



18 OCTOBER 2023

COACHING CALL #10: Matchmaking & Ideation Support



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



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01 WHY MATCHMAKING



WHAT DOES IT MEAN?

Matchmaking encompasses all actions that aim at supporting and encouraging registrants of a hackathon event to join up and form teams.

Matches can be made on the basis of:

- similar interests in the topic/solution to the challenge
- similar and/or complementary backgrounds/skills
- fit to the requirements: if a challenge requires collaboration between educator and technical professionals, then it makes sense to match registrants with these profiles together so they can fit the requirements as a team

Keep in mind that any basis on which we can relate with others makes us more susceptible to be willing to team up and collaborate.



01 WHY MATCHMAKING



REASONS FOR MATCHMAKING

- You have very specific **requirements** for participation or team formation
- You have a lot of **single** registrants (no team)
- You have a lot of **small** teams (2-3 members)
- You want to add **diversity** to existing teams
- You want to encourage meeting **new** people

It is advised to encourage team matches before the event. The more ready teams and the fewer single registrants you have on the day of the event, the more smooth and efficient an event you'll have.

More tips on Matchmaking methods [here](#).



02 MATCHMAKING TOOLS



VIDEO COMMUNICATION

To make the matchmaking as inclusive and convenient as possible, we recommend that the matchmaking is done online.

Host a **live** matchmaking forum on your preferred video meeting tool, such as the provided Discord.

Have single registrants looking for teams **introduce** themselves and what they are hoping to work on during the hackathon.

Once all single registrants have introduced themselves, open **breakout rooms** for potential matches that were made during the introductions.

Make note of connecting skills and interests of individual registrants. **Propose** team-ups and open breakout rooms for them.

At the end of the session, ask everyone to communicate their **status** (still looking, matched, or team still looking for matches).

Follow up with **messages** and propose matches until the event day.



02 MATCHMAKING TOOLS



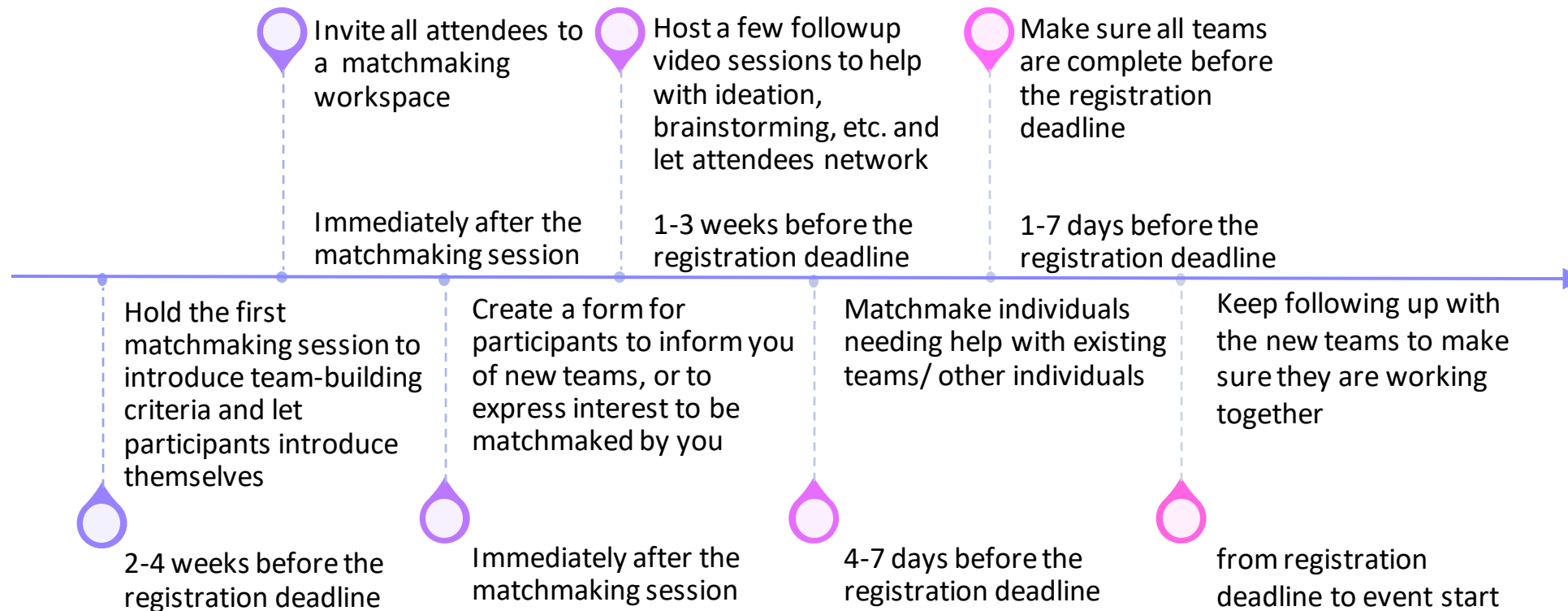
TEXT COMMUNICATION

For text communication, you can use tools such as the provided **Discord** server, or other tools.

Open up a matchmaking **channel** and let people introduce themselves and their skills, get to know each other, and create teams.

Regularly **propose** matches based upon people's introductions and what you know about the teams.

03 MATCHMAKING TIMELINE



04 ORGANIC MATCHMAKING



INDIVIDUALS FORM TEAMS THEMSELVES

- People **introduce** themselves and start conversations in video calls and the online chat workspaces
- Individuals **form** teams independently based on their conversations
- New teams **inform** you, e.g. by filling a form, about their new and complete teams
- **Check in** with the teams after the matchmaking is complete to be sure they are working together

05 MANUAL MATCHMAKING



THE HOST MATCHMAKES

- Teams and individuals who want to be matchmade by you inform you, e.g. by filling a form, that you have **permission** to matchmake them with others
- Go through individuals' profiles and teams' projects, and **connect** suitable profiles and teams
- **Introduce** new team members to each other by creating e.g. a Discord channel for them, or via email (make sure to get their approval to share their email)
- **Check in** with the teams after the matchmaking is complete to be sure they are working together

06 CONSIDERATIONS WHEN MATCHMAKING



KEEP IN MIND:

- **Check in** with the teams after the matchmaking is completed to be sure they are working together
- **GDPR** - do not share personal details (emails) without clear consent
- **Fairness**
- Distribution of **skillsets**

07 IDEATION SUPPORT



Until the team agrees on a **starting** idea, they are stuck and losing precious time.

Keep an eye out and identify teams that have no idea, or have too many and cannot decide. Propose/facilitate an ideation/idea crystallisation **workshop** for them.

You can find a support deck to run such a workshop [here](#) – the document is also available on digieduhack.com under participate => participant => “MOOC Bite 2 – Tools and techniques for ide generation and development”.

Strongly recommended to start with the “crazy 8” and the “5 why’s”.

Involve your **mentors** in the process as well.





THANK YOU!

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