Hack for Sweden

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Open data

- First release of an API in May 2013.

Purpose

- Improve and find new ways for data dissemination.
- Communicate openness and transparency to the public.
- Communicate statistics to new audiences.
Conditions

- The API is well-known and used.
- Communicate apps and services built with the API.
- Need to reach a specific target audience!
Hack for Sweden 2014

- 12 government agencies.
- 75 programmers, students, journalists and developers in 21 teams.
- 24-hour competition.
- Jury and prizes.
Finding participants

- Event site.
- Accounts on Twitter and Facebook.
- Ambassadors.
- Press releases and contacted specialised journalists.
Communicating the results

- Hack for Sweden’s YouTube channel
- Hack for Sweden’s Facebook and Twitter
- Press release
- Statistics Sweden’s own communication channels
Hack for Sweden 2015

- Similar event
- 20 government agencies
- More open data
- 90 participants in 30 teams
Winners 2015

 Hack for Sweden Award: Varisko (*Notify*)

 Best visualisation: Hemul

 Best public utility: Dödsorsak (*Cause of death*)
Fråga Sverige (Ask Sweden)

Soltimmar (Hours of sunshine)

Jag kan påverka (I can influence)
Results

- Chance to meet a young audience.
- Chance to communicate official statistics as a valuable source of data.
- Good media coverage.
- 21 out of 23 participants rated the event 4 or 5 on a scale of 1-5.
- Ministers for Information Technology and Public Administration attended.
Questions?

- Or other experiences of hackathons?
Thank you!

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