

# Summary list of co-creation events

This is a collection of different types of events that  
can be used to organise co-creation activities.



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# HACKATHONS

**Format:** A “hackathon” is a special kind of unconference in which people come together to state, discuss, and solve problems by means of collaborative brainstorming, modeling, design, coding, testing, and documenting. Hackathons welcome not only software developers but anyone involved in creating solutions that can be later consumed or exposed via software. In addition to collaboration, hackathons promote community development around a subject used as the main hackathon topic.

- **Platform:** online meeting platform with breakout rooms (Teams or Zoom)
- **Number of active participants:** 60–100
- **Event duration:** 24–48 hours
- **Size of organisational team:** medium to big (5–10 people)
- **Amount of time required for the organisation:** High (if the event is invite-only)
- **Potential outputs:** Tool development, tool improvement

## References:

- (1) <https://journals.plos.org/ploscompbiol/article?id=10.1371%2Fjournal.pcbi.1007808>
- (2) <https://www.semanticscholar.org/reader/a57b1d3ae90838c06c4e12cb16ca14a0f6ee0486>

# REPRODUCIBILITY HACKATHONS (REPROHACKS)

**Format:** A reproducibility hackathon or Reprohack is a specific unconference format, which may run from one up to several days and can be organised for different group sizes. During a Reprohack event, attendees aim to reproduce published research findings from a selection of proposed papers that come with publicly accessible code and data. The aim of this approach is to create a low-pressure environment to work on other people’s code and data. Besides evaluating the papers’ analyses, a hackathon is also about networking, working together, and mutual learning. Please note: It is crucial to emphasise that this event format is not intended to criticise or discredit any research efforts. Instead, reproduction attempts are a beneficial scientific activity with useful outcomes for the original authors and a valuable learning experience for both the participants and the wider research community.

- **Platform:** in-person or via online meeting platform with breakout rooms (Teams or Zoom)
- **Number of active participants:** ~20–50 (in person), ~50–100+ (virtual)
- **Event duration:** half-day, day
- **Size of organisational team:** small to medium (1 facilitator for every 10 participants)
- **Amount of time required for the organisation:** medium
- **Potential outputs:** Reproducibility report for each paper, summary of the overall outcome

## References:

- (1) <https://www.reprohack.org>
- (2) [https://www.reprohack.org/organiser\\_guidelines](https://www.reprohack.org/organiser_guidelines)

# VIRTUAL BRAINSTORMING EVENT (LONG FORMAT)

**Format:** A virtual brainstorming event (VBE) is an asynchronous unconference-style group event, where participants use an online chat platform (e.g. Slack, Microsoft Teams) to engage in discussions and share their experiences with others over several days. The session will be accompanied by virtual face-to-face "coffee chats" and "live" Open Space discussions to allow participants to get to know each other, share experiences, and discuss the pre-defined brainstorming questions or explore topics that emerge during the brainstorming

- **Platform:** Slack or Teams - written/asynchronous discussion; Zoom, Teams, etc. - spoken/live discussion
- **Number of active participants:** 65–100
- **Event duration:** ~48 hours
- **Size of organisational team:** min. 2-3 people
- **Amount of time required for the organisation:** High (if the event is invite-only)
- **Potential outputs:** whitepapers

**References:** <https://wellcomeopenresearch.org/articles/6-156>

## BARCAMP

**Format:** A bar-camp is an event where the attendees set the agenda. In other words, everyone can propose a topic they want to work on. The attendees vote for their favourite topics. There are no presenters; everyone can and should contribute their experience towards the topic or work group. In principle, the work group can also set up the session format as they see fit. This format strives to create engagement and active participation in spite of knowledge consumption and supports all of the above facets of knowledge sharing.

- **Platform:** online meeting platform with breakout rooms (Teams or Zoom), virtual whiteboard tool (e.g., mural or moqups)
- **Number of active participants:** bigger groups are preferable
- **Event duration:** 25' slots, 5' break in between (to give participants time to look at the main board and decide on where to go next)
- **Size of organisational team:** small (e.g., up to 4 people), needs an experienced moderator
- **Amount of time required for the organisation:** Not much time needed
- **Potential outputs:** whitepapers

**References:** <https://www.competitive-intelligence.com/service/competitive-intelligence-news-archiv/1654-best-practices-in-online-conferencing-the-bar-camp>

## CO-WORKING EVENTS CO-WORKING CALLS

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**Format:** During co-working calls, you can use the Shut up & Write! method by providing allocated time for two 20–25-minute-long Pomodoro sessions and two short breaks to chat about our work and exchange what we got done. These events/calls can be used for more regular interactions with stakeholders. Use a Pomodoro clock to stay on time.

- **Platform:** Zoom or Teams (or another online meeting platform allowing breakout rooms)
- **Number of active participants:** no set number
- **Event duration:** 1 hour (can be longer if needed), split into Welcome, Introductions and personal goal setting (5'), 1st Pomodoro session (20'), break and report (5'), and 2nd Pomodoro session (20')
- **Size of organisational team:** small
- **Amount of time required for the organisation:** Not much time needed
- **Potential outputs:** tool development, tool improvement, community building

### References:

<https://the-turing-way.netlify.app/community-handbook/coworking/coworking-weekly.html>

## COLLABORATION CAFÉ

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**Format:** Collaboration Cafés are more informal virtual co-working spaces.

- **Platform:** Zoom or Teams (or another online meeting platform allowing breakout rooms)
- **Number of active participants:** no set number
- **Event duration:** 2 hours, split into Welcome, introductions and personal goal setting (10'), 1st Pomodoro session (20'), break (5'), 2nd Pomodoro session (20'), break (5'), 3rd Pomodoro session (20'), break (5'), open discussion – celebrations, reflections, and future directions, close (5').
- **Size of organisational team:** small
- **Amount of time required for the organisation:** Not much time needed
- **Potential outputs:** networking/community building

### References:

(1) <https://the-turing-way.netlify.app/community-handbook/coworking/coworking-collabcafe.html>

(2) <https://the-turing-way.netlify.app/community-handbook/templates/template-coworking-collabcafe.html#ch-template-coworking-collabcafe>

# FOCUS-GROUP INTERVIEWS

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**Format:** A focus group interview-based 'research' is conducted in the form of an interview. The interview is held in a group setting. The interview is not fully structured, but rather freely focused on the main theme of the 'research'.

- **Platform:** (in-person), virtual platform like Teams or Zoom
- **Number of active participants:** 6–10 per group (8 is a frequent quantity)
- **Event duration:** 1–1.5 hours (single focus group interview)
- **Size of organisational team:** small, with 1 moderator
- **Amount of time required for the organisation:** more time-intensive (interview guests need to be identified and invited)
- **Potential outputs:** targeted gathering of information, needs assessment, tool development, tool improvement

## References:

- (1) [https://link.springer.com/chapter/10.1007/978-3-319-65442-3\\_5#Sec2](https://link.springer.com/chapter/10.1007/978-3-319-65442-3_5#Sec2)
- (2) <https://www.scribbr.com/methodology/focus-group>