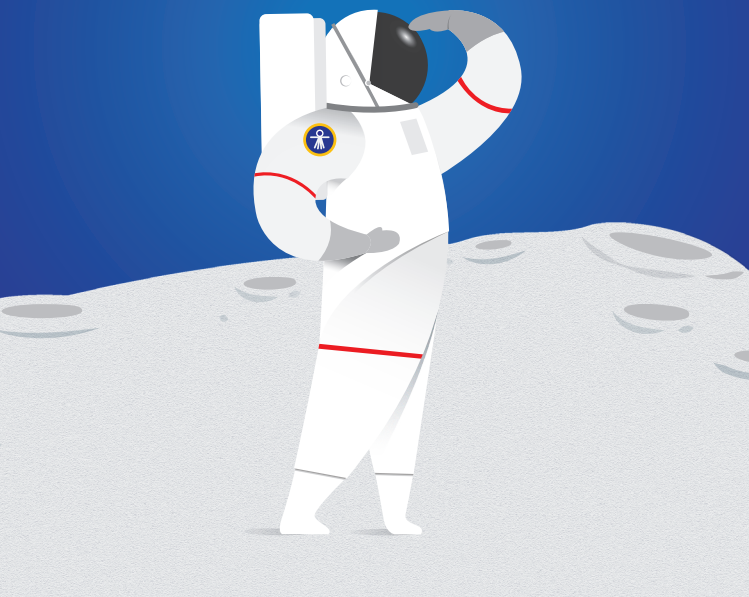




**2019**  
**BY-THE-NUMBERS**  
**#SPACEAPPS**



[WWW.SPACEAPPSCHALLENGE.ORG](http://WWW.SPACEAPPSCHALLENGE.ORG)



# WHAT IS THE SPACE APPS CHALLENGE?

Since its inception in 2012, NASA's International Space Apps Challenge has become the world's largest global hackathon, engaging thousands of citizens across the globe to use NASA's open data to build innovative solutions to challenges we face on Earth and in space.

Space Apps inspires people to come together, think intensely, and create solutions to important problems. Each year, Space Apps engages thousands of individuals — both at local events and through virtual participation — to work with NASA's open source data in a 48-hour sprint. Teams of technologists, scientists, designers, entrepreneurs, artists, and others are invited to collaborate again during Space Apps 2020, taking place October 2-4, 2020.



# HOW DOES SPACE APPS WORK?

On one weekend each year, with the help of NASA's Global Organizing Team (fondly known as the GO Team), hundreds of local leads around the world host events in a 48-hour sprint in which their participants hack solutions to challenges that NASA proposes, creating games, smartphone and computer apps, videos, teaching tools, and much more. Those who cannot participate in a local event are invited to find a team and solve challenges online via our virtual event.

Space Apps is a collaborative enterprise — not a competitive one, and we encourage participants to consider the goals of the International Space Apps Challenge as they create teams and craft solutions:

- To inspire collaboration, creativity, and critical thinking
- To foster interest in Earth and space science and exploration
- To raise awareness of NASA data around the world
- To encourage growth and diversity of the next generation of scientists, technologists, designers, engineers, artists, etc.



# 2019 IN NUMBERS

## TOP 10 LARGEST EVENTS

---

Cairo, Egypt - **2755**

---

Virtual Participation - **2296**

---

Waterloo, Canada - **737**

---

Indaiatuba, Brazil - **705**

---

Kuala Lumpur, Malaysia - **599**

---

Ankara, Turkey - **549**

---

New Delhi, India - **544**

---

Santiago, Chile - **534**

---

Mohali, India - **504**

---

Curitiba, Brazil - **454**

---

## MAINSTAGE

HUNSTVILLE, ALABAMA

---

Participants - **121**

---

Solutions - **24**

---

## SOLUTIONS BY CATEGORY

---

Living In Our World - **826**

---

Earth's Oceans - **394**

---

Planets Near and Far - **281**

---

Our Moon - **248**

---

To The Stars - **246**

---

Invent Your Own Challenge - **69**

---

## SOLUTIONS BY CHALLENGE

---

Trash Cleanup - **206**

---

Spot That Fire V2.0 - **160**

---

Build a Planet - **155**

---

Warming Planet, Cool Ideas - **116**

---

From Curious Minds Come

Helping Hands - **113**

---

Internet on the Ocean - **103**

---

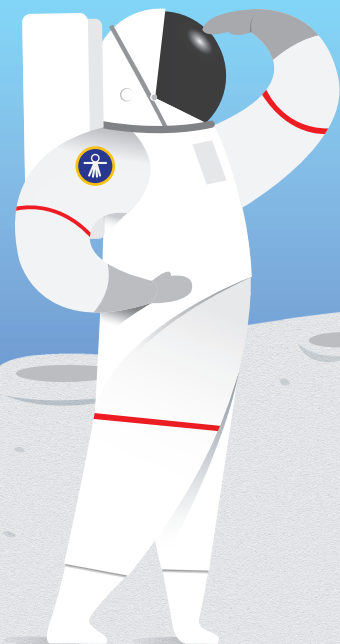
## NORTHERNMOST EVENT

VAASA, FINLAND

---

## SOUTHERNMOST EVENT

TAURANGA, NEW ZEALAND





79 EVENTS WITH

**100+**  
PARTICIPANTS

**2,296** PARTICIPATED  
VIRTUALLY

**29,253** PARTICIPANTS  
WORLDWIDE

**225** LOCATIONS  
SPREAD ACROSS **71** COUNTRIES  
AROUND THE WORLD

**55,900,000+**

PEOPLE REACHED ON SOCIAL MEDIA



**14,400+**

POSTS WITH HASHTAG

**#SPACEAPPS**

(or mentioned "Space Apps")

**3,900+**

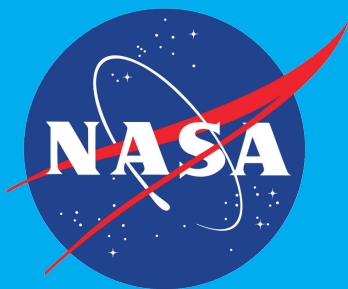
SOCIAL MEDIA  
USERS ENGAGED

**37.5%** OF LOCAL LEADS  
WERE WOMEN

**WOMEN IN DATA**

**37%** OF POSTS WERE  
FROM WOMEN





Space Apps in managed by the  
NASA Earth Science Division and implemented by  
Booz Allen Hamilton, Mindgrub, and SecondMuse.

[info@spaceappschallenge.org](mailto:info@spaceappschallenge.org)