



JULY 2023

# PARTICIPANT'S WEBSITE GUIDE

*Submit your solution*



DigiEduHack is an initiative under the Digital Education Action Plan (2021-2027) of the European Commission



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# INTRODUCTION

Welcome to DigiEduHack!

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We are glad you decided to join our community of digital education enthusiasts!

We put together this second guide to complement your navigation on the newly created DigiEduHack website, with a focus on the process of solutions submission and choosing your winner at local level. We hope you find it useful!

If you still have questions after reading the document, don't hesitate to contact us at: [contact@digieduhack.com](mailto:contact@digieduhack.com).

# GLOSSARY

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## CENTRAL TEAM

The Central Team is the DigiEduHack crew in charge of taking care and answering all the hosts' needs.

## HACKATHON

A hackathon - or a DigiEduHack event - is a "local" online/in-person/blended happening that gathers participants around a challenge and features speakers, mentors, a jury, a competition... The outcome of a hackathon is to get together, share, care and select one winning solution attempting to solve the hackathon's challenge.

## HOST ORGANISATION

A host organisation is the organisation / institution / team which is running (hosting) the hackathon.

## LOCAL WINNER

A local winner is a team of participants whose solution has been evaluated and selected by the Host as a winner of the local Hackathon.

## PARTICIPANTS

A participant is anyone, regardless of their age or background, who is interested in digital education, and who wants to join this global movement of digital education enthusiasts, by contributing to finding solutions to the proposed hackathon challenges.

## STEERING GROUP

The Steering Group is one of our Governance bodies; it is composed of experts coming from different backgrounds who, among other tasks, will evaluate and select the finalist solutions to be put for public vote, from the pool of winning solutions at local level.



# SUBMITTING YOUR SOLUTION

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- OVERVIEW

- STEPS

# OVERVIEW

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1. Participate in the Hackathon of your choice
2. **Before the end of the Hackathon**, submit your solution through the *solution form* link received from your host
3. Your solution will be made public on the challenge's web page, after revision from your host
4. If your solution is the winner and your host will choose the Global Award your team is running for
5. Attend Main Stage event online on the 13 November
6. If you are a local winner, you will be invited by your host to fill in further information about your solution for the Steering Group evaluation (you have 10 days to do this).

# OVERVIEW



## Submit your solution

Before the end of the Hackathon, fill in the solution form received from your host

## Local winner is chosen

If your solution is the one, the host will choose the Global Award your team is running for

**Additional information from local winner**  
on their solution in view of Steering Group evaluation

## Join DigiEduHack

Participate in the Hackathon of your choice

## Solution published on the website

Prior revision from your host

## Attend Main Stage online event

on the 13th of November



# SOLUTION SUBMISSION – STEP 1

Choose a reporter and submit the solution – During the Hackathon



## Submit a solution

Please, only submit solutions in English.

Title\*

Tweet / Slogan

Description\*

Team Name\*

Team Members\*

Logo

 Choose file

PDF version of the solution

Please include a PDF version of the solution for people who want to download it, or save it.

 Choose file

Submit

- During the Hackathon, your host will share with you the *solution form* link that you are asked to fill **before the end of the local Hackathon**



**Designate a reporter: only one member of your team shall submit the solution, so make sure you all agree on who this team-mate is**

- Solution form guidance / tips:
    - Make sure you submit your solution in English
- Does your solution contain any typos, or you want to change some of the information submitted? Contact the **Central Team** at [contact@digieduhack.com](mailto:contact@digieduhack.com) or ask your local host to do so
- Although they are not compulsory, we invite you to think out of the box and come up with a punchy slogan and / or a logo for your solution
  - You also have the possibility to complementarily submit your solution in a PDF version that allows easier download





# SOLUTION SUBMISSION – STEP 2

Check your solution on the web page



## Bare Native

A solution proposed for the challenge "Uruguay – Digital education for food, agriculture, and land use ecosystems"

Download the PDF

### DESIGNED FOR USE BY EDUCATORS, STUDENTS, CITIZEN SCIENTISTS

The BN Water mobile app is a water-monitoring data-collection and learning tool designed for use by educators and their students, citizen scientists, and researchers.

Bare Native is a bioremediation company that works with global waterways to educate universities, industry and workers about their water quality, the pollutants within it, and to educate them on how to repair it.

The first global app of its kind, we will be able to harvest data from our clients around the world. The database will be sold to our beachhead market of universities and would allow them to have access to it in real-time.

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### Tweet / slogan

Solution tweet text @bnwater has increased profit for fish farmers by 300% creating clean and safe water for all and supporting livelihoods and protecting marine, eco systems.



### Name of the team

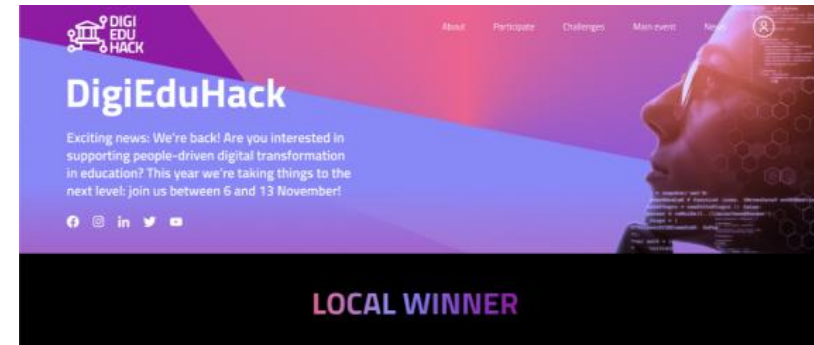
- Professor Peter Wadhams
- Dr Vincenzo Riggio
- Shane Bond
- Dr Cornelia Wilson



- Once your host has reviewed your solution it will be made public and appear on the challenge's web page (*example of how will the solution page look like on the left*)



*If your solution is the winner, it will be highlighted as such on the web page:*



## Bare Native

A solution proposed for (ChallengeName)

Download the PDF



# SOLUTION SUBMISSION – STEP 3

Completing your solution submission – D+10 after the Hackathon



## Extra information

**Gallery** Pictures to illustrate your solution

**Download Material Intro**

**Download material files**

**Context**

**Who benefits?**

**Impact**

**Innovativeness**

**Transferability**

**Sustainability**

**Team Work**

- If you are the winner of your Hackathon, your host will share with you a new link for submitting extra information about your solution.
- **Complete this information within 10 days.**

Does your solution contain any typos, or you want to change some of the information submitted? Contact the **Central Team** at [contact@digieduhack.com](mailto:contact@digieduhack.com) or ask your local host to do so



**Only the member of your team who submitted the first form for the solution can submit this second form with extra information.**

This extra information about the solutions is fundamental for the next stage of the competition and the evaluation by the Steering Group. **The more complete your solution is, the more accurate the evaluation will be.**





For any question about  
the website, reach us at  
[contact@digieduhack.com](mailto:contact@digieduhack.com)

