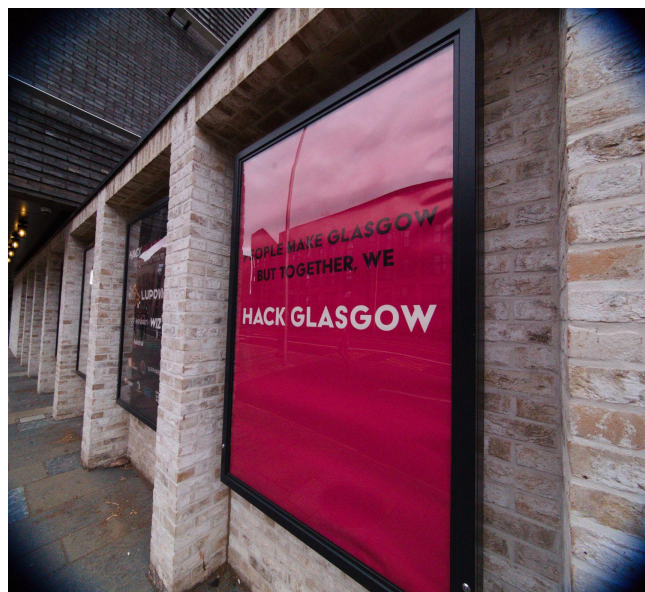
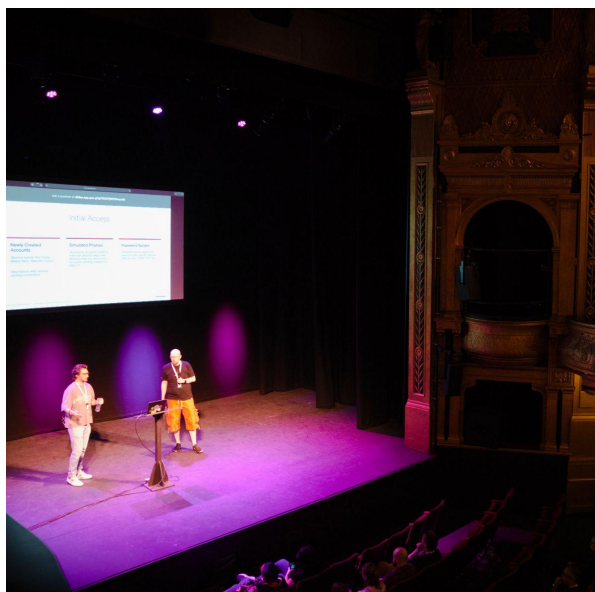




HACK GLASGOW 2026 TRANSPARENCY REPORT

Table of contents

Table of contents.....	2
Overview.....	4
Introduction.....	4
About the event.....	4
Artificial intelligence.....	4
Timeline of events.....	4
Considerations.....	6
Challenges faced.....	6
Organisation & Planning.....	8
Design and branding.....	8
Company structure.....	9
Organisation.....	10
Ticketing.....	10
Tools used.....	11
Call for papers.....	12
Call for crew.....	13
Pay it Forward.....	13
Comms & marketing.....	14
Sustainability.....	14
Stats.....	14
A/V.....	14
Press coverage.....	15
Financials.....	16
Main event.....	17
Stats.....	17
Attendees.....	18
Speakers.....	18
Crew.....	19
Sponsors.....	20
Venue.....	20
Mini lockpicking village.....	20
Sapphire CTF village.....	21
Security Blend Books stall.....	21
Dr. Ged's Hot Sauce.....	21
ScavMaster scavenger hunt.....	22
Photobooth.....	22

Catering.....	22
Workshops.....	23
Sticker stall & charity donation.....	23
Afterparty.....	23
Tokens of appreciation.....	24
Problems and incidents.....	24
Conclusion.....	26
Feedback.....	26
Lessons learned.....	26
Final thoughts.....	28

Overview

Introduction

Hack Glasgow is an information security, cyber security, and hacking conference based in Glasgow. It made its debut in 2025 and has returned in 2026. Hack Glasgow is a conference version of the local monthly hacker meetup known as Hack Thursday which has been successfully running in Glasgow since 2023 and provides a meetup space for hackers, industry professionals, and those with a curiosity about information security alike.

This transparency report aims to shed a light on the inner workings of the conference.

About the event

Hack Glasgow 2026 ran on Saturday 15th August 2026 at the Citizens Theatre in Glasgow. 472 tickets were allocated between attendees (including pay it forward), crew, organisers, speakers, sponsors, villages, vendors, and press. 16 talks and 2 workshops (from 19 speakers) were scheduled.

Artificial intelligence

No artificial intelligence was used in the design, planning, implementation, or similar at Hack Glasgow. While we recognise artificial intelligence is a useful tool that shouldn't be automatically discounted, it was important to us to maintain a true human connection in every element of the conference.

Timeline of events

The following is a timeline of events leading up to, and post conference.

2025

28th May	Venue (Platform) booked for 25th April 2026.
18th September	Venue (Platform) changed ownership and no longer fit for purpose. Ticket sales, CFP, CFV, and all planning halted while a new venue was sourced.

September - November	Multiple venues contacted for tours, including the Citizens Theatre.
21st November	Citizens Theatre walk around.
December	Final decision made on new venue – the Citizens Theatre.
22nd December	Contract from new venue sent for review, with date set as 15th August 2026.

2026

1st January	New venue (Citz) contract signed and returned.
15th January	Hack Thursday pre-release General Admission tickets launched.
16th January	General Admission tickets launched publicly.
20th January	Stats page released publicly.
1st March	CFP released and reviewers contacted.
1st May	CFP closed.
7th May	CFP review phase closed.
10th May	CFP sifting began with organisers.
10th - 20th May	CFP acceptances sent.
14th August	General Admission ticket sales end and Pay it Forward form closed. Crew arrive at venue for setup.
15th August	Event.
19th August	Organiser debrief call.
24th August	Venue debrief call.
25th August	Videos published.
2nd September	Transparency report published.

Considerations

Thanks to the success and overwhelmingly positive feedback about Hack Glasgow 2025, we wanted to ensure a similar level of quality and care for the event as was given previously and to address some of the minor challenges faced in 2025.

Challenges faced

As is the case with all community-led conferences, Hack Glasgow faced a number of challenges to get the conference “over the line”. Below is a brief summary of challenges faced.

Venue change



Due to attendees highlighting their keenness to return in 2026, we made the decision to book the original venue (Platform) almost immediately after our 2025 event. While initially this seemed to go without a hitch, we were landed with the news in September 2025 that the venue had since been sold to new owners who planned to convert the arches into a series of bowling alleys. This caused considerable

problems, both in having to claim back our deposit and in, effectively, going “back to the drawing board” on finding a venue in Glasgow that would be suitable to host Hack Glasgow.

As noted last year, Glasgow is a challenging city to host a community-led event. Most venues that were available were too small, not appropriate, too expensive, not fully accessible, or didn’t quite align with the community spirit of Hack Glasgow.

Eventually, after a lot of searching, a new venue was found – the Citizens Theatre. Not only was the new venue considerably cheaper in comparison to Platform, but the community-centric ethos matched what Hack Glasgow is all about, meaning it was a perfect fit for 2026 and beyond.

Our deposit with Platform was returned by the new owners of the venue after discussions.

Date change

Initially, we agreed that keeping Hack Glasgow's date the same year-on-year would be a good idea for forward planning. After the initial venue was lost, and time marched swiftly towards the Christmas period, we made a decision to shift the conference date out to further in the year. While not a major impact, this did lead to some crew not being able to return for our 2026 event.

Speaker no show on the day

We had one speaker "no show" on the day of the event. Attempts were made to reach out to the speaker both on the day and directly afterwards to check the speaker was okay, ascertain what had happened, and ultimately also help us determine whether any additional steps could be taken to avoid similar situations at future events. For reasons of privacy, we will not be sharing the speaker's reasons for not attending.

While several attendees and crew offered to fill the slot, a decision was made not to run with a replacement speaker. As an organiser team, we felt this would be unfair on the replacement speaker, having no preparation time and not receiving the same amount of promotion (both in printed materials and in pre-event communications) as other speakers.

Clashes with major events

Our initial date in 2026 (25th April) clashed with Cyber UK, Glasgow, for which the date was announced after we had signed the venue contracts and paid the deposit. Our new date (15th August) ended up clashing with both the World Piping Championships and the Edinburgh Fringe, meaning hotel prices were considerably higher than usual. This was unavoidable due to limited date options.

Although we attempted to reach out to local hotel chains to secure discounted rooms for anyone with a valid Hack Glasgow ticket, none of the hotels were willing to give a discount.

Organisation & Planning

Design and branding

We wanted a consistent look and feel with Hack Glasgow's branding that was 100% human inspired, generated, and edited. We created a simplistic design that was clear to read at a distance for any banners, had a simple font, and comprised three main colours. We wove this brand into everything we produced – from physical items (badges, bags, programmes, lanyards, cue cards, and signage) to digital items (display screens, video footage, speaker cards, online promotional material, etc).



Printed Front

Printed Back



HACK GLASGOW HACK GLASGOW HACK GLASGOW HACK GLASGOW

HACK GLASGOW HACK GLASGOW HACK GLASGOW HACK GLASGOW

Side 1

Side 2



Company structure

A new limited company (Hack Glasgow Limited, SC848077) was set up to handle the administration of Hack Glasgow moving forward. A Limited company structure was chosen over a CIC, (S)CIO, or similar structure due to the familiarity of the organisation team with Limited company structures over CICs or (S)CIOs and we felt a CIC or (S)CIO structure wouldn't be suitable. Hack Glasgow is VAT registered.

While Hack Glasgow is set up as a Limited company, no salaries, dividends, or erroneous expenses (such as mileage, working from home costs, or similar) are claimed by the organisers.

Organisation

Most, if not all, organisation discussions around specific tasks and ideas took place in an individual task within Asana, with occasional ideas discussed in a private Signal group.

Regular calls discussing Hack Glasgow were scheduled for all organisers to voice concerns, opinions, thoughts, and update the group on progress of any outstanding tasks. These calls began as monthly after our 2025 event, then moved to fortnightly meetings from March 2026, and finally weekly from June 2026.

The organisation team for 2026 was made up of 5 individuals: **Alice McGready**, **David Carson**, **David McKenzie**, **Gerard Barrett**, and **Scott McGready**.

Ticketing

Eventbrite was used again as our main ticketing platform for the 2026 event. Aiming to reduce the cost we set our General Admission tickets at a cost of £20 + Eventbrite fees, £5 lower than last year. The cost of the ticket puts us in line with most of the paid ticketed events in the UK and Ireland. We again decided against multiple drops and launched our ticket sales 32 weeks (8 months) prior to the event with a pre-release of tickets available at Hack Thursday.

Similar to 2025, we operated a “no ticket, no entry, no exceptions” policy, meaning everyone who set foot within the venue had a scannable ticket to gain entry. This allowed us to ensure fairness to all attendees.

No free tickets were gifted or given away. At our Hack Thursday Christmas 2025 quiz, five tickets were given to winners - these tickets were paid for personally by the Hack Glasgow organisers. Any sponsors that required tickets on top of their sponsorship allocation purchased the additional General Admission tickets (either via Eventbrite or Purchase Order).

Ticket sales closed on the 14th August 2026 at 12:00 and no tickets were available for purchase on the day at the door.

Tickets purchased (or assigned) required each ticket holder to input their dietary requirements. Last year only the purchaser of tickets had to submit one single dietary requirement or allergen information.

Tools used

Several software tools, or platforms, were critical to the success of Hack Glasgow. Some tools were chosen for ease of use, or organiser familiarity, rather than budget. Certain tools (such as the Adobe suite) were not purchased by Hack Glasgow but one of the organisers had a personal license or subscription.

Tool	Comments
Adobe Illustrator*	Designing Hack Glasgow logos, promo materials, speaker card templates etc.
Adobe Photoshop*	Graphic editing
Adobe Premiere Pro*	Video editing
Asana	Task management
Buffer	Social media management
Cloudflare	DNS/domain registration
Eventbrite	Ticketing
FreeAgent	Accounting
Github	Website and code hosting
Google Workspace	The main comms tool of Hack Glasgow where all documents, images, emails, forms, etc are stored.
Linktree	Collection of all links
Microsoft 365	Office application suite (PowerPoint, Word, Excel, etc)
PayPal	For donations by members of the public / invoice payments
Photobooth-App.org	Photobooth software
Pretalx	CFP collection
Signal	Communications
Zapier	API connectivity tool

* Organiser donated license/subscription

Call for papers

Our Call for Papers (CFP) was handled by a self hosted instance of Pretalx. This allowed us to simplify the CFP process for applicants and reviewers. 10 reviewers, of varying demography, were asked to review all CFP submissions alongside the 5 organisers. 53 submissions were received from 42 individuals over the 2 month CFP window. One applicant contacted just after the CFP closing date to request we allow their submission; however – in the interest of fairness to the other applicants – we decided not to accept the late submission.

Three speakers that were accepted are themselves, or work for, sponsors of the Hack Glasgow 2026 event. This was not part of the judging criteria for CFP acceptance - all submissions were treated equally.

Reviewers were selected from a wide range of backgrounds, specialisation, demography, and stage in career. We ensured that reviewers were not also CFP applicants so as not to introduce any unconscious bias.

The review process was open to reviewers and organisers until 5pm (UK time) on the 7th May 2026. Submissions were judged “blind” where the only content reviewers saw was title, session type (length), abstract, notes, first time speaker flag, whether they’d given the talk previously, and how not safe for work (NSFW) the talk was. Example:

“Invisible Battlefields: Cyber Threat Intelligence During Geopolitical Conflicts”

confirmed

[Content](#)
[Reviews](#)
[Comments](#)
Links ▼

	Title Invisible Battlefields: Cyber Threat Intelligence During Geopolitical Conflicts
	Session type Talk (50 minutes + 5 minutes Q&A) (55 minutes)
	Abstract Geopolitical conflict increasingly unfolds in and through cyberspace, where state and non-state actors exploit uncertainty, disruption, and ambiguity to advance their strategic objectives. This presentation will explore the role of cyber threat intelligence (CTI) as a cornerstone of organisational cybersecurity strategy during periods of geopolitical tension. Drawing on recent real world conflicts and the cyber campaigns and incidents that accompanied them, the session will demonstrate how CTI enables organisations to shift from a posture of passive defence to proactive resilience. Attendees will gain insight into how intelligence led approaches can inform executive decision-making, enhance internal organisational coordination, and support strategic planning in these volatile times.
	Notes -
Are you a first time speaker?	No
Have you given this talk or workshop before? If so, where?	No
How "not safe for work" is your submission?	(U) Suitable for all

While the CFP form did ask applicants to be mindful of the content that would be seen by reviewers, some abstracts contained identifiable information or the author was obvious due to the nicheness of the field.

On 7th May 2026 at 5pm, reviewers were removed completely from the system and organisers started sifting through the CFPs, taking all organiser and reviewer feedback into account. Our responses were sent over a period of several days, from 10th - 20th May 2026.

We also established a small set of reserve speakers, with their permission, for the eventuality of another speaker being unable to make it. One reserve speaker was confirmed on 31st May 2026, after another speaker did not confirm acceptance despite multiple prompts. One other speaker did not confirm attendance but their slot was not filled, as they had applied to deliver a workshop for which we had no reserve speakers in place.

We had one additional reserve speaker on hand until 2 weeks before the event, at which point we contacted them to advise that no slots had become available and to thank them for being a reserve speaker. We wanted all speakers to receive the same promotional treatment, so this 2 week cut-off was determined by our final deadline for sending programmes and posters to print.

Call for crew

Once the initial date was secured for Hack Glasgow 2026, we invited the crew of 2025 back and were pleasantly surprised when all said yes to returning. Due to the venue and date then changing, unfortunately not all crew were available. However, the vast majority were both able and willing to crew at Hack Glasgow and for that we are eternally grateful.

As the venue would provide their own employees to staff various components of the theatre (security, doors, bar, in the theatres themselves, A/V crew) launching a Call for Volunteers was not required. Only one additional crew member was added to the lineup for this year.

Pay it Forward

After the positive feedback from both donors and recipients of the Pay it Forward scheme from 2025, we decided to run the scheme again. This year we capped the number of available Pay it Forward tickets at 50. 45 applications for a Pay it Forward ticket were received in total (35 accepted, 8 withdrawn, 1 rejected) and the remaining 15 unclaimed tickets will be reallocated to 2027's event.

Of the 35 allocated Pay it Forward tickets, 27 turned up on the day.

Alongside colleges and universities, we reached out to organisations like Skills Development Scotland and the Job Centre to make them aware of the Pay it Forward scheme for their members.

Comms & marketing

As with last year, a curated social media schedule allowed us to keep all sponsor promises without overcluttering timelines and feeds. Similarly a single person was in charge of each platform meaning the tone of voice was consistent.

Sustainability

Feedback from 2025 was positive around the recycled bags and recyclability of bags, lanyards, badges, and programmes and, hence, we made a conscious effort to reduce, reuse, and recycle where possible. Roll up banners purchased for this year's event were PVC free and can be reused in future years. All conference paraphernalia (such as bags, lanyards, badges, programmes, etc) were fully recyclable and some made from recycled materials.

Any equipment purchased for 2026 is intended to be used over many years and, where possible, equipment was purchased outright rather than rent where budgets allowed.

Stats

In a bid to make transparency of the conference more readily available, a stats page was published at <https://stats.hackglasgow.live>. The stats page automatically updates the 2026 section via API calls to Eventbrite and Asana tracking ticket sales, CFP submissions, CFP submissions by time, Pay it Forward applications, etc.

Care was taken to ensure any stats displayed did not infringe on the privacy of attendees, or reveal any demography. We had positive feedback from sponsors, the venue, catering, and attendees about the stats page.

A/V

Initially conversations with the venue indicated that filming would be possible via the venue's own staff. Subsequently it was realised that only the audio and projector would be provided by the venue. We set out to source an external

company who could provide video services that matched our needs but quotes were proving prohibitively expensive, largely due to the event clashing with the Fringe.

We settled on purchasing our own video equipment with the view that this could be reused year on year and gave us more flexibility in terms of setup, output, and production. Purchasing our own equipment also meant we put less pressure on other UK & Ireland conferences by not having to figure out logistics around Cooper's rigs and allowed us greater control over the look and feel of the video output.

Cameras were set to record to their internal SD cards (which were running relay mode) to ensure a backup of footage from the event alongside the ATEMs recording camera and laptop feeds in each stage to a dedicated SSD. Sound output was provided direct from the mixing desk to the ATEMs and camera by the Citizens A/V team.

Press coverage

Glasgow Times ran an article on Hack Glasgow (<https://www.glasgowtimes.co.uk/news/scottish-news/26452260.hundreds-attend-hack-glasgow-citizens-theatre/>) which was very welcome. The article spoke about the event, the attendees, and highlighted Scotland's need for a community-led information security conference, especially one running in Glasgow.

Financials

	Debit	Credit
Turnover		£26,463
Sales <i>(including ticket sales and sponsorship)</i>		£26,463
less Cost of Sales	£12,305	
Materials <i>(required for photobooth)</i>	£204	
Event catering <i>(lunch, dinner, tea/coffee, crew breakfast)</i>	£12,101	
Gross Profit		£14,158
less Administration Expenses	£19,454	
Rent <i>(venue hire)</i>	£8,535	
Web Hosting <i>(Cloudflare domains)</i>	£44	
Computer Software <i>(Google Workspace)</i>	£614	
Computer Hardware <i>(photobooth equipment)</i>	£448	
Office Equipment <i>(A/V equipment, etc)</i>	£3,525	
Printing <i>(posters, banners, cards, etc)</i>	£2,878	
Stationery <i>(pens, blu-tak, etc)</i>	£35	
Sundries <i>(IRN-BRU)</i>	£126	
Advertising & promotion <i>(t-shirts, challenge coins, etc)</i>	£1,049	
Legal & Professional fees <i>(Companies House costs)</i>	£102	
Accountancy Fees	£1,250	
Postage & shipping <i>(lockpicking village, cards)</i>	£71	
Bank / Finance charges	£15	
Insurance	£762	

Totals do not include VAT. Total cost of event at time of publication: £31,759.

Main event

Stats

Ticket allocations:

Ticket type	Available	Allocated	Scanned	Turnout
General Admission	450	409	310	76%
Speaker	19	19	18	95%
Sponsor	27	17	17	100%
Crew	16	16	16	100%
Organiser	5	5	5	100%
Vendor	4	4	3	75%
Villages	5	1	1	100%
Press	5	1	0	0%
Total:	531	472	370	78%

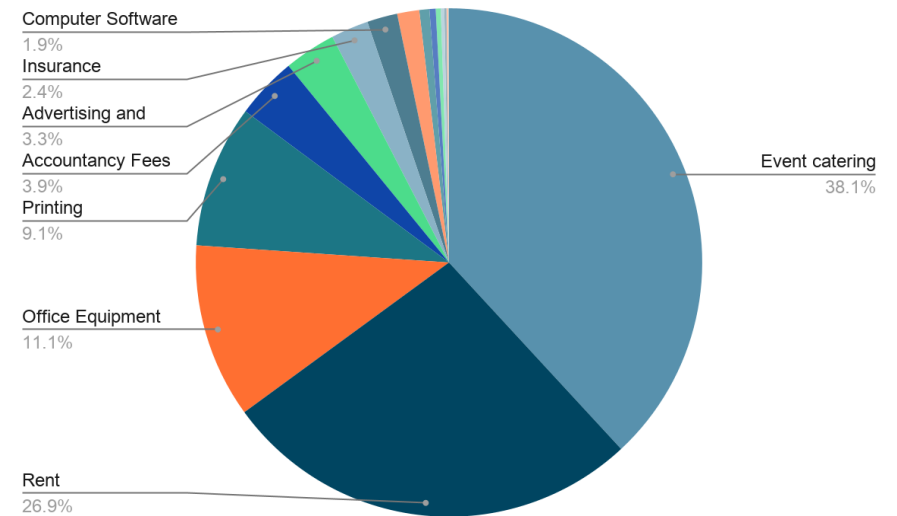
Pay it forward stats:

	Available	Allocated	Scanned	Turnout
Pay it Forward	50	35	27	77%

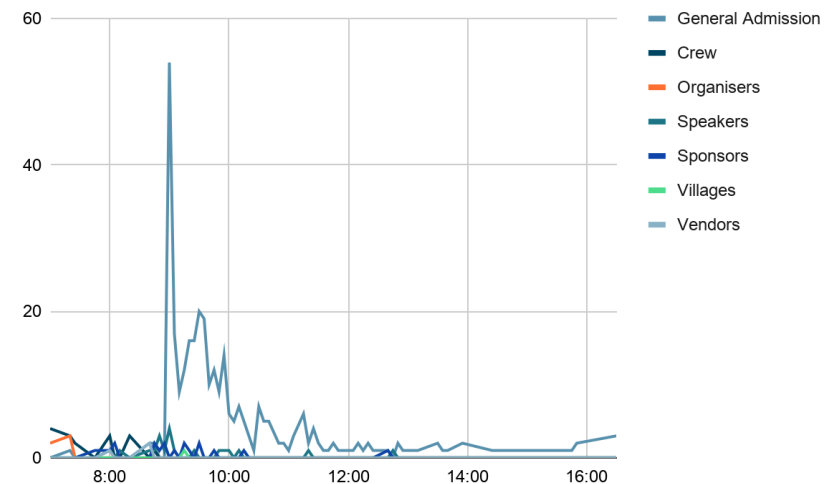
CFP stats:

	Session	Submitter
Accepted	18	19
Rejected	28	15
Withdrawn	7	8
Total:	53	42

Finance breakdown:



Check-ins by time:



All stats available at <https://stats.hackglasgow.live>

Attendees



A total of 472 people (including organisers, speakers, crew, sponsors, villages, vendors, press, and attendees) had a valid ticket to Hack Glasgow in 2026. Of those 472 allocations, 370 individuals (78%) turned up to the event.

Attendees were excited, engaged, and keen to see Hack Glasgow return in 2027.

Speakers

18 of the 19 speakers advertised on the schedule turned up to present their session at Hack Glasgow 2026. All talks were recorded (except for 2 sessions which had explicitly asked for them not to be) and uploaded to YouTube. Workshops were not recorded. Speakers were offered a copy of their recording without logos for their own records.



Speakers were such an integral part of our event that we made the decision to have their names on the lightboxes outside of the venue. This proved to be a big hit with speakers and attendees alike.

The Hack Glasgow 2026 speaker complement was made up of:

Scott McCracken, rand0h, Aaron Kelly, Ken Munro, Lauren Spokes, Liam Follin (gr4y-r0se), Gabrielle Hempel, Vi, Chris Bore, Ehren Osborne, Rishi (@rxerium), Alex Close, Marie Dubremetz / Helen of Troy, Cian Heasley, Seán Guthrie, Ryan Standbridge, Andy Gill, and Michael Reimsbach

All talk recordings are live on <https://videos.hackglasgow.live>.

Crew

As the majority of the crew were returning Hack Glasgow crew, they took to their roles in making the event what it was.

Hack Glasgow continues to be a success thanks to the crew's remarkable effort, work ethic, care, passion, and ability to problem solve on the fly. Our crew are an integral part of the event and embodiment the Hack Glasgow spirit and ethos.

We are forever grateful for them, yet again, putting their faith in our event and putting love and care into every element of it. Thank you.

The Hack Glasgow 2026 crew are:

grom, Sam, Roachy, maya, Geo, Paul, Mike, Mel, Zafrin, Colin, Sarah, Jon, Kit, Jason, Jamie, and Aigerim



Sponsors

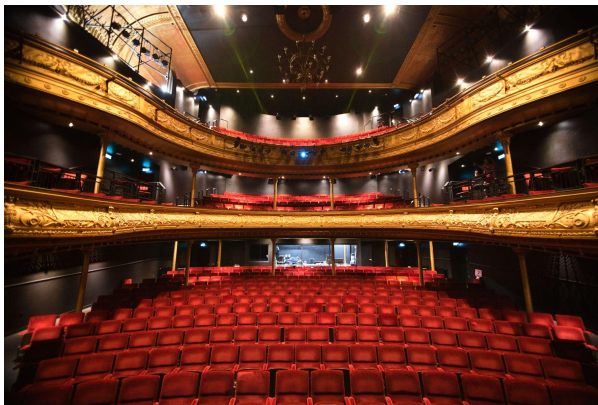
Hack Glasgow wouldn't be financially viable without the support of sponsors. We're committed to working with sponsors who share our vision and passion.

Our 2026 sponsor cohort was made up of:
Lupovis, Wiz, Intigriti, Fortra, Admiral, ID Cyber Training UK, Sapphire, ZephrSec, Damn Good Security, IASME, Cyber Increment, and BSides Leeds



Disclosure: Damn Good Security and Cyber Increment are individually owned by two of the organising team and a third Hack Glasgow organiser works for ID Cyber Solutions.

Venue



The venue proved to be a big hit with attendees, crew, speakers, and sponsors. Not only was the building perfect, the Citz staff themselves were curious, engaged, and lovely to all attendees. Feedback was incredibly positive both about the venue and the Citz staff. We cannot thank them enough for allowing the theatre to become Hack Glasgow's new home.

Mini lockpicking village

Thanks to the popularity of the mini lockpicking village from Hack Glasgow 2025, we reached out to KSEC who once again generously provided us with a lockpicking set. This once again proved to be a very popular attraction with attendees, speakers, crew, and sponsors alike.



Sapphire CTF village



A new addition to Hack Glasgow was a mini-CTF village. This was developed and hosted by Sapphire, one of our sponsors, though this was separate to their sponsorship and our approval of their idea was not influenced by them being a sponsor.

Attendee feedback was incredibly positive, and we rarely saw the table empty.

Security Blend Books stall

In 2025 we invited Security Blend Books to run a pop-up book stand. This proved to be a big hit with attendees so, naturally, we invited them back for 2026.

As table space is limited, a nominal £50 + VAT fee was applied to any vendor.



Dr. Ged's Hot Sauce



A new addition for 2026 was Dr. Ged's hot sauce. A favourite amongst crew and organisers, Dr. Ged is a local hot sauce vendor. This stall seemed to go down exceptionally well with reports of them selling out of a few sauces by 11am.

As table space is limited, a nominal £50 + VAT fee was applied to any vendor.

ScavMaster scavenger hunt

Another new addition to Hack Glasgow this year was a scavenger hunt. Crew member Geo took the reins on designing their own set of challenges for attendees to play along.

We wanted challenges that encouraged attendees to interact with each other without the challenges themselves impacting the event itself. Prizes were donated by the organisers and a member of crew, with winners also receiving one of the limited Hack Glasgow challenge coins (see 'Tokens of appreciation' below).



Photobooth

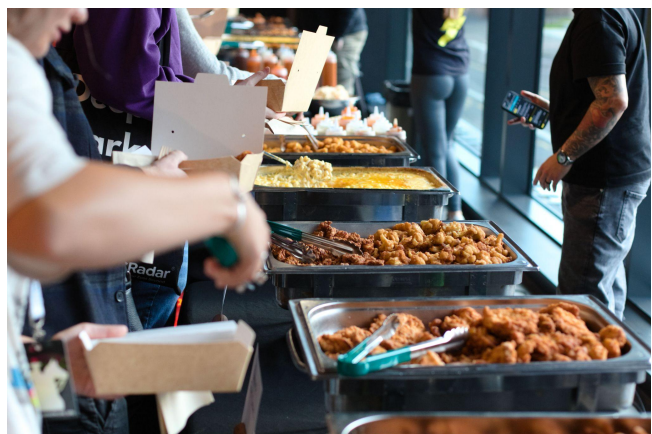


In 2025 we had a live link “portal cam” to BSides Exeter. While this was a great idea in theory, what we found was most people ended up using it as a selfie camera and, hence, we set up a photobooth.

Attendees, speakers, sponsors, crew, organisers, and even Citz staff were found to have interacted with the photobooth.

Catering

We found that 2025's catering offering was fairly underwhelming in both quality and quantity, yet expensive. This year we worked with local restaurants (Celino's and Buck's Bar) to bring a truly stellar level of quality to the event. We're pleased to say that both caterers went down incredibly well with attendees.



Workshops



Another new addition for 2026 was the ability to run workshops. 2 were delivered on the day, by **Liam Follin** and **Ryan Standbridge**. Workshop signups started at 10am with the first workshop kicking off at 1pm. Each workshop lasted 2 hours and feedback from attendees is they enjoyed both sessions.

Sticker stall & charity donation

A staple at most infosec cons is a sticker table. Delegates can browse through stickers and assorted swag, and are encouraged to give a donation to charity.

We made the conscious choice not to force specific pricing for stickers or swag items and instead let delegates choose to donate as much or as little as they liked.



The charity we chose for our 2026 event was Refuweege. A total of £1,518.93 (£1,246.36 + £272.57 Gift Aid) was raised via our [JustGiving donation page](#).

Afterparty



After closing remarks, the afterparty kicked off in the same venue. Evening catering was provided by Buck's Bar, and Rand0h hosted a game of 'Whose Slide Is It Anyway?' for the first time outside of the US.

Tokens of appreciation

On top of the general printing and design, we additionally designed and ordered the following limited items, which we distributed to those who played a critical role in ensuring the success of the event:

- Speaker t-shirts
- Crew t-shirts
- Hack Glasgow thank you cards
- Hack Glasgow 2026 challenge coins
- Hack Glasgow 2026 stickers (shiny Duke of Wellington)

All speakers and crew received a t-shirt, a thank you card, a challenge coin, and a sticker.

All sponsors, villages, vendors, and caterers received a thank you card and a number of challenge coins and stickers (with caterers receiving one of each, and other groups receiving a quantity determined by the number of allocated tickets).

Where speakers were also sponsors, they received the speaker tokens and an additional challenge coin.

We sent a thank you card, challenge coin, and sticker to all CFP reviewers who had not been part of our crew, and to our remaining reserve speaker.

We gave a challenge coin to a non-attendee who gave invaluable expert advice on the purchasing of recording equipment, saving us a considerable amount of time and money.

We gave four challenge coins to be used as prizes for the scavenger hunt, and ten challenge coins to those who competed in 'Whose Slide Is It Anyway?' at their afterparty, to encourage and reward participation.

Finally, we distributed several challenge coins to members of the Citz team who played a pivotal role in ensuring the success of the event.

Problems and incidents

We are pleased to report that no Code of Conduct violations were reported during (or after) Hack Glasgow 2026.

As with any event, things can go wrong. These are listed as follows:

1. The initial run of programmes had major issues with the print and cut. This was raised with the printer and a new set were printed quickly. This meant however that an additional 600 programmes had to be recycled, adding to the overall carbon footprint of the event.
2. Lunch queues were prohibitive for some attendees and caused the lunch serving to take a long time. Although the problem was largely addressed by the evening round of food, the organisers, and venue, are aware it was less than ideal for all. Steps have been taken to ensure this doesn't happen in future.
3. The evening food offering had mixed allergen specific food (gluten free and vegan) with non-allergen specific food (gluten and meat). Steps should be taken to ensure allergen/dietary specific food is 100% segregated. Feedback was largely positive about the lunchtime food regarding both allergens and segregation of dishes.
4. Two individuals suffered minor burns on their hands handling the hot trays provided by the evening caterer. Steps will be taken to ensure caterers have adequate signage and staff coverage for next year's event.
5. The projector in one of the theatres experienced minor technical problems, with the display periodically disappearing for a second or two. This could not be rectified at the time, as it would have involved moving and resetting a substantial number of the chairs. However, crew dealt with this admirably at the time, checking that the A/V recordings were not affected and keeping speakers informed in advance of their talks so that they were not put off and knew to continue as normal.

Conclusion

Feedback

At the time of writing, 52 pieces of feedback have been received via the feedback form, and several more via email/Slack/Discord/Signal/etc from sponsors, crew, organisers, attendees, villages, the venue staff, and vendors. Feedback is largely positive and especially complimentary about the venue, and some note issues around lunch queues not being ideal.

Lessons learned

1. Due to the thick walls in the venue, radios sometimes struggled to receive a signal when in an older part of the theatre building. While this didn't cause any major issues, warning the crew of this in advance may be an idea.
2. Planning catering around the venue was challenging but we believe we have solved any potential bottleneck with regards to lunch servings.
3. Seating during lunch wasn't ideal - more chairs may be required in future to allow for attendees to eat their lunch with peers.
4. Enabling speakers, sponsors, and crew the ability to skip any queues for lunch, dinner, or drinks should be considered for 2027 as these individuals are often required to be back at a sponsor table quickly or prepped for speaking. We want to ensure that everyone has a fair chance of getting food without feeling like they're abandoning a post.
5. The evening 'Whose Slide Is It Anyway?' in the foyer was difficult to hear for attendees due to no microphone or speaker arrangement. While the host, RandOh called it "beautifully chaotic", having something in place may be an idea for any future night time entertainment.
6. Some feedback noted afterparty events weren't as well advertised as they could be.
7. Lack of signage was noted by a few attendees for Stage 2 and workshops. This should be addressed in future.

8. While setup guides and callsheets were printed and available, only a few copies were available to crew on the day. These should be given to all crew in an easy to access format.
9. Additional cameras for a wider shot of the presenters may be required for future.
10. As with last year, those who would benefit from a Pay it Forward ticket were hesitant to nominate themselves. Although we reached out to many organisations to reduce as many barriers as possible, other organisations, such as the Kings Trust, should be explored.
11. Having a cut-off date for CFP applicants to accept or reject their slot would speed up the selection process.

Final thoughts

Finding a venue to host an event like ours in Glasgow is challenging for a large number of reasons. Often the assumption is venue cost, accessibility, and capacity are the only critical elements in picking a venue; however, there's so much more to consider. We wanted our event to be hosted in a venue that aligned with our community spirit, our ethos, and our culture yet also showcased the very best of the Glasgow spirit. We believe, wholeheartedly, we have found this in the Citizens Theatre. One thing we didn't consider (albeit in hindsight it's blatantly obvious) was that a venue is so much more than the physical building. The Citz staff were such an integral part of making the event a success – being curious about us, willing to share our culture, and engaging with our event more than we ever anticipated.

The Citz staff being proud of the venue influenced the crew so much that they became not only protective, but proud of the building, heritage, and history within the venue. They became proud caretakers willing to share nuggets of history with any attendee who would listen. We think we've found our new home... and we're grateful to the Citz for welcoming us with open arms.

We are equally grateful to you – whether you're an attendee, speaker, sponsor, vendor, or distant lurker. Everyone that took even a minor bit of interest in our event made Hack Glasgow 2026 the event it was, and we couldn't have done it without any of you.

With love,
The Hack Glasgow team
Dave, Alice, Ger, Carson, & Scott

