

# 2014 October Hackathon at Cornell

Question	Answer
<b>Where</b>	<a href="#">Mann Library</a> , Cornell University, Ithaca NY 14853
<b>Monday Schedule 10/13/14</b>	<p>8:45 am Morning coffee, <a href="#">Mann Room 160</a></p> <p>9-10 am Welcoming remarks and lightning talks proposing project ideas in <a href="#">Mann Room 160</a>, followed by initial group formation there and on the 2nd floor in the <a href="#">Bissett Collaborative Area</a> or the <a href="#">ITS Offices</a>. See <a href="http://goo.gl/pLsJeM">http://goo.gl/pLsJeM</a> for a document with proposed topics/teams.</p> <p>10:00 am Coffee break, Mann Room 160</p> <p>12:00 pm Touching base in Mann Room 160 before lunch break</p> <p>1:00 - 5:00 pm Group work in Mann Room 160 and on the 2nd floor in the Bissett Collaborative Area or the ITS offices</p> <p>2:30 - 3:00 pm Light refreshments offered in Mann Room 160</p> <p>5:00 pm (weather permitting) Guided walk from Mann Library through campus and down the Cascadilla Gorge Trail to the Hotel Ithaca</p> <p>6:15 pm Meet at Hotel Ithaca lobby for rides to Jon C-R's house for pizza &amp; beer, salad, &amp; dessert (<a href="#">303 Winthrop Drive, Ithaca</a>) or self-arrange groups for dinner at <a href="#">downtown restaurants</a> in walking distance from the hotel.</p>
<b>Tuesday Schedule 10/14/14</b>	<p>8:45 am Morning coffee, <a href="#">Mann Room 160</a></p> <p>9:00 am - 12:00 pm Group work in <a href="#">Mann Room 160</a>, <a href="#">Bissett Collaborative Area</a>, and <a href="#">ITS Offices</a></p> <p>12:00 pm Touching base in Mann 160 before lunch break</p> <p>1:00 - 5:00 pm (or later) Group work in Mann Room 160 and on the 2nd floor in the Bissett Collaborative Area or the ITS offices</p> <p>2:30 - 3:00 pm Light refreshments offered in Mann Room 160</p> <p>6:00 - 8:30 pm Dinner in self-arranged groups at <a href="#">downtown restaurants</a></p>
<b>Wednesday Schedule 10/15/14</b>	<p>8:45 am Morning coffee, <a href="#">Mann Room 160</a></p> <p>9:00 am - 10:00 am Final group work in <a href="#">Mann Room 160</a>, <a href="#">Bissett Collaborative Area</a>, and <a href="#">ITS Offices</a></p> <p>10:00 am - 12:00 pm Group presentations of results in <a href="#">Mann Room 160</a> and discussion of how to continue to make progress from a distance</p>
<b>Who</b>	Anyone interested in participating and hopefully contributing to the development, documentation, or testing of VIVO software, the VIVO-ISF ontology, or apps & tools to produce, visualize, or leverage VIVO data
<b>Cost</b>	No registration fee, but you pay your travel, hotel, meals, and parking (if needed). We provide space, our local developers, and light refreshments
<b>Goals</b>	Learning, training, gathering requirements, brainstorming ideas, writing documentation, improving the ontology, having fun and encouraging collaborative patterns of work related to VIVO that can continue between such events
<b>Extras</b>	If you arrive by 2 pm Sunday, we are planning a <a href="#">Finger Lakes Winery</a> excursion for the afternoon, followed by meeting up at the <a href="#">Ithaca Beer Company Taproom</a> for dinner at ~6:30 pm. The Ithaca Beer Company is on Route 13 just west of Ithaca – look carefully for the sign just past the intersection of Routes 13 and 13A ( <a href="#">Google Map</a> ).

As part of graduation from incubator status with DuraSpace, the VIVO Project needs to grow our base of committers and contributors, defined as people who submit new code, bug fixes, documentation, sample data, tests, ontology changes, applications such as the Harvester that generate VIVO RDF from other sources, apps and visualizations that use VIVO data, and tools that make any part of creating and sustaining your VIVO easier. We see another hackathon building on Chris and Ted's [March, 2014 Hackathon at Duke](#) as a good way to encourage involvement as well as to make progress on a number of fronts, collectively and individually.

This is a big tent, but VIVO has been open since the first days that Chris Barnes and his UF development team pushed to get our code in SourceForge. Now we're a VIVO project on GitHub, a wiki, and there are lots of tools from our community and friends of our community such as the [Karma project](#) at the USC Information Sciences Institute.

Furthermore, this is **your** event – if you come, you will have a part in deciding what gets worked on and can directly contribute to the event's success.

## Logistics including hotel, shuttle, bus, parking, and restaurant information

### Proposed Topics

Additional topics and ideas are being collected in this document: <http://goo.gl/pLsJeM>. Feel free to add an idea or proposal.

Topic	Resource Person(s)	Comments
VIVO-ISF Ontology	Melissa Haendel	Work with the lead of the Ontology Working Group to improve and extend the ontology to be compatible with the <a href="#">HCLS W3C Dataset Description</a> ontology and work on integrating local extensions that belong in the VIOV-ISF ontology; learn how to use Protégé and other ontology editing and management tools
VIVO Harvester	John Ferreira	Learn to use the Harvester and help with sample configurations or data, connecting to Karma, extending the types of RDF output it supports, testing, and documentation
Consuming data from VIVO	Ted Lawless	How do you deliver VIVO data to apps written by people who don't know LOD or SPARQL?
Adding a new vocabulary service to VIVO	Huda Khan	VIVO can be configured to link to external vocabulary services that meet certain criteria – learn how to link to a new service such as the APA Thesaurus, and/or how to implement a vocabulary service that can serve VIVO or other applications
Customizing VIVO	Tim Worrall	Learn how to modify a VIVO list view, how to add a map to the VIVO homepage, and other techniques
New visualizations for VIVO	Paul Friedman	Use D3 or other JavaScript library to create visualizations on the VIVO profile page, or on related pages. Combine the power of JavaScript with VIVO's APIs.
Deep dive into the core code	Jim Blake	Explore the structure of VIVO internals. Follow the flow of data and authorization. Find the key points for deep-level customization. Discuss potential improvements that can be included in future releases.
Wiki improvements	Paul and Layne	Reorganizing and consolidating