HACK CLUB

Hack Club Annual Report 2022: A Hacker Generation

Empowering teenagers – through engineering – to take their talents as far as they can

Dear reader,

As we head into 2023, we're so excited to share our accomplishments. Thank you to our donors for making this impact possible.

In 2022, about 3,000 new high schoolers launched or joined an after-school coding club (a Hack Club) in the US and more than 28 other countries.
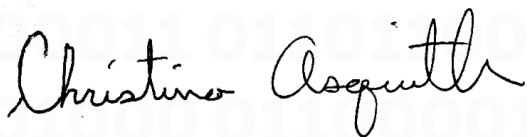
300 teen-led organizations used Hack Club Bank in 2022 to run their nonprofit's finances — making Hack Club Bank the most-popular financial tool for young people running nonprofits in the US.

And more than 3,500 new teenagers joined our online community, exchanging 1 million messages in popular channels like #code and #ship.

Looking ahead, we want to live in a world where 1 million teenagers identify as Hack Clubbers — dedicated youth leaders, with advanced technical skills, building real solutions in the real world.

Our optimism is rooted in what we see: a new generation of young engineers from every background, using the internet to tackle problems and achieve incredible things.

Thank you for making this happen!

Christina Asquith, Cofounder and COO

Zach Latta, Founder and Executive Director

2022: How we're changing the world

3,000+ pull requests
made to our open-source repositories

3,500+ new students
joined our online Slack community

400 projects shipped
by highly technical teenagers in our online community

2,000 teenagers using Sprig, our new game editor for JavaScript

300 new teen-led clubs
for the first time in countries like Portugal, Sweden, and Ghana

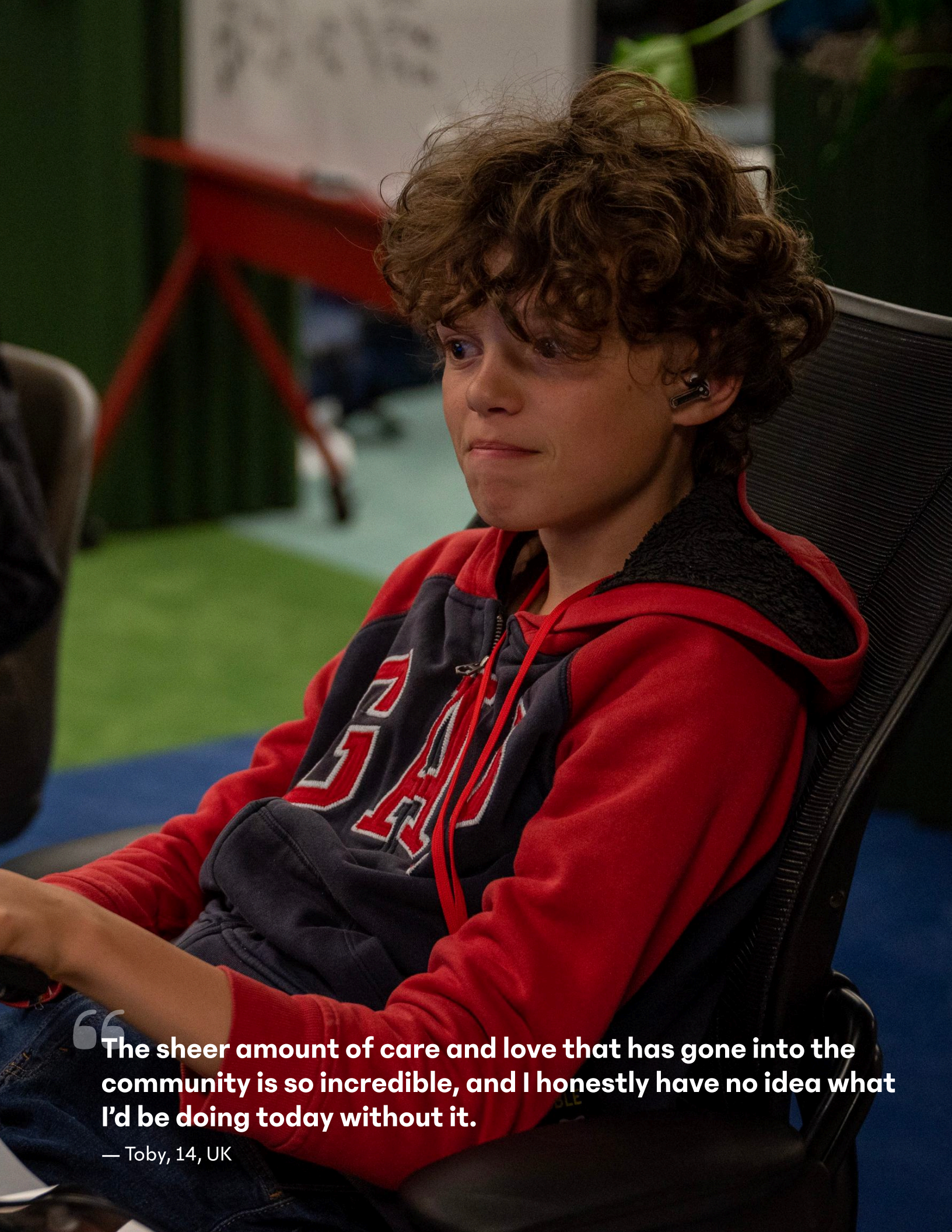## 1,000 students attended in-person coding events

5 new collaborations
with organizations with major teenage followings such as FIRST Robotics, GitHub Education, Replit, YouTuber Grant Sanderson and Girls Who Code

$2.8 million transacted on Hack Club Bank
With 300 teen-led orgs, Hack Club is now the largest fiscal sponsor of high schoolers in the US.

> "The sheer amount of care and love that has gone into the community is so incredible, and I honestly have no idea what I'd be doing today without it.

— Toby, 14, UK

5 parts of Hack Club

MISSION Create a new generation of highly-skilled problem solvers.

METHOD Provide a free and accessible ecosystem for technical teenagers to make friends, develop "hacker" values, and develop skills to create real projects in the real world.

Clubs

Hack Club staff supports hundreds of teenagers in launching their own coding clubs without adult supervision, including onboarding, leadership training and coding workshops.

Hack Club Bank

Hack Club Bank unlocks access to important pieces of the financial system for teenagers on an equitable basis. It does this by providing teenagers bank accounts, debit cards, and access to tax deductible donations they raised. They can also make their account transparent to the public, allowing other teenagers to learn financial management by example.

Online community

Teenagers meet coding friends in the largest online community of technical teenagers in the world.

Magical in-person events, together

In 2022, more than 1,000 teenagers came together in-person at hackathons in the US and worldwide, thanks to Hack Club. We aim to 4x this number in 2023.

Open-source collaborations

Hack Club engineers led 5 open-source projects, engaging 100 teenagers from 9 countries, that led to 3k+ pull requests.

Led by our values

For and by teenagers

Hack Club was founded by a 16 year old, and is staffed by many teenagers.

Accessible by all

Hack Club is free and works in every time zone, for every identity. In 2022, Hack Club dedicated $100k so teenagers in need could travel, attend conferences and buy hardware.

Highly technical

Hack Clubbers code in languages used by engineers, like Rust, TypeScript, Haskell, Go and ship projects people use.

Peer to peer learning

No teachers at Hack Club. Teenagers learn best from each other, at a self-directed pace, in informal settings.

Engineering leadership

Most of our team is technical and are building what they wish they had.
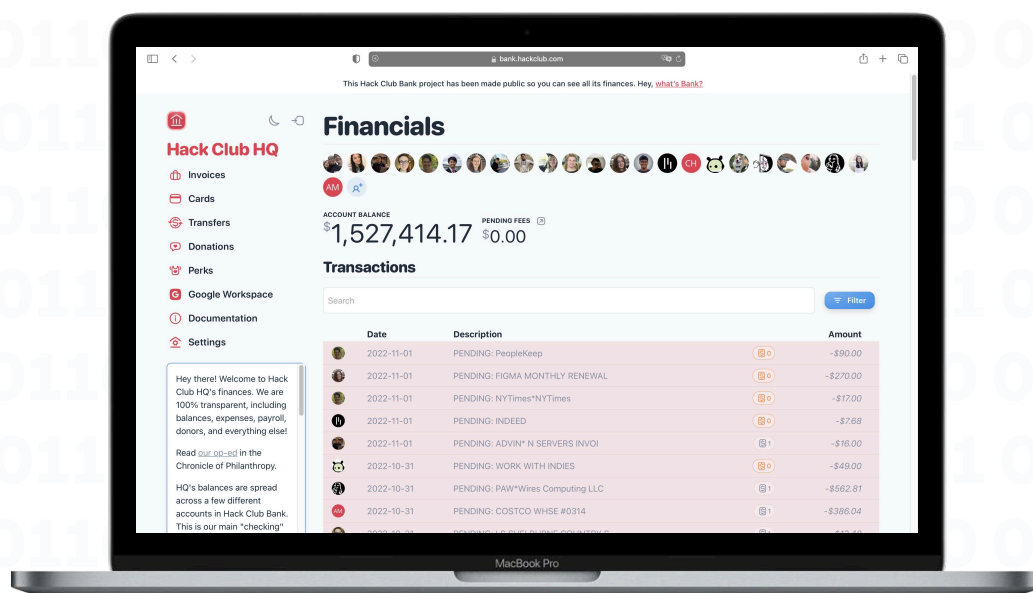
Transparency

Hack Club's finances and donations are run on a transparent public ledger, almost all of our code is open sourced, and our even our donor newsletters are posted to the community.

Kindness

Hack Club is designed to recognize and incentivize our values: curiosity, kindness, humility and honesty.

Respect for privacy

Hack Club doesn't track teenagers, collect private information, or provide it to 3rd parties.

Our transparent ledger

> **My goal is to host the Bahamas' first hackathon. I want to inspire others and give them opportunities.**
>
> — Ivoine, 17, Bahamas (recipient of Hack Club travel grants)

Why Hack Club

At present, barely half of public high schools in the US teach computer science, a number that declined further during the COVID-19 pandemic. Students in rural, impoverished or low-resource areas have less opportunity to learn CS, which exacerbates inequality. Even in schools with CS teachers, the quality is too often outdated and unengaging.

Our challenge is bigger than outdated school systems. Teenagers today lack a positive narrative, and a cultural institution — a modern-day Boy and Girl Scouts — to guide them into adulthood with a strong identity, and skills that make them useful members of society.


Founded by a technical teenager who grew up on the internet, and led by a team of young engineers with senior leadership, Hack Club is that new institution, and its model works and scales. No other education, nonprofit, or private model comes close to successfully delivering — in an equitable way — high quality, CS education for free that results in highly technical teens, (from all backgrounds) building and shipping projects regularly in a wholesome environment.

We ask you to join us in investing in the promise of a new generation of highly-technical problem solvers. The result will be a resurgence in American optimism, a truly equitable educational system, and a generation of young people excited and able to solve our world's greatest challenges.

In 2022, Hack Club empowered thousands of teenage technical leaders to embody the hacker ethos.

Here is the journey of Ian, 14, California and Sam, 17, Singapore.

Ian

Sam
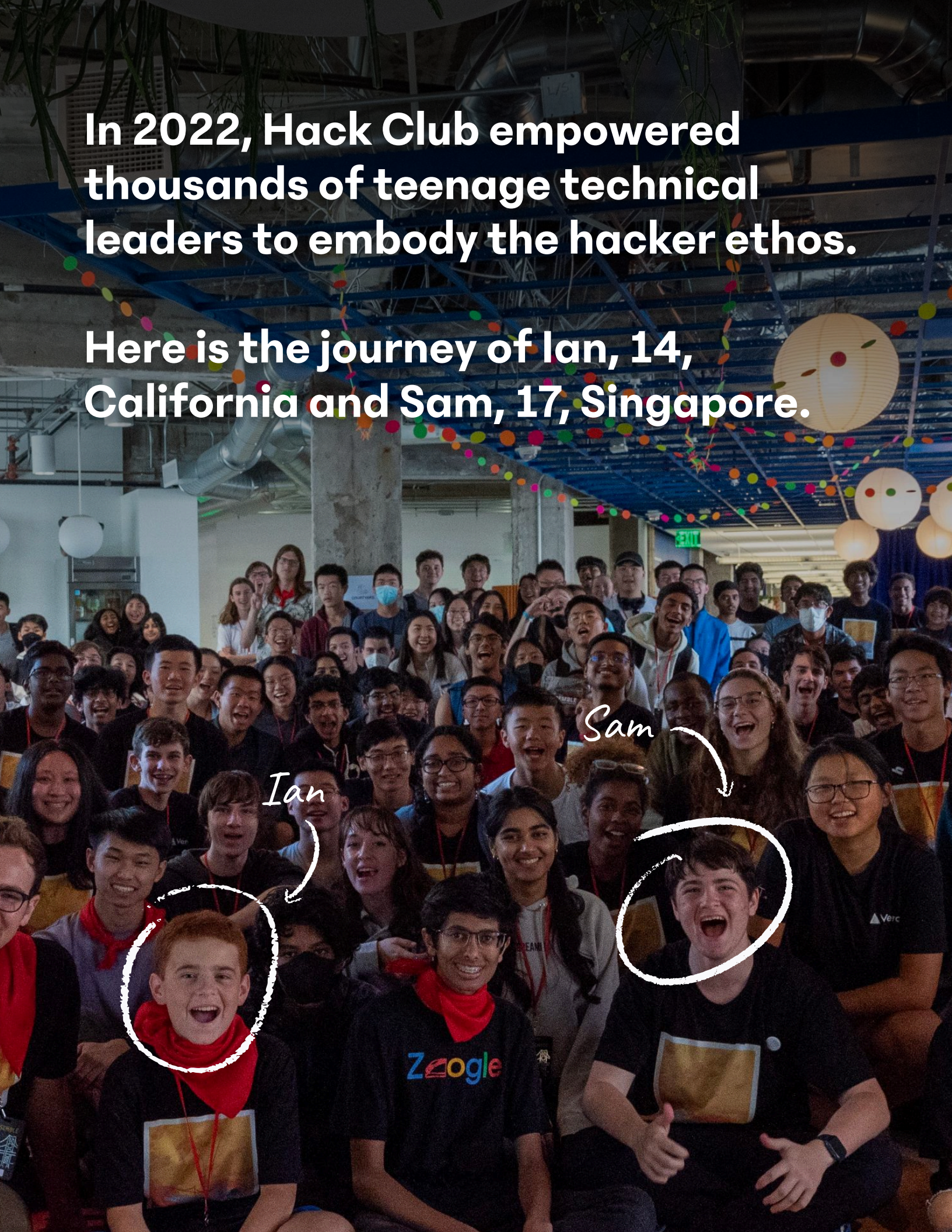
Clubs around the world

Ian, 13, of Irvine, California, loved to code but had few friends who shared his interest, and was not challenged by his school's CS class. After joining Hack Club in May 2021, he attended our summer hackathon, and built coding projects in our online community.

In 2022, Hack Club's engineering team launched Sprig, a game engine and console where teenagers learn to code by building their first video game in JavaScript, a critical coding language that stumps many intermediate teen coders.

Ian was one of thousands of teenagers to build and share games they built at home with Sprig, deepening and advancing their JavaScript knowledge.

Sprig is a

- web editor that comes with built-in sound and sprite editors
- game engine
- physical console

Since our launch Sep 2022:

2,000
Users

430
Consoles

100+
Games

https://sprig.hackclub.com/
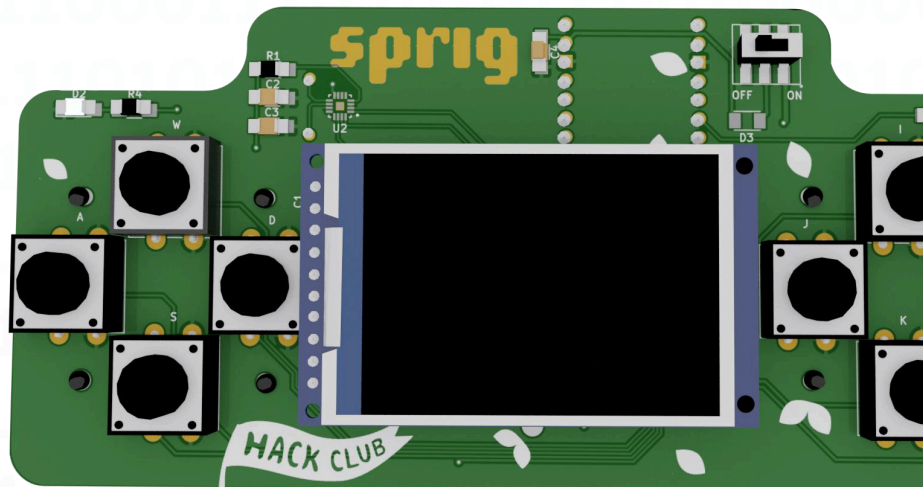
Sprig was a collaborative project between Hack Club engineers, Hack Club teenagers, and with assistance from Brian Silverman (who helped develop Scratch and the precursor to Lego Mindstorms), Vadim Gerasimov (engineer at Google who helped create Tetris when he was 15), and Quentin Bolsée (researcher at MIT and Vrije University Brussels).

A 21st century community

Starting or joining a club is just one way Hack Club engages teenagers. Hack Club founded its online community with 1 person in 2016, and has grown to 22k technical teenagers since.

There are hundreds of channels for teenagers to join, and chat, and it's all supervised by a code of conduct, and moderators from the community, supported by staff.

1,100,000+ messages

since Jan 2022

Staff and teenagers regularly roll out new technical challenges in the online community, such as "Some-Assembly-Required" earlier this year.

Led by a female engineer, more than 20 teenagers contributed to this guide with amazing results:

19% growth

in number of teenagers in our Slack in the first 10 months of 2022 compared to 2021

Some Assembly Required
A beginner's guide to learning assembly

#1   Hacker News

#4   All-time starred Assembly Repo

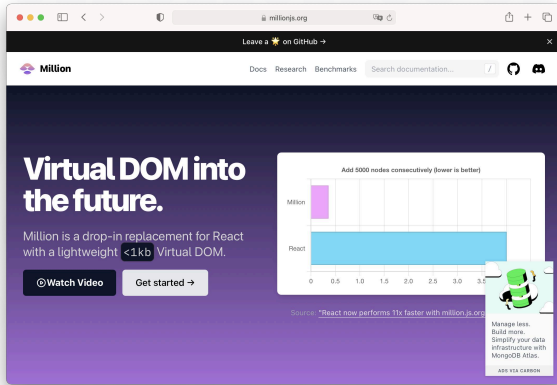**2.2k**   Stars on GitHub

400+ projects shipped 🚢

Ian regularly shares projects that they coded with other teenagers in the community!

> After seeing the amazing students here and the projects they make, I decided to learn to code... i've learned so much and met so many wonderful people.
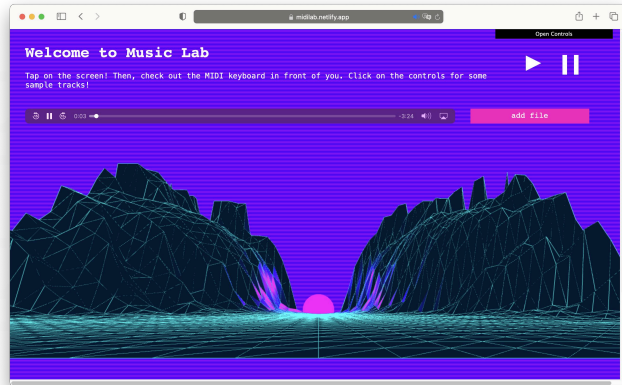>
> — Courtney, 17, Alabama

A few Hack Clubber projects in 2022

Aiden, 17, from Washington built Million is a drop-in **replacement for React** with a lightweight (<1kb) Virtual DOM, it has 5k+ stars on GitHub
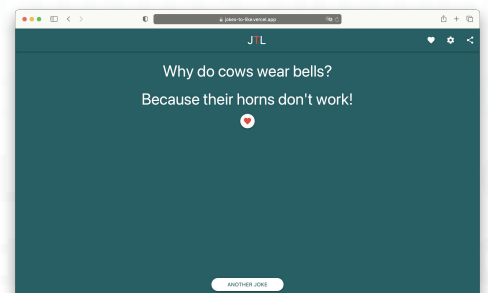

Claire, 17, from Los Angeles, built Midilab, a **music visualizer** using three.js

Rishi, 17, from Canada worked with Pranav, 17, from Washington to build Tandem, an **AI-driven urban biking companion** that uses depth sensing and OpenCV
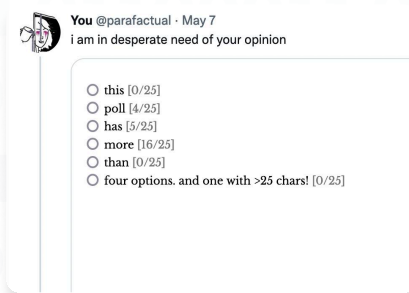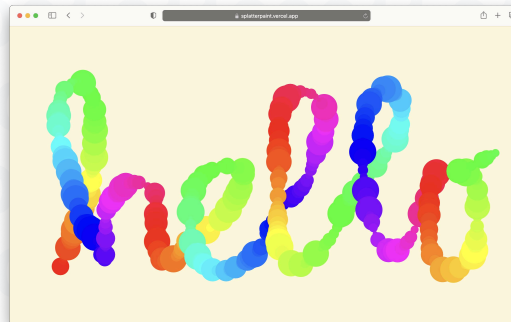

Celeste, 17, from Oklahoma, built **embeddable twitter polls** to bypass character and option limits
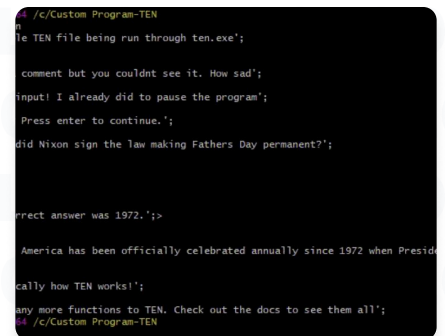

Bethuel, 17, from Kenya shipped a website that allows users to **generate and save jokes** using an open-sourced API
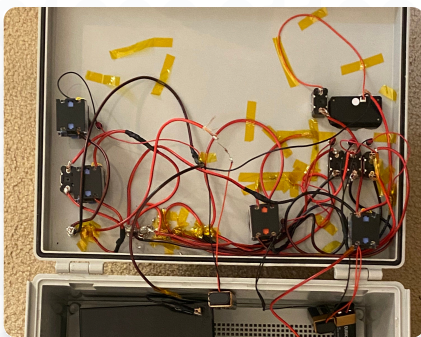
Alexander, 15, from Los Angeles wired and soldered a **functional rocket control panel**

Javi, 18, from Mexico shipped a **splatter paint** website with paper.js

Aadit, 16, from Washington shipped a **programming language: TEN**

Hundreds of new friendships

Friendships are at the heart of Hack Club's learning philosophy. (No teachers, school officials or parents take part in Hack Club.) Friendships start online over a shared passion for coding. However, in-person events — organized by teenagers — are a HUGE part of Hack Club!

Our summer hackathon — Assemble — was created by 17 year old Sam, from Singapore, and Ian and 10 other teenagers on the Hack Club Slack joined in. Hack Club provided them a $75k budget, and plans were afoot.

Assemble, the first major high-school hackathon since 2020, brought together

183	**12**	**40%**	**$32k**	
Makers	Countries	Female and non-binary	Travel stipends	*Hosted at Figma HQ, Aug 5-7.*

> **Assemble was easily the highest congregation of creative, smart and innovative people I have ever seen…. [it was] so obvious why everyone speaks positively about Hack Club, the people.**

— John, 17, Philadelphia

> "In Hack Club I've found a home, full of friends who find true joy in coding. When I log onto the Slack, there's so much positivity from others and whenever you share something people are always very supportive!"
>
> — Sam, 17, Singapore

Transparency builds trust

Thousands of teenagers will be impacted by our Assemble hackathon. Here's why:

We open sourced our event

Teenagers at Hack Club made public 100 pages of documents, including planning, budgeting, letters to venues, and fundraising. All other teenagers can read and use as a reference.

We networked teenagers from around the world

We created a #hackathon-organizers channel, which is now the #1 place for high school organizers to chat and share experiences. 618 teenagers are in the channel, with 2,800 messages sent.

2,800+
Messages

20+
hackathons in planning

$500 grants for IRL high school hackathons in partnership with

FIRST

We announced grants with FIRST Robotics to all teenagers to launch hackathons in their towns and cities.

Result?

More than 30 new high school hackathons are already in planning (to reach thousands of teenagers by the end of the year) across the United States. Ian is also running one!

Our values were successfully spread: we saw other hackathons adopting our practices including noncompetitive judging, transparent finances, stipends for low income students, and showing kindness and humility in language for the events.

Hack Club Bank: empowering teenagers

Hack Club Bank allows teenagers to raise, control and spend money as a nonprofit — meaning they have the tools to build real things in the real world, despite being a teenager.

Hundreds of teenagers starting using Hack Club Bank this year — and we're poised to grow rapidly in 2023.

Bank has also generated more than $200k in revenue for Hack Club!

Kiddo Byte is a student-led organization using Hack Club Bank that partnered with organizations like MIT OGCR to teach coding to young kids.

> **We are all genuinely passionate about making a change and Bank supports us...I love the Bank community because it represents the good our generation has to offer.**
>
> — Robbie, 18, Kiddo Byte Founder
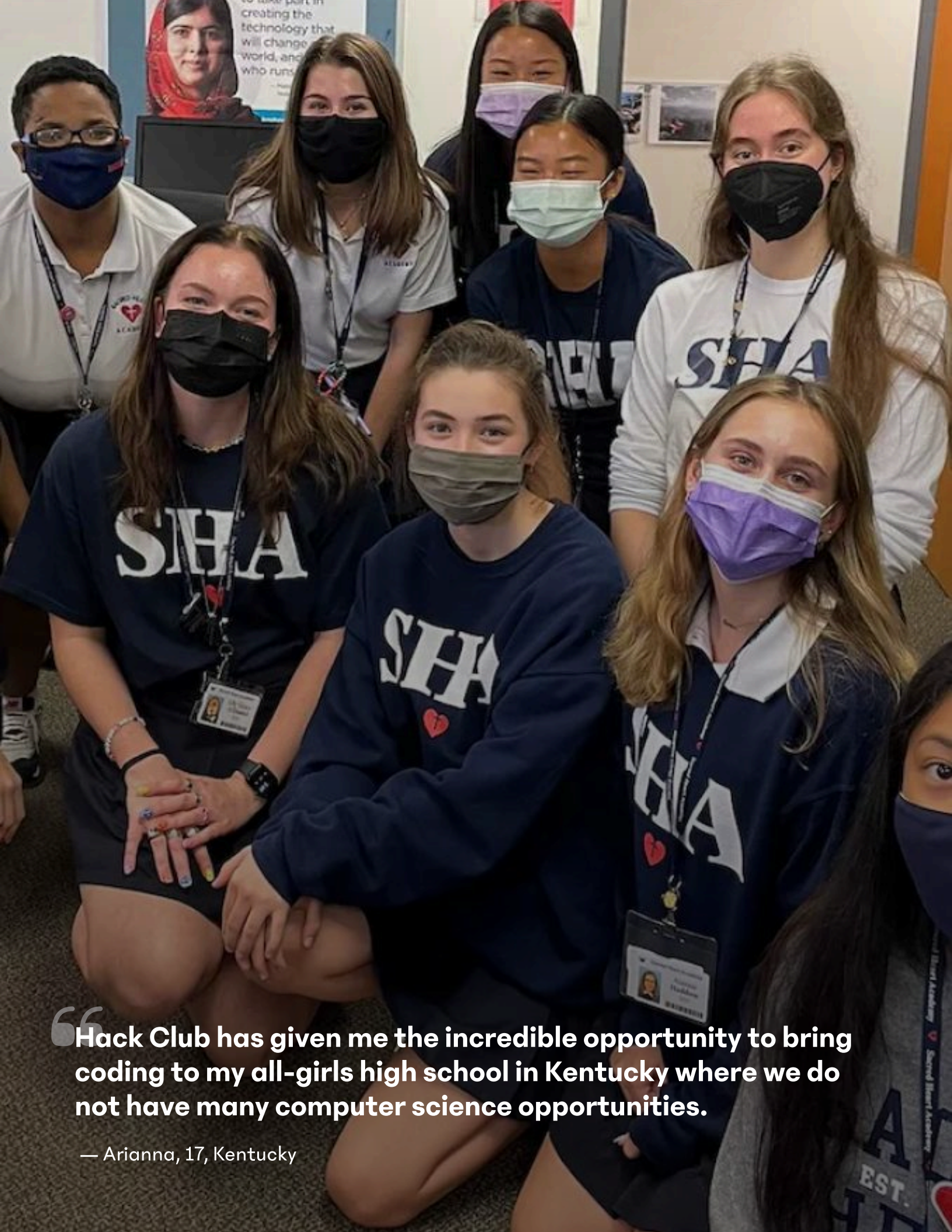
"Hack Club has given me the incredible opportunity to bring coding to my all-girls high school in Kentucky where we do not have many computer science opportunities.

— Arianna, 17, Kentucky

In the media

Frontpaged Hacker News 3x

News of Hack Club launches were read by thousands of engineers as they were upvoted and front paged 3x on Hacker News, the most popular news site for engineers.

Featured in GitHub Education's Newsletter

Featured 4 times in the GitHub Education newsletter that reaches 70k+ students around the world. Hack Club is GitHub's high school partner.

FIRST® Robotics & Girls Who Code Blogs

In 2021, FIRST® and GWC collectively reached 700k+ students in 90+ countries.

AMAs w/ Sal Khan, George Hotz ++

Numerous curated events where Hack Clubbers engaged with interesting technical people.
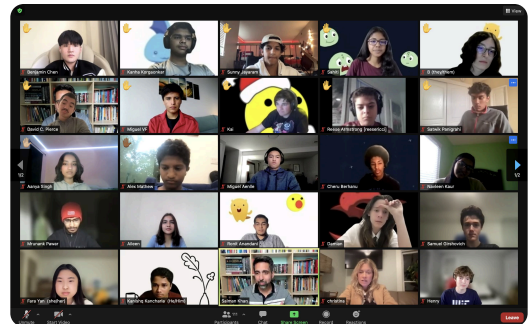
600k+

impressions on Twitter

28.5k+

views on YouTube video/live-streams

EFF Podcast interview

with founder, Zach Latta

Hack Club Financials

Through significantly increasing our staffing, we're building up the capacity to better serve teenagers around the world!

USD ($)	2021	2022*
Total Revenue	3,074,940	3,107,145
Donations	2,901,439	3,004,000
Earned Revenue	38,661	103,145
Additional Revenue	134,840	TBD
Expenses	1,711,023	1,805,000
Net operating revenue	1,363,917	1,302,145

Staff (2022)

15 Full time

11 Part time

40% teenagers

*Expected EOY financials as of Dec 1, 2022

Thank you to our supporters (all time)

Above $2 Million

Elon Musk (3x donor)

Tom and Theresa Preston-Werner (4x donor)

$200k - $500k

Vitalik Buterin

Craig Newmark (4x donor)

Ron Conway (3x donor)

Endless Network

Argosy Foundation

Danhakl Family Foundation (3x donor)

$500k - $1M

Joe Liemandt

The Libermans

$100k - $200k

Quinn Slack (4x donor)

Adam Ross

Dylan Field, Founder, Figma

Amjad Masad, Co-founder, Replit

Tim Clem, Senior Engineer, GitHub

Andrew Reed, Partner, Sequoia

Conrad Kramer, Co-founder, Workflow

Guillermo Rauch, Founder, Vercel

David Cramer, Co-founder, Sentry

Mahmoud Abdelkader, CEO, Very Good Security

Blake Lieberman, Partner, Rief Ventures

Taylor Otwell, Creator of Laravel

Joe Lonsdale, Managing Partner, 8VC

" These are one of the most memorable moments of my life…
ever.

— Aileen, 14, Texas, who attended her first hackathon with Hack Club this August

Looking ahead

We respectfully invite you to join many of the 21st century's most iconic builders and creators. Hack Club aims to raise $6 million for 2023. This support will enable:

- **Free and accessible CS education for tens of thousands of new teenagers**

- **Hardware grants to build real projects**

- **Research and development for new coding games**

- **In-person coding events for thousands**

- **Deeper partnership with FIRST Robotics**

- **Grants to low-income teenagers**

- **Specific initiatives to interest girls and underrepresented groups**

Hack Club will always be a philanthropic endeavor. However, over time, our strategy for sustainability beyond donations includes:

- Revenue generated via Hack Club Bank
- Utilization of software to scale
- Support from future alumni, likely to be high networth
- Interest from our reserve
- Responsible and careful stewardship of funds

We hope you consider a gift to make Hack Club possible. Please reach out to Christina Asquith to learn more.

Thank you!

> "Hack Club is awesome. Genuinely I've met some of the best people. They actually don't sit around and wait for things to happen; they do it themselves."
>
> — Jason, 17, Texas