This canva aims to support participants in identifying and systematizing the constitutive elements of the hackathon of the Padua School of Engineering. The first step is the definition of the USERS: for whom are we planning our intervention? Then we move on PAINS: what are the problems and inefficiencies on which we want to operate? Clockwise, therefore, the GAINS are the advantages hoped for by the proposed intervention; the SOLUTIONS are the answers to the challenge and therefore the TECHNOLOGIES are the tools that we propose to use. This structure will also form the backbone of the final presentation of the project.

1. **PAINS**
   - Pains are the negative experiences, burning problems and risks. Choose one or two pains (not too many) to focus in your scenario!

2. **GAINS**
   - Gains are the benefits which end users expect and need.

3. **SOLUTIONS**
   - How will you design your scenario? What is your solution and what does it include. You can brainstorm about and list (a) objectives, (b) methods, (c) activities, (d) resources and (e) contents in your scenario.

4. **TECHNOLOGIES**
   - What technologies are needed in your scenario? Think broad about devices, applications, hardware, software.