface, mobile) [Skills Checklist]



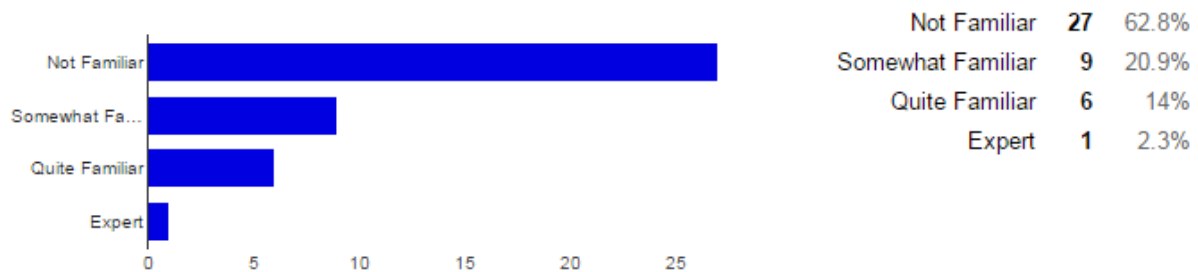
Back-end / System Programming (e.g. database operations) [Skills Checklist]



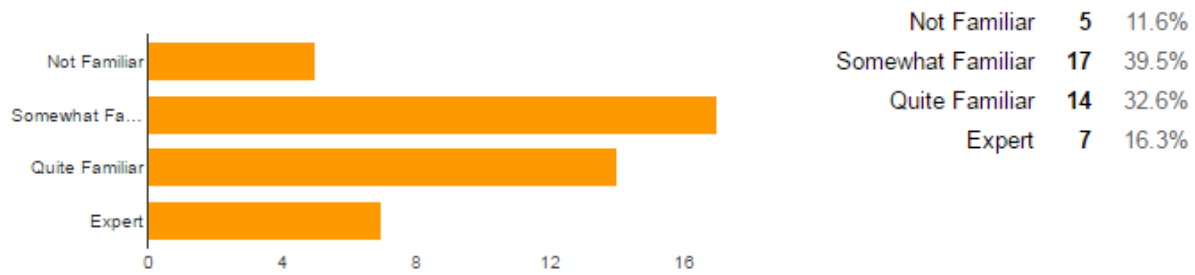
Statistical Programming / Data Analysis / Machine Learning [Skills Checklist]



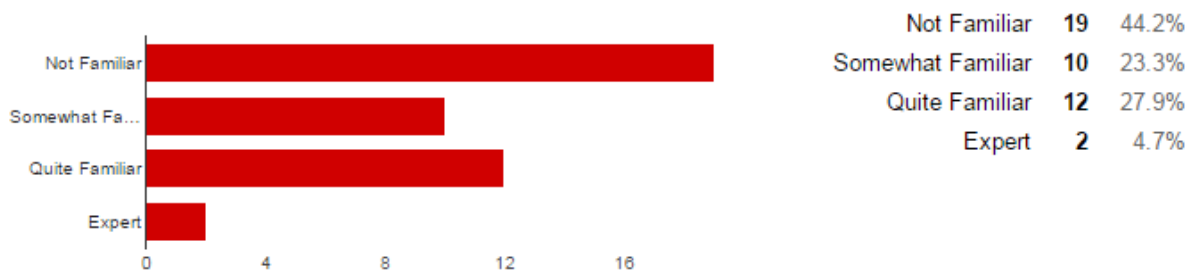
Game Development (e.g. Unity, Unreal Engine) [Skills Checklist]



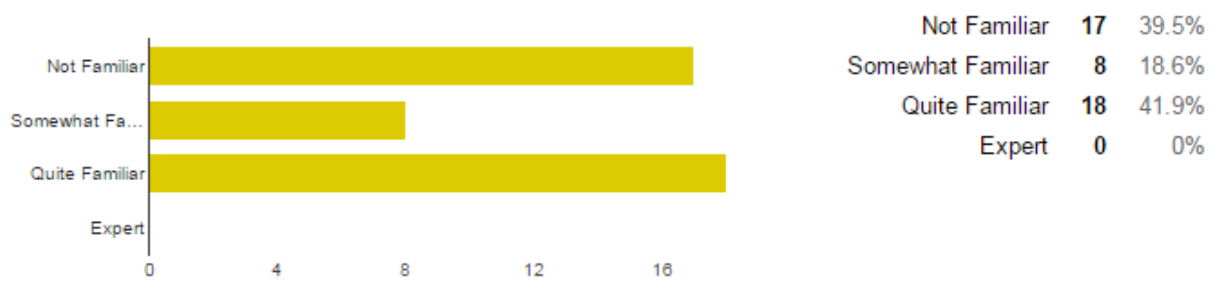
Electronics (e.g. Arduino, circuits) [Skills Checklist]



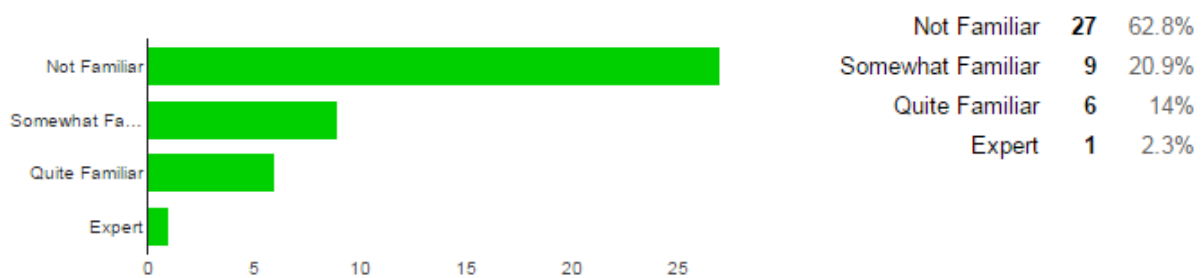
Electronics (e.g. DSP, embedded systems, FPGAs) [Skills Checklist]



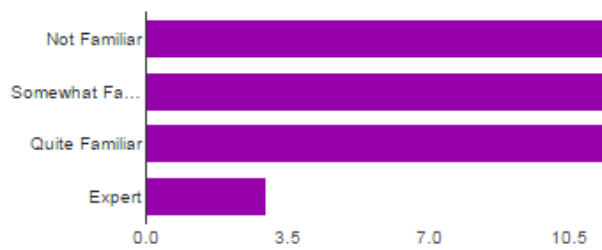
Mechanical Engineering (e.g. robotics actuation) [Skills Checklist]



Human Biomechanical Design (e.g. prostheses, orthoses) [Skills Checklist]

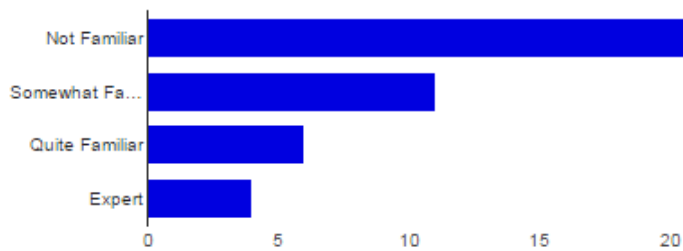


Neuroscience Theory (e.g. perception, vision, auditory) [Skills Checklist]



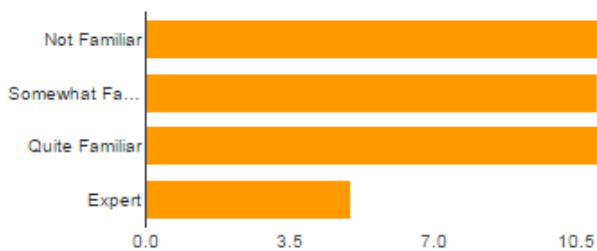
Not Familiar	14	32.6%
Somewhat Familiar	14	32.6%
Quite Familiar	12	27.9%
Expert	3	7%

Neuroethics [Skills Checklist]



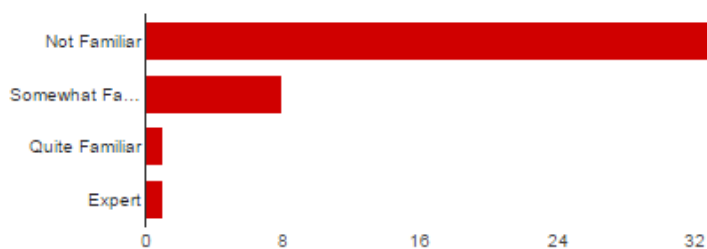
Not Familiar	22	51.2%
Somewhat Familiar	11	25.6%
Quite Familiar	6	14%
Expert	4	9.3%

3D Printing / CAD [Skills Checklist]



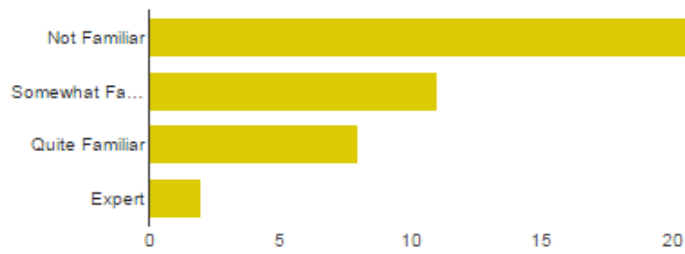
Not Familiar	14	32.6%
Somewhat Familiar	11	25.6%
Quite Familiar	13	30.2%
Expert	5	11.6%

Animation [Skills Checklist]



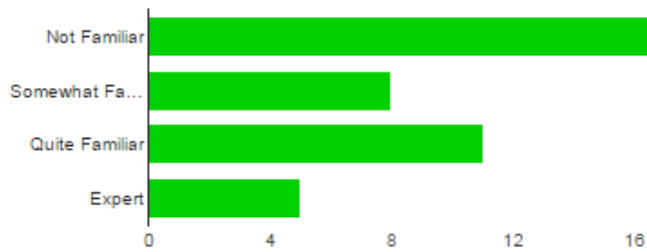
Not Familiar	33	76.7%
Somewhat Familiar	8	18.6%
Quite Familiar	1	2.3%
Expert	1	2.3%

Graphic Design [Skills Checklist]



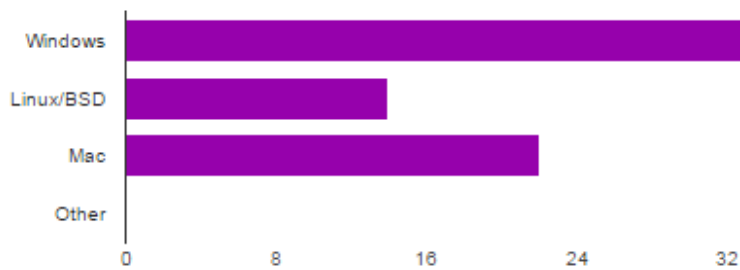
Not Familiar	22	51.2%
Somewhat Familiar	11	25.6%
Quite Familiar	8	18.6%
Expert	2	4.7%

Product Design and Human-Centered Design [Skills Checklist]



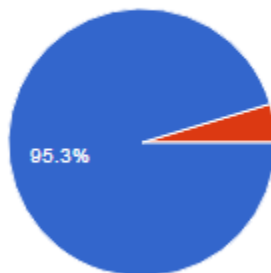
Not Familiar	19	44.2%
Somewhat Familiar	8	18.6%
Quite Familiar	11	25.6%
Expert	5	11.6%

Preferred Operating System(s)



Windows	33	76.7%
Linux/BSD	14	32.6%
Mac	22	51.2%
Other	0	0%

Are you comfortable with Windows OS?



Yes	41	95.3%
No	2	4.7%

Number of daily responses



Peak at due date (December 23, 2016)