EduTech4All: Inclusive, Creative, and Human-Centered Learning Ecosystems

Tagline:
 "Hack the Future of Education with Equity, Creativity, and Care."

Saturday 8th – Kickoff & Training (In-Person + Online Option)

09:00 – 09:30
 Welcome, icebreaker, challenge briefings

09:30 – 10:00
 Challenge overview: presentation of the 5 tracks + sample outputs

10:00 – 11:00
 Mini Ideation Jam / Speed Networking

- Participants explore ideas in rotating groups

- Goal: spark inspiration + meet potential teammates

11:00 – 12:30
 Workshop 1: Design Thinking for Education Innovation

- Empathy mapping, problem definition, rapid ideation

12:30 – 13:30
 👉 Team Formation (just before lunch)

- Participants commit to a track and form teams

- Teams announce their working title + focus

- Lunch follows for bonding + informal planning

13:30 – 15:00 (90 min)
Workshop 2: **Prototyping *potentially through Game Design** 🎮, TBC)

- Learn core mechanics (mechanics, dynamics, aesthetics).

- Teams create a **paper prototype of a game** to express their idea.

- Quick peer-playtest + refine.

15:00 – 16:00
Team Work Sprint

- Teams refine their prototype or branch into another format.

- Mentors circulate to give feedback.

- Set goals for asynchronous work in the week ahead.

Midweek Check-In (Wednesday 12th, Online)

17:00 – 17:15
Welcome back & quick energy check

17:15 – 18:15
Team Progress Presentations

- Each team gives a **5–7 minute update**:

  - What's your concept so far (show your game prototype)?

  - What feedback do you need?

  - What are your blockers?

18:15 – 18:45
Peer + Mentor Feedback

- Breakout rooms or open floor.

- Focus on constructive critique + practical next steps.

18:45 – 19:00
Mini-Masterclass: Prototyping → Product

- How to evolve your paper game prototype into:

    - a polished game demo,

    - an app mockup,

    - a policy framework,

    - or another final format.

19:00
Wrap-up + Clear Homework for Saturday 2

Saturday 15th – Final Sprint & Presentations

09:00 – 09:15
Welcome back & set the tone for final day

09:15 – 11:00
Workshop 3: Pitching & Storytelling Basics

- Narrative building, framing ideas, engaging judges.

- Teams refine their prototype into final form (digital demo, pitch deck, framework, campaign, etc.)

- Mentors on call

11:00 – 11:15
Check-in 1 (progress share, quick feedback)

11:15 – 13:00
Final Sprint 1

- Focus on usability, impact, and storytelling

13:00 – 14:00
Lunch & Check-in 2 (last chance mentor advice)

14:00 – 15:00
Final Sprint 2

- Pitch polishing, slide prep, final rehearsals

15:00 – 16:00
Final Presentations

- Each team: 5-minute pitch/demo + 2 min Q&A
- Jury Deliberation
- Closing Ceremony & Awards 🎉