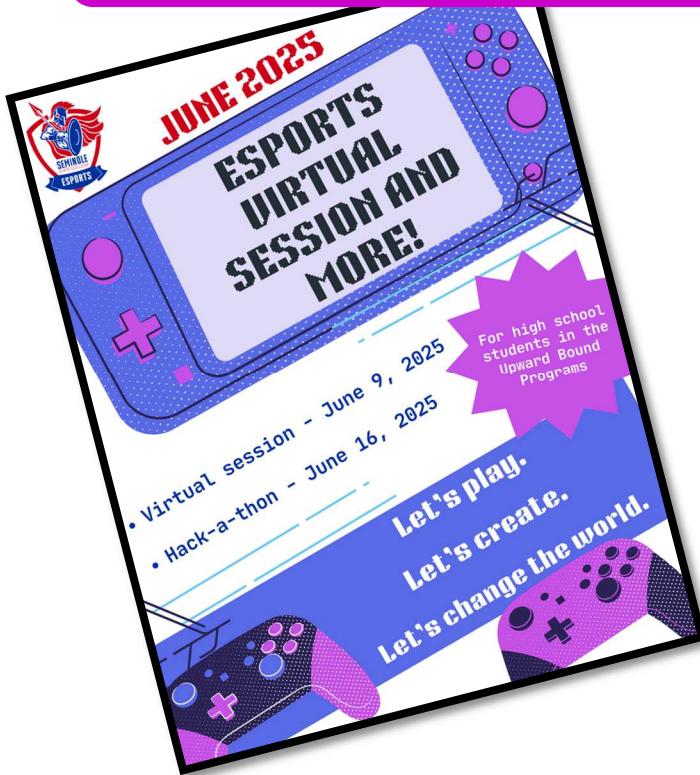


The **NASNTI** Monthly

June 2025



HACK-A-THON 2025!



This summer, students from the SSC Upward Bound programs will get hands-on with game design—and gain a deeper understanding of how tech can drive social change—during a two part Esports themed Hack-a-thon. The event will be built around the theme *“Design a Game for Good,”* and specifically tailored to foster innovation, collaboration, and creativity through gaming for participants.

This will be a **demographic-focused Hack-a-thon** which is a format designed for a specific group of participants. As *Techtarget* explains, “A Hack-a-thon, also known as a codefest, is a social coding event that brings computer programmers and other interested people together to improve upon or build a new software program.” (<https://www.techtarget.com/searchcio/definition/hackathon>)

The first event will take place on Monday June 9 with a virtual session on *“Innovative Ways in STEM & Gaming,”* where students will explore gaming’s social impact and future potential. Tech education advocate and robotics inventor Danielle Boyer, will headline the session, followed by a live Q&A and hands-on gameplay with educational platforms like *Gartic Phone* and *Jackbox Games*.

On Monday June 16, an in-person event is scheduled, as juniors and seniors will come together for a game night style Hack-a-thon. After an icebreaker and lively discussion with Danielle, participants will brainstorm and pitch ideas for socially impactful games. The evening will conclude with giveaways and thoughtful reflections on the power of games as agents of change!



NASNTI is 100% federally funded in the amount of \$450,000 annually.