**Organization for Human Brain Mapping Open Science Special Interest Group**

**Accessible and Inclusive Neuroinformatics**

---

**Motivation & Objective**

- We wish to **educate community members** on best practices in open science and data sharing in neuroscience.
- We encourage the development, maintenance, and community engagement of open-source software.
- We promote the **free exchange of ideas** to encourage future collaborations and foster better science.

---

**Outcomes & Resources**

- We promote **community-led demonstrations** for various neuroscientific tools through an **online web-series**.
- We create and curate learning resources such as **Brainhack 101**, which are made publicly available.
- Brainhack is an **annual OHBM event since 2013**, and Brainhack Global has been held at over **40 sites in 16 countries**.

---

**The Brainhack Community**

- The **Brainhack website**, https://brainhack.org, showcases projects, proceedings, and events from around the world.
- The **Brainhack Slack** is home to thousands of members and acts as a collaborative environment both in and out of workshops.

---

**Emphasis on Accessibility**

The atmosphere we aim to create at our events is one of inclusivity and accessibility. Established participants engage with less experienced attendees, helping teach them skills for shared projects.

Of the group shown below, 5 of 6 members were new to Brainhack events. 3 of them new to hackathons of any kind, and 1 had never made a pull-request prior.

---

**Encouraging Collaboration**

Throughout events, an emphasis is placed on collaborating across existing groups and boundaries.

Icebreakers and project pitches help identify overlapping interests between participants, and unconference sessions provide a structured outlet for discussion.

Regularly, event teams consist of members from different institutes. Recurring projects such as Nipype, BIDS, NIDM provide accessible entrypoints for newer participants.

---

**The Brainhack Structure**

- **Ignite Talks**: Presentation and panel content organized on site by attendees.
- **Meet & Greet**: Brainhacking 101 enables less experienced attendees to learn basic software and data analysis skills through live lectures and hands-on tutorials.
- **Open collaboration on participant-organized projects throughout the event**.

---

**Example Format**

We strive to balance education, hands-on hacking, and built-in collaboration, providing a full schedule for novice and more experienced participants.

<table>
<thead>
<tr>
<th>Time</th>
<th>HackTrack</th>
<th>TrainTrack</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event Opening</td>
<td>Check-in</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Welcome, Intros, and Icebreakers</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mingling and Project Pitches</td>
<td></td>
</tr>
<tr>
<td>Repeated Throughout Event</td>
<td>Unconference Discussion</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Meal</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Hacking</td>
<td>1-2 Hour Tutorial</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1-2 Hour Tutorial</td>
</tr>
<tr>
<td>Event Closing</td>
<td>Project Presentations</td>
<td>Survey and Wrap-up</td>
</tr>
</tbody>
</table>

The schedule here is adapted from our 2018 OHBM event.

---

**Resources**

- [Brainhack Proceedings](http://www.brainhack.org/proceedings/)
- [Brainhack Slack](https://chat.brainhack.org)
- [Winners Brainhack Guide](https://drive.google.com/file/d/1qWttizZ5y1pk6H373W4j3Zw4C6R3Ys6n/view)
- [OHBM Open Science YouTube Channel](https://www.youtube.com/channel/UC7h83F1v1gDEA1y7MNd4C0Q)