

ENVISIONING THE FUTURE OF WORK: HACKATHON 2023

11-12 December, 2023

Sensory Guide and Social Story



Sensory Guide for the Hackathon

As you join us for the ThinkLab Hackathon, this guide offers insights into the flow of the event, highlighting the social interactions, working sessions, and the sensory environment you will encounter. Our goal is to facilitate an inclusive and comfortable experience for all attendees.

Key Locations

- Webb Library: Main event room set up in classroom style for keynote speeches and large gatherings.
- Admin Room: An accessible breakout room for smaller group discussions and activities.
- Study Centre Rooms 4, 5, 7, 9, and 10: Breakout rooms in boardroom style for team work.
- Fulburn Room: Reserved for judges and private deliberations.
- Bain Room: A quiet room designated for relaxation and low-stimulation breaks.
- Elena Hall: Accessible dining area for lunch and social interactions.

Key Accessibility and Sensory Details

- Navigational assistance: Directional signs, ushers, and an information desk staffed by ThinkLab members will ensure easy navigation.
- Physical accessibility: All main event spaces and catering facilities are accessible. Lift access is available to key areas.
- Quiet zones: A quiet room and quieter sitting areas are designated for low-stimulation breaks.
- Sensory aids: Fidget toys and noise-cancelling headphones will be available.
- Coloured bracelets for accessibility indication: Bracelets will be provided for all participants to help indicate their accessibility needs.
- Team support: ThinkLab team members are always ready to assist with any concerns.



DAY 1

9:00 – 9:30 AM: Morning Arrivals at the Foyer

You will start your day greeted by our team at the Foyer in the West Court. The area will be lively with mingling, and you can expect a moderate level of noise. If you prefer a quieter space, the Bain Room and quieter corridor will be available as calm zones. Before proceeding, please

- Collect your name badge and
- Choose a bracelet from the registration desk if you do not wish to be filmed (yellow bracelet) and/or if you would like our team to occasionally check in with you for accessibility needs (blue bracelet).

9:30 – 10:45 AM: Keynotes in the Webb Library

The day begins with a welcome speech and a keynote in the Webb Library. The room is equipped with AV for clear audio, and lighting will focus on the speaker area. We will be hosting approximately 45 people, including our team, in the Webb Library. While the space is designed to accommodate this number comfortably, attendees can expect a lively atmosphere with active participation and engagement. If the sensory input feels overwhelming, you are welcome to retreat to one of the quiet zones.

10:45 – 1 PM: Meeting Your Team and Ideation Session

You will meet your team and participate in an ice-breaking activity, followed by initial project discussions. These sessions will be dynamic, with moderate noise levels due to group interactions. Quiet zones are available if you need a break.

- You will be part of a diverse team, bringing together different skills and perspectives.
- Decisions will be made democratically, fostering a respectful and collaborative environment. Each team will have a lead communicator and a timekeeper, ensuring effective coordination and time management.
- Workspace: Breakout rooms provide a balanced setting for focused work and discussions. Sensory aids like fidget toys and noise-canceling headphones are available.



DAY 1

1:00 – 2:00 PM: Lunch Break in the Elena Hall

Enjoy a social lunch break, offering an opportunity for networking in a moderately busy setting. The hall will be well-lit with natural lighting and have a bustling social atmosphere with moderate noise levels from conversations.

2:00 – 3:00 PM (Optional): LEGO Serious Play Ideation Session

Engage in an optional LEGO Serious Play Ideation session followed by teamwork time. Facilitators will provide guidance. Creative engagement with LEGO will involve tactile and visual stimuli. Attendance at this session is completely optional, and we recognise that this type of team activity might not suit everyone's preferences or comfort levels. If you prefer a quieter environment or a different type of activity, please feel free to use this time in a way that best suits your needs.

2:00 – 3:30 PM: Afternoon Teamwork

Teams will work together, potentially moving between the Webb Library and breakout rooms. Facilitators will be available for guidance. Sensory support, including fidget toys and noise-canceling headphones, will ensure a comfortable working environment.

3:30–4:00 PM: Comfort Break

Tea and coffee will be served at 3pm in the Webb Library.

4:00–4:45 PM: Team Debrief and Wrap up

This session is dedicated to reflecting on the day's activities and progress made by each team. During this time, every team will have the opportunity to provide a brief update on their hackathon journey and experiences so far. It's also an ideal moment for participants to raise any additional questions or share insights and any concerns with us. We encourage everyone to communicate in the manner that feels most comfortable, whether it be written or verbal.



DAY 2

9:30 AM: Morning Setup and Tea

Similar to Day One, start your morning in the foyer. The same quiet zones are available for those who prefer a more subdued environment.

9:45 AM: Keynote on Technology and Accessibility

A keynote session focusing on the future of technology and accessibility will take place in the Webb Library. The number of participants in the Webb Library may be slightly lower, which could result in a slightly more subdued atmosphere compared to the first day.

10:00 AM– 12.30 PM: Team Time and Drop-in Coaching Sessions

Teams will finalise their projects and prepare for presentations. Expect a blend of focused teamwork and excitement as teams present their ideas. The Bain Room and other quiet areas remain accessible throughout the day for anyone needing a respite.

12:30 PM: Team Submissions Due

12:30 PM–2:00 PM : Long Lunch & Free time

Lunch will be provided in Elena Hall, similar to Day 1. Expect a similar busy atmosphere with moderate to high noise levels. During this extended lunch break, participants are encouraged to spend their time as they prefer, considering their energy needs. You also have access to the college coffee shop. While the coffee shop offers a change of scenery and a spot for relaxation or informal discussions, please be aware that it can also have a busy atmosphere with expected noise levels, as shared in more detail on page 6 of this guide.



DAY 2

2:00 PM– 3:00 PM: Team Presentations and Pitches

Teams will present their projects to the judges and audience. We understand that speaking in front of an audience can be outside the comfort zone for some individuals. If you do not wish to be in the spotlight or prefer not to speak during the presentation, please feel free to communicate this to your team members or to us directly.

3:00–3:30 PM: Judge Deliberations

During the judge deliberations, you are free to spend your time as you prefer. This period offers a perfect opportunity to network, chat with your teammates, or reflect on the day's experiences. If you're looking for a break, consider spending time by yourself in one of the quiet zones or the college coffee shop.

3:30– 4.30 PM: Prize Ceremony and Closing Remarks in the Webb Library

The event concludes with a prize ceremony and closing remarks. This session will be celebratory, but you can step away to quieter areas if needed. Following the ceremony, there will be an opportunity for team photos. Participation in these photos is completely optional, and we fully respect the choice of those who prefer not to be part of them.



Additional Notes

Additional Venue Access: Jesus College Coffee Shop and Brewery

During the Hackathon, participants will have access to the Jesus College coffee shop and brewery. We encourage you to explore these facilities as per your comfort and convenience, keeping in mind the varying levels of activity and social interaction you might encounter. Although the college term should be over, resulting in fewer students, these areas may still host a mixed and potentially lively atmosphere as they are open to everyone and might be frequented by college staff and students.

Awareness of Other Events and Potential Disruptions

During the ThinkLab Hackathon, please be aware that there may be other events occurring within the vicinity of our designated areas. These events could potentially create minor disruptions or changes in the usual environment:

- Admissions Interviews in the Study Centre: These are primarily online, but you may encounter university staff or students in the vicinity.
- Building Works in the Bawden Room: Nearby construction or renovation activities might result in occasional noise or a slight disturbance.
- Evening Activities: On certain evenings, there may be formal events in the college, such as Formal Hall in the Upper Hall starting around 6:30 PM. You might see students and faculty in formal attire around the college grounds or bar area.
- Other College Activities: Regular college activities might be ongoing, contributing to the general buzz and vibrancy of the campus.

We aim to ensure these events cause minimal disruption to our Hackathon. However, if you find these additional activities overwhelming or distracting, please feel free to visit the quiet zones like the Bain Room or the window seats in the quiet corridors for a peaceful break. ThinkLab team members are also available to assist and guide you should you need any help navigating these situations.

