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 all 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.
- Our Winnower post, "A step by step guide for organizing open collaborative 'Brainhack' events" provides **a guide to organizers**.

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.
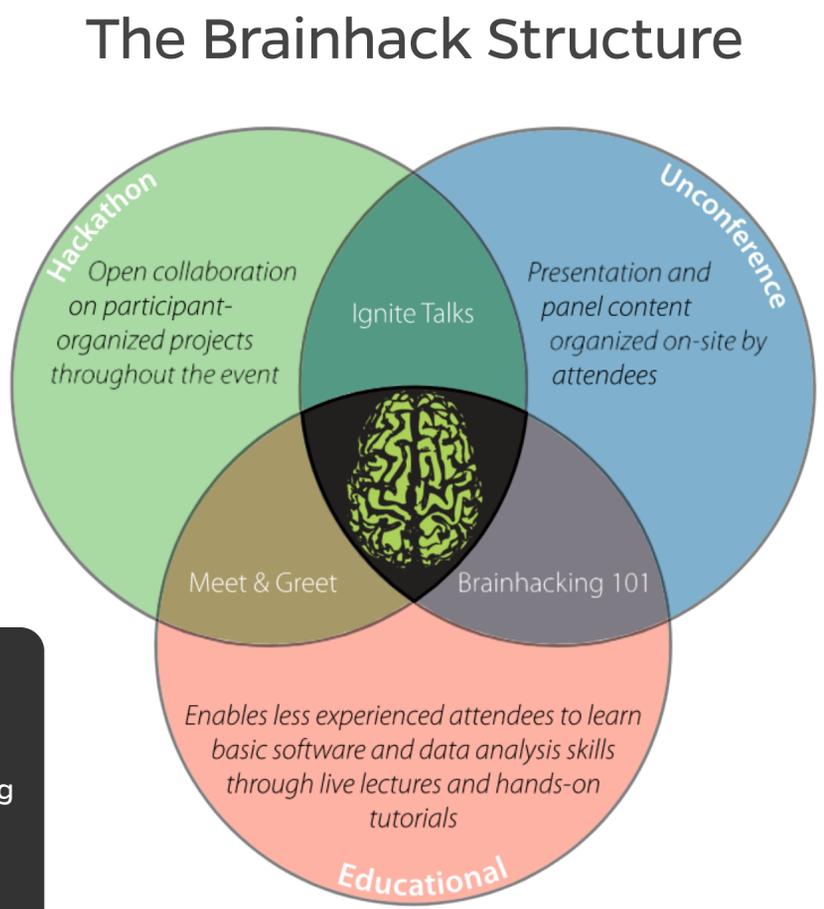
Encouraging Collaboration

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. Reccurring projects such as Nipype, BIDS, NIDM provide accessible entrypoints for newer participants.

The Brainhack Structure

Hackathon — Open collaboration on participant-organized projects throughout the event

Unconference — Presentation and panel content organized on-site by attendees

Educational — Enables less experienced attendees to learn basic software and data analysis skills through live lectures and hands-on tutorials

Ignite Talks

Meet & Greet

Brainhacking 101

Example Format

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

Time	HackTrack	TrainTrack
Event Opening	Check-in	
	Welcome, Intro, and Icebreakers	
	Mingling and Project Pitches	
Repeated Throughout Event	Meal	
	Unconference Discussion	
	Hacking	1-2 Hour Tutorial
		1-2 Hour Tutorial
	...	...
Event Closing	Project Presentations	
	Survey and Wrap-up	

The schedule here is adapted from our 2018 OHBM event.

Resources

Brainhack Proceedings:
    http://www.brainhack.org/proceedings/
Brainhack Paper:
    R.C. Craddock et al.. 2016. Brainhack. *GigaScience* 5, 1 (2016), 1–8. DOI: http://dx.doi.org/10.1186/s13742-016-0121-x
Winnower Brainhack Guide:
    https://thewinnower.com/papers/5577-a-step-by-step-guide-for-organizing-open-collaborative-brainhack-events
OHBM Open Science YouTube Channel:
    https://www.youtube.com/channel/UChvSitFvqGDeA1y7MJs4CGQ