



April 2024

# DigiEduHack Webinar #1: AskMeAnything session: The DigiEduHack Experience: Choosing the Right Format



# Summary Report: DigiEduHack 2024 Ask-Me-Anything Session

## Event Overview

The DigiEduHack 2024 AMA (Ask-Me-Anything) session, held on April 25, 2024, was part of the broader "DigiEduHack Learning Opportunities Webinar" series. Hosted from the BFM studio at Tallinn University, this event was designed to explore the secrets of hosting digital education hackathons. The session aimed to guide future hosts, mentors, and participants through the complexities of running digital hackathons in on-site, online or hybrid formats, while aligning with the Digital Education Action Plan (2021-2027).

## Key Objectives

- **Maximizing Accessibility:** The participants discussed on how different formats can be adapted to diverse needs, schedules, and locations, making hackathons inclusive and globally accessible.
- **Fostering Engagement:** Strategies for enhancing participant engagement and networking across varying formats were explored to ensure meaningful collaboration.
- **Resource Optimization and Overcoming Challenges:** Practical tips were shared on managing the logistical and financial aspects of organizing hackathons efficiently.

## Speakers and Interaction:

The session featured notable experts, as DigiEduHack 2023 hosts:

- **Onsite:** Janika Leoste (Tallinn University, Estonia) and Tomi Kauppinen (Aalto University, Finland).
- **Online:** Rasul Mahammadaliyev (Information Technology student at UNEC, Azerbaijan) and Stefania Oikonomou (Web2Learn, Greece).
- **Webinar Host:** Mart Soonik (Tallinn University, Estonia)
- **AMA Host:** Kristof Fenyvesi.

## Key Questions and Lessons Learnt

The DigiEduHack 2024 AMA session provided introduction to the evolving landscape of digital education hackathons. It highlighted the importance of strategic format selection, the potential of emerging technologies, and the critical role of effective planning and team dynamics. This session not only equipped attendees with practical knowledge but also inspired innovative approaches to digital education challenges.

Main topics raised by the viewers of the online stream:

1. **Integration of VR and AR:** Participants were curious about the use of virtual and augmented reality technologies to enhance problem-solving in hackathons. The invited guests suggested that VR and AR could create immersive and interactive environments, ideal for fostering creative collaborations.
2. **Challenges and Solutions for Hosts:** Questions addressed the challenges hosts face, such as unexpected technical issues and the optimal staff configuration. Janika Leoste shared her experience, emphasizing the importance of having a well-organized team where roles are clearly defined.
3. **Engaging Online Participants:** Strategies for maintaining engagement with online participants included using dedicated collaboration platforms like Slack or Discord and hosting introductory webinars to build community before the event.
4. **Addressing Technology Skills and Accessibility:** Discussing the essential tech skills for participants and hosts, it was noted that familiarity with collaborative tools and creative problem-solving are crucial. The accessibility of technologies, especially concerning participants with disabilities, was also discussed, underscoring the need for inclusive design and resources.
5. **Future of AI in Education and Hackathons:** Looking ahead, the participants envisioned that AI would play a transformative role in education, predicting an increase in AI-driven personalization and efficiency in learning processes. They also anticipated AI's growing influence in hackathons, particularly in automating and enhancing aspects of problem-solving.