

HACK CLUB

Hack Club Stardance Challenge

June 1 – October 31, 2026 · in partnership with AMD

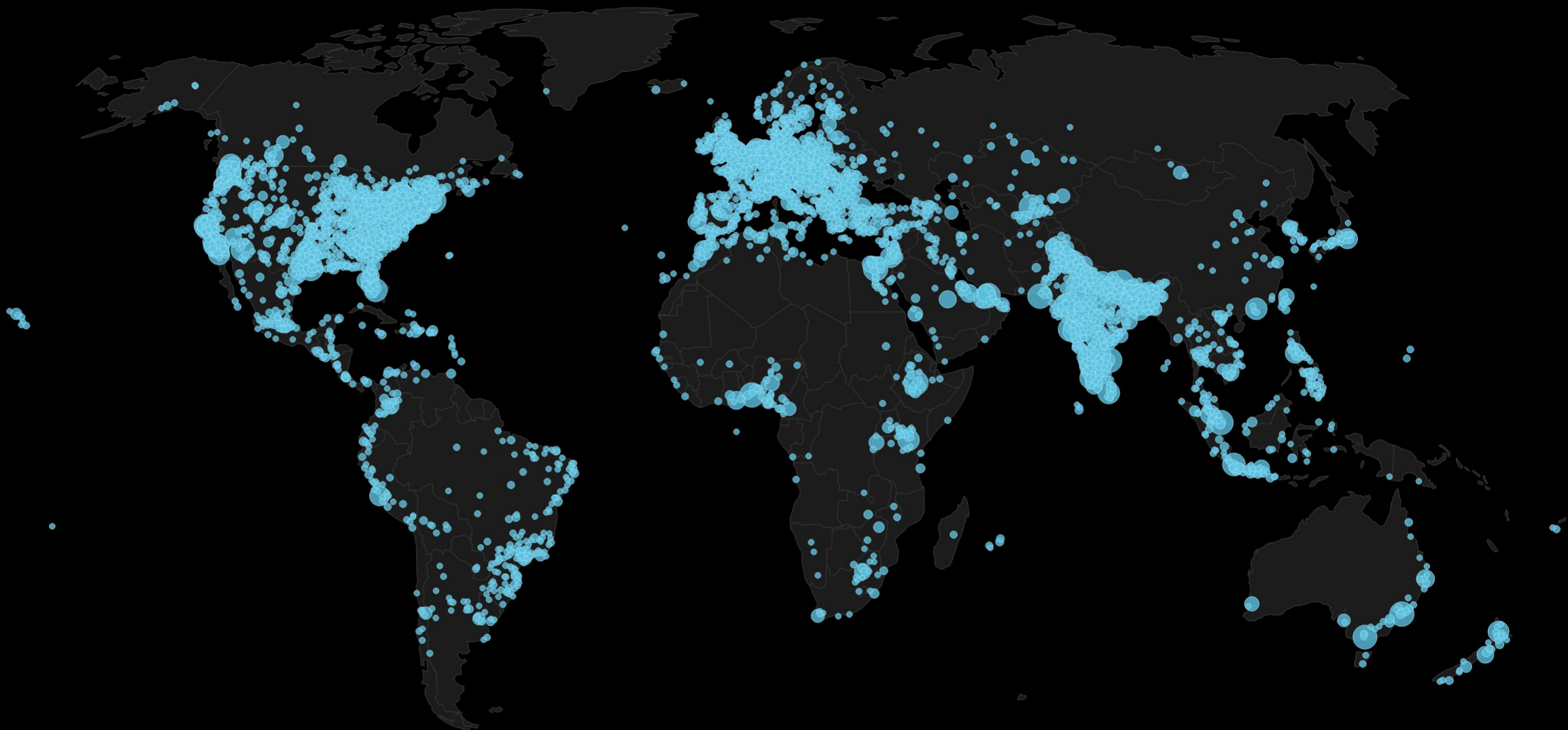
Impact Report

For AMD. Confidential.

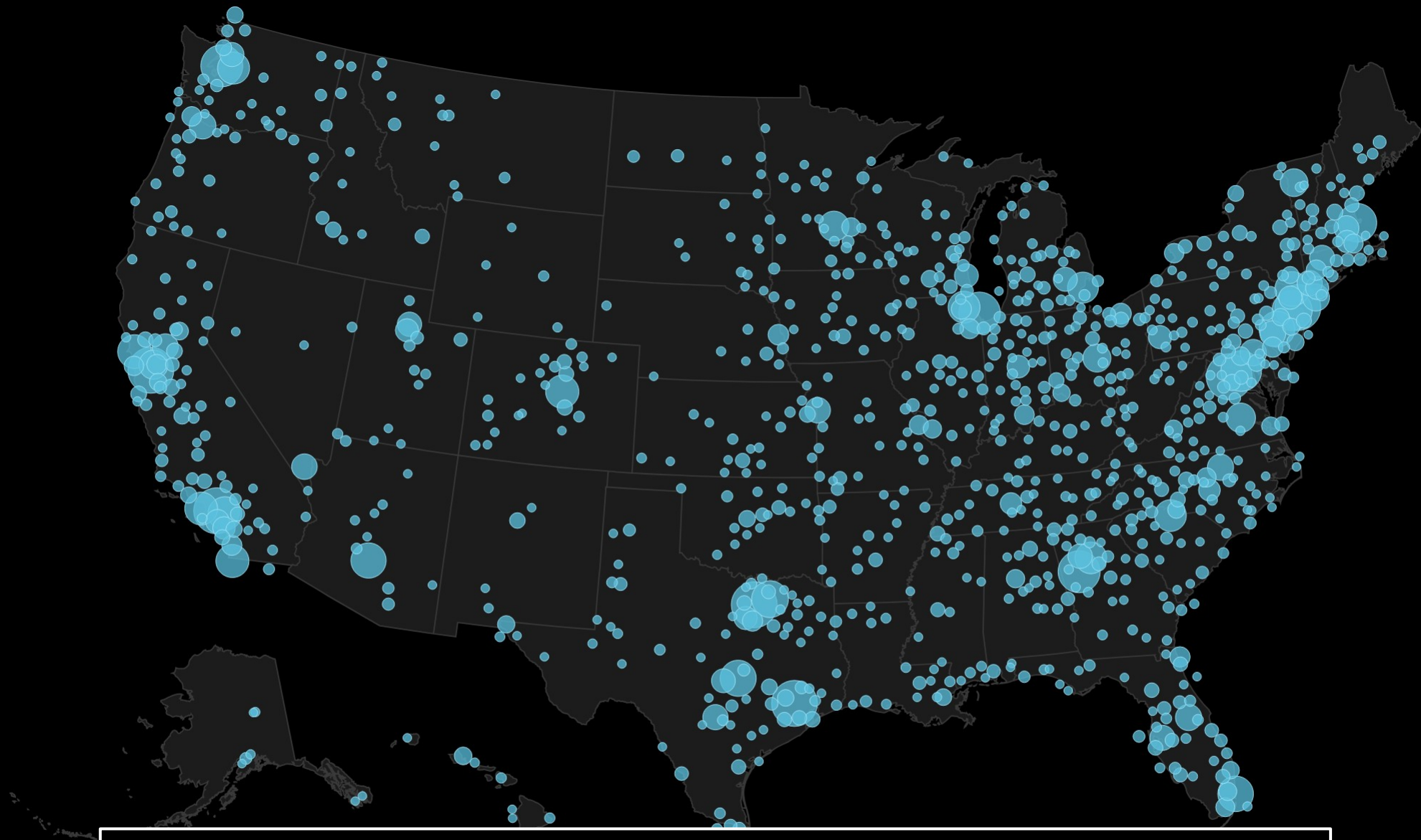
The Stardance Challenge was the biggest high school engineering challenge in American history

- **69,428** teenagers (ages 13–18) signed up, **21,274** of them American, from **all 50 states and DC**; the rest came from **180+ countries and territories** around the world.
- **60,684** projects created, and **6,611** projects shipped publicly, each with a working demo and an open-source repo.
- **164,268** hours of tracked engineering time on projects (that's **18.8 years** of nonstop making).
- **58,578** public build logs and **61,428** peer reviews. Teenagers reviewed other teenagers' work and gave feedback on every project.

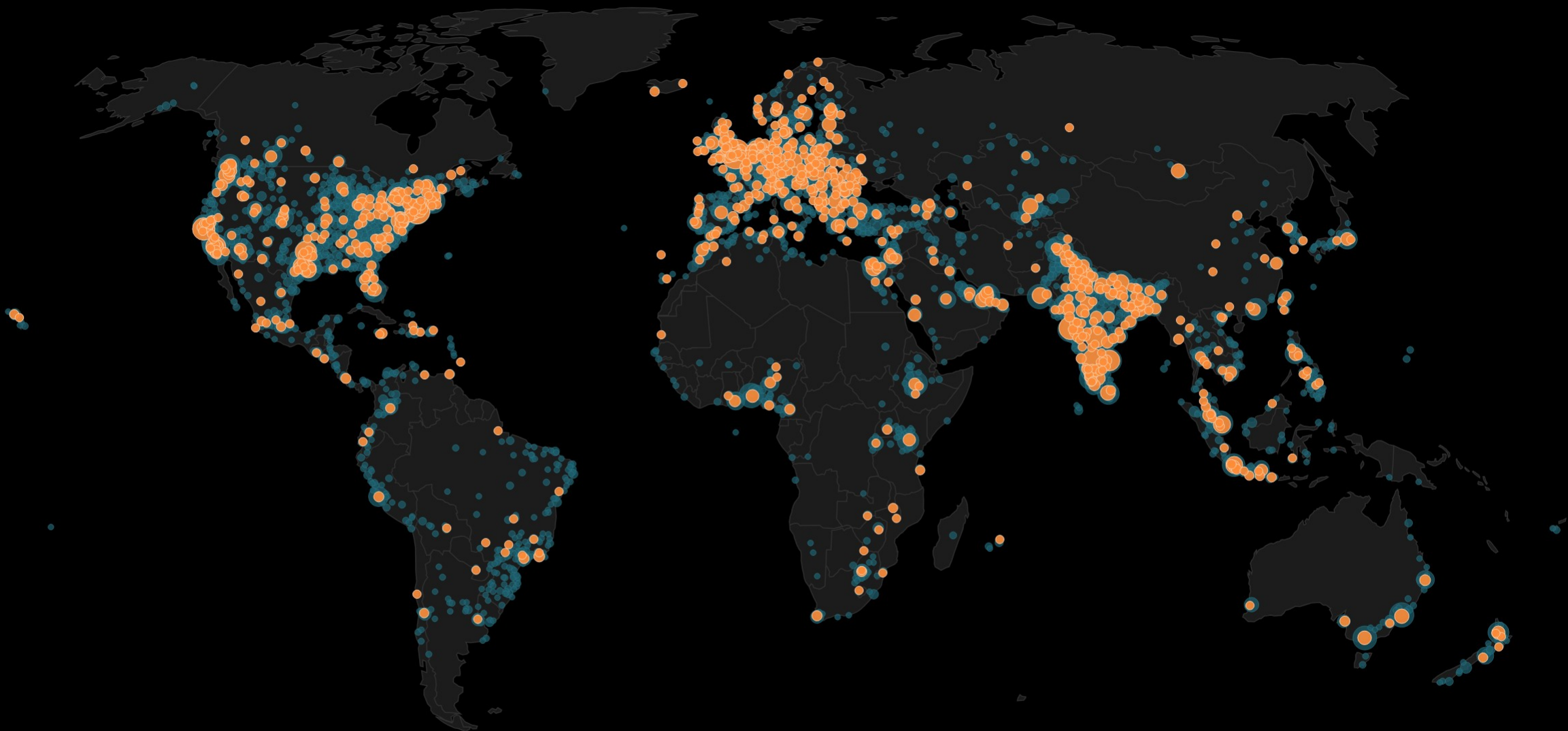




69,428 teens from around the world signed up for the Stardance Challenge.



21,274 American teenagers from all 50 states + DC signed up.



Orange: the 2,783 teens who came straight through AMD's channels, from 116 countries and 49 US states.

77% of students who made engineering projects during Stardance had never shipped a real project before.

These students also spent **3×** more time per week making projects during Stardance than in the three months before it

Hackatime (Hack Club's open-source coding tracker) for the 8,012 teens who logged time on a Stardance project: most had no tracked activity before June 1. Their tracked coding went from about 3,900 hours/week (Mar–May) to about 11,100 hours/week (Jun–Sep).

How AMD and Hack Club worked together to reach the next generation of builders

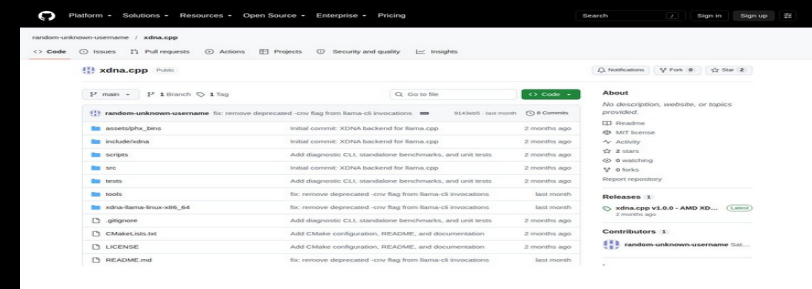
- **Launch day, June 1:** AMD blog on amd.com, the amdgaming.com landing page, posts on AMD's X, LinkedIn and Instagram, the **Radeon Adrenalin driver banner** (~1.8M downloads a month) and the AMD Gaming internal newsletter.
- **Email:** external drops to AMD's AI Dev Tools, Robotics, AI/ML, Game & Pro 3D Developer and Consumer/Gaming audiences (US + rest of world, June 2 and August), **Big Connections** to all AMD employees (June 3 and August), and a Stardance banner in every English-language AMD external email from June to August.
- **Linus Tech Tips** video (June 5) with social cut-downs on AMD's TikTok and Instagram; about **1,200** teens told us that video is how they found Stardance.
- **The AMD GPU raffle:** 16 Radeon RX 9060 XT cards, one a week from June 5 to the close. 67,627 raffle participants, including 3,424 adults (19+) who referred teens; **6,322** sign-ups arrived through raffle referral links.
- **Hardware hackathon:** AMD sponsored Outpost, Hack Club's week-long hardware hackathon in San Mateo (July 14–20, 130 teens), whose projects were exhibited at Open Sauce.
- **Student stories:** AMD's AI marketing team reviewed the Ryzen AI NPU project; the LEGO 3D-printer post ran as an AMD × Hack Club collaboration; three vetted features are now with Hannah's team.
- **Result:** **2,783** teens signed up straight through AMD channels (669 American, 49 states, 116 countries) and **6,322** more through the AMD-powered raffle: together **13%** of all sign-ups.



amdgaming.com: “AMD partners with Hack Club Stardance Challenge”

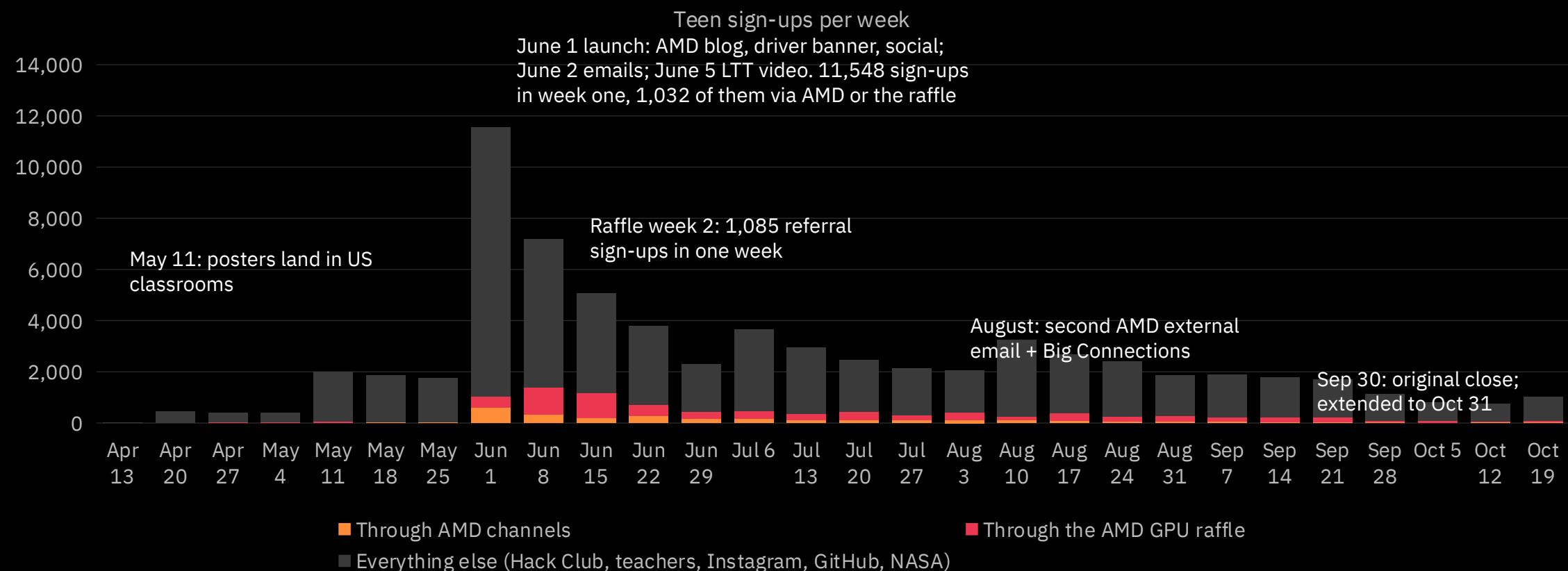


stardance.hackclub.com/amd, the landing page behind every AMD link



xdna.cpp: a 16-year-old's llama.cpp backend for the Ryzen AI NPU, flagged to AMD's AI marketing team in September

Where the sign-ups came from, week by week



Pre-registration opened in April; the challenge ran June 1 – October 31 (originally September 30). Attribution: /amd links, post-signup survey and the raffle's r-referral codes.

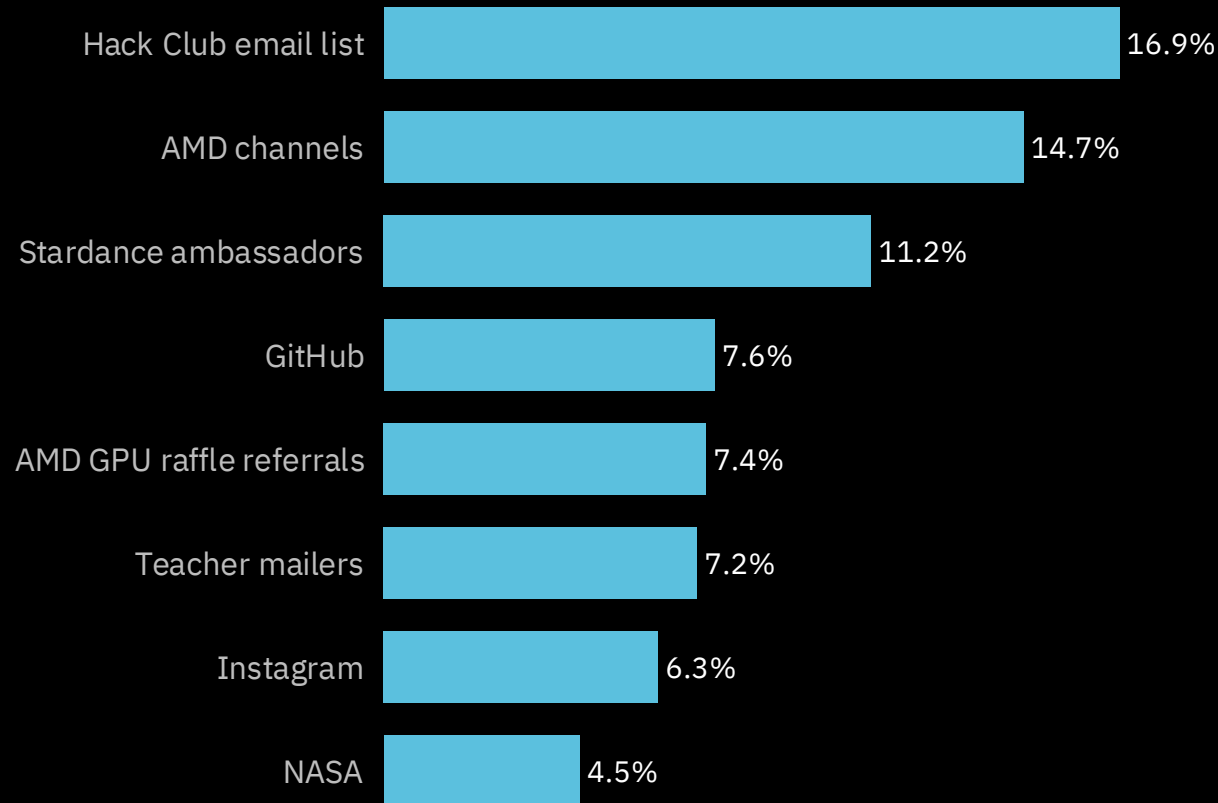
What AMD set out to do, and what Stardance delivered

AMD's goals for the partnership (from our kickoff meetings)	What the Stardance Challenge delivered
Reach 100,000 teens: five times Blueprint, which reached ~25,000 teens in three months	69,428 sign-ups, the most of any Hack Club program ever (2.8× Blueprint). Blueprint's three-month total was passed within two weeks of launch. 21,274 American teens from all 50 states + DC.
"Turn every AMD gamer into an AMD developer"	26,632 sign-ups listed game development as an interest. 5,467 game projects started and 1,005 shipped; 493 Godot and 1,007 C++ repos among the shipped work.
Local AI on AMD hardware: Ryzen AI, Radeon, Instinct	30,991 teens interested in AI/ML. 2,290 AI projects started (413 shipped), 165 built to run models locally. Student projects on the Ryzen AI NPU, Instinct CDNA4 and Kria.
A quality audience, not just impressions	AMD-referred teens went on to log tracked engineering hours at 14.7% , about 2× GitHub's audience (7.6%) and 3× NASA's (4.5%). 345 shipped projects and 8,922 tracked hours came from AMD-referred teens.
Stories AMD can tell: Newsroom, social, executive channels	Three vetted student features delivered for the November Newsroom story and carousel; the co-branded LEGO 3D-printer post (the student's own video: ~500K views, 13K likes); 16 GPU raffle winners; the Sofia & Rosanna video.

Goals as stated in the March 9, March 31 and April 14 planning meetings. Interests are self-reported at onboarding; conversion is per sign-up source for teens who matched to an account.

AMD's audience was the highest-converting partner audience in the challenge

Share of sign-ups, by source, who went on to log tracked engineering hours



14.7%

of AMD-referred teens logged tracked hours (401 of 2,736)

6.6%

shipped a project (181 teens, 345 projects) vs 3.7% for GitHub

8,922

tracked engineering hours by AMD-referred teens

2x / 3x

GitHub's and NASA's conversion rates, respectively

Since AMD's support began in November 2025,
more than 86,000 teens have engaged with AMD-
backed Hack Club programs

28,000 of them American; more than 4,100 shipped a finished project

Blueprint (Nov 2025 – Jan 2026, with the robot-arm hackathon and the CES stage moment) plus the Stardance Challenge (Jun – Oct 2026). Unique teens across both programs.

Project highlights: built on AMD silicon

- **xdna.cpp** — a llama.cpp backend that runs quantized GGUF models on the Ryzen AI (XDNA1) NPU through the Linux amdx dna driver and XRT; the student reports a 3B model at 16.5 tok/s on the NPU vs 9.8 tok/s on the CPU. 87 hours. [Age 16, India](#)
- **GLM5.3 on AMD CDNA4** — persistent-kernel fusion for LLM inference on an Instinct MI-series GPU, worked out with no public reference material; 207 hours, renting the GPU out of pocket. [Israel](#)
- **Wintergreen** — focused e-ink reading firmware written from scratch for an unsupported reader: partial refresh doubled battery life, plus a Bluetooth page-turner. Top 1% of peer ratings; a GPU raffle winner. [Age 16, California](#)
- **Face-Activated Servo** — an edge-AI system on an AMD Kria KV260 with an Arduino, doing real-time face detection to steer a servo. 38 hours. [California](#)
- **LEGO 3D printer** — a working printer built from LEGO and driven from a Ryzen 5 PC; it became the AMD × Hack Club collaboration post after the student's own video drew ~500K views.
- **Tempname: Engine** — a GPU rendering engine built for stylized control of shading; 165 hours and in the top 0.1% of peer ratings. [Ohio](#)



A Stardance builder's desk: 3D printer, Raspberry Pi and VR headset, all earned by shipping projects



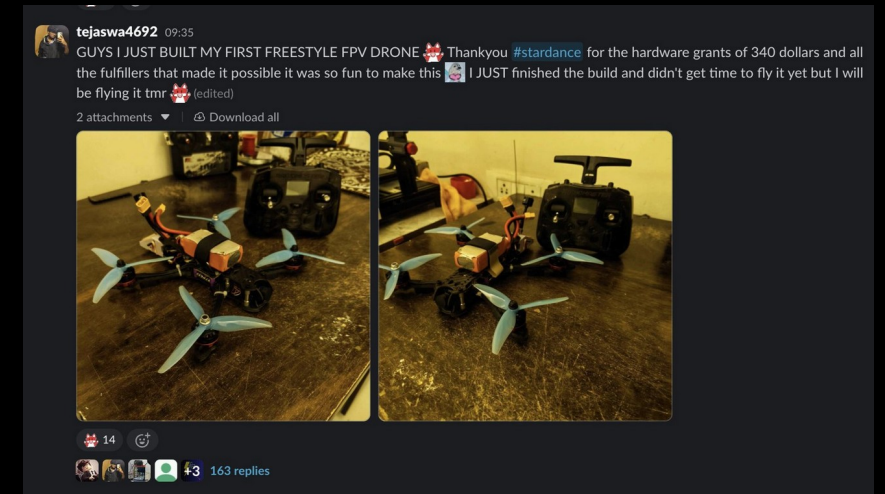
Games, engines and AI, from around the world

- **obliberry** — a Fallout-inspired isometric game engine in C++20 and OpenGL with a visual editor and ECS; 440 hours. [Sweden](#)
- **BitDrop** — a pachinko roguelike inspired by Slay the Spire and Balatro; 160 hours; top 1%. [British Columbia](#)
- **SpaceGuessr** — GeoGuessr, but with real NASA imagery; 100 hours; top 1%. [Germany](#)
- **tinystudio** — a 3D fantasy-console game engine where you can make anything; 110 hours. [Massachusetts](#)
- **Monado Phone Driver** — an OpenXR fork that turns an Android phone into a PC VR headset; 77 hours; top 1%. [Czechia](#)
- **A game contained entirely within a Minecraft shader** — 48 hours. [Wisconsin](#)
- **Noomo** — a game where you predict the next word an LLM will generate. [France](#) · **GVK renderer** and **City Sweep** — a C++ Vulkan renderer and its tech demo. [Hungary](#)
- **Flower** — a compiled, bootstrapped low-level programming language; 104 hours. [Age 17, New Jersey](#)

5,467 game projects started (1,005 shipped) · **2,290** AI projects (413 shipped) · among shipped repos: 493 Godot, 1,007 C++, 343 Rust, 280+ GLSL/HLSL shader projects.

Turning teenagers' bedrooms into makerspaces

- **15,573** hardware projects created since the start of Stardance.
- **1,425** hardware micro-grants worth **\$140,825** to 635 teens.
- **14,579** prize items delivered to **7,228** teens: 3D printers, Raspberry Pis, soldering irons, PCB and 3D-printing credits, keyboards, Framework laptops.
- **16 Radeon RX 9060 XT** graphics cards, one a week, to raffle winners in the US and abroad; Hack Club covered international shipping.
- **652** certificates of completion, each after about 63 verified hours, recognized by AMD, MIT, GitHub and the Congressional App Challenge.
- **Outpost:** 130 teens flown to a week-long hardware hackathon in San Mateo, CA (July 14–20) with a \$20K AMD sponsorship; projects exhibited at Open Sauce (35,000 attendees).



What's next: the wrap-up, and the third AMD × Hack Club event

- **Wrap-up** (Newsroom story Nov 2–3, student spotlights through December): final numbers on November 1, the morning after the challenge closes; photos and permissions for the carousel; students available for quotes; Ruth Cotter as the executive voice if useful.
- **Option 1 — Haven:** Hack Club's teen-organized weekend game jams, November 14–15, in about 250 cities worldwide (2,000 teen organizers). AMD as presenting partner: co-branding, AMD employees as mentors in office cities, Radeon and Ryzen prizes, a “best game” track judged by AMD.
- **Option 2 — a five-day Thanksgiving / Black Friday online hackathon:** a tight brief (local AI on AMD hardware, or agents), a daily GPU raffle, three to five winners with hardware prizes.
- **Hooks on AMD's calendar:** The Game Awards (Dec 10) spot and tickets as prizes; AMD Developer Program access tied to an open-source AI track; a CES moment with students on stage, as in January.
- **2027:** a multi-year plan for Stardance 2 (Q1 2027) and the next in-person events; Christina and Zach will follow up with a proposal.

Ask for today: which option AMD prefers for the third event, and who at AMD owns the wrap-up assets.

Thank you for helping change the lives of
teenagers across the world!

Hack Club · hackclub.com · stardance.hackclub.com/amd

We asked teenagers how they found Stardance and what they built. Here's what they said:

“I found out about it from Linus Tech Tips (under the AMD account) on TikTok.” – [how one teen heard about Stardance](#)

“The AMD channel on TikTok, with Linus Tech Tips explaining it.” – [another](#)

“My friend invited me (he wanted tickets in the GPU raffle, haha).” – [another](#)

“My dad works for AMD, so he got an email about it, and I was already thinking about working on a project...” – [the child of an AMD employee](#)

“My laptop already had an AI accelerator built into the processor, but almost every local LLM tool I used focused on CPUs or GPUs and basically ignored the NPU, so I wanted to figure out how the hardware actually worked and see whether I could make normal llama.cpp models use it.” – [age 16, India, on building xdna.cpp](#)

NPS 63 across 5,883 feedback responses (69% promoters, 6% detractors).