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HACK
2023

23 AUGUST 2023

COACHING CALL #2: Crafting / Improving Your Challenge

European Commission

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

AGENDA

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02 - **CHALLENGE CATEGORIES**

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01 ANNUAL THEME
PEOPLE AT THE CENTRE OF DIGITAL EDUCATION

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Why?

Technology has transformed education:
- online classes
- asynchronous teaching and learning
- moocs
- gamified learning apps
- online libraries
- courses registration through platforms
- etc
=> digital literacy and skills are essential to learning

How?

Putting people at the core of digital education means:
- creating personalised experiences
- fostering meaningful digital experiences
- establishing a sense of care, belonging, empowerment and empathy
- ensuring accessibility for all
- putting oneself in the users' shoes – learners and teachers alike

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Access and Availability

Digital skills and competences are no longer just an advantage: in the digital era, they are a necessity for people to participate in society and contribute to economic and social progress. Technology can enhance and promote inclusive and personalised education. By providing equal access to digital infrastructure and equipment, we ensure that everyone has the opportunity to succeed in the digital 21st century.

How can we break down the barriers that prevent equal access to digital infrastructure and teaching equipment? How can we empower everyone to thrive in the digital age?

Learning Spaces and Pedagogies

Digital technologies have revolutionised the way we teach, learn, assess learners' progress and give feedback. As the demand for effective teaching methods continues to grow, the need for a more innovative learning design and delivery has become increasingly important, to enhance learners' motivation and improve learning outcomes. For this, educators must create interactive and engaging experiences that cater to different learning styles, abilities and interests, by leveraging a variety of digital tools.

How can we design more innovative, impactful and fun learning methods and opportunities?

The Learning Experience

By placing learners at the centre of the education process, harnessing the power of digital technologies and tailoring learning experiences to individual learner's needs and preferences, we can create a more personalised and dynamic learning environment. In addition, digital tools provide opportunities for learners to connect and engage with other members of their community and promote a culture of shared purpose.

How can digital tools improve the individual learning experience and strengthen community management?

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Individual Competences

Digital skills and competences are needed by everyone, for active citizenship and for the job market. Fostering a confident, effective and safe use of digital technologies is essential for each individual to thrive in the digital era, regardless of their age or background. Basic digital skills such as digital literacy, online safety and critical and responsible use of digital technologies are needed for communication, collaboration and content creation. The ubiquity of digital devices and applications also requires educators to develop their digital competences.

How can we foster confident and effective use of digital technologies for all?

Organisational Capability

The use of digital technologies provides opportunities for innovative curriculum design and delivery. That's why it's crucial for educational organisations to prioritise the integration and effective use of digital technologies in all aspects of teaching and learning.

By embracing digital tools and optimising their use, educators can better meet the needs of 21st-century learners and provide them with a dynamic and engaging learning experience.

How can we promote digital-first thinking in organisations and making the best of the opportunities offered by technologies? How can we integrate digital tools inside organisations?

Well-being in Digital Education

Well-being is an important aspect of digital education. It can help young people feel empowered, safe, motivated and excited about the opportunities that our digital societies present.

Digital education equips young people with the skills to feel physically, socially and emotionally content in their interaction with the digital world. It lets them maximise their potential and act safely online, supportning their empowerment in online environments.

How can we promote well-being in digital education? What does well-being in digital education look like?

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Emerging Technologies for Education

New technologies can help students and teachers get more out of the educational experience. Emerging technologies offer, among other things, the ability to personalise and customise learning experiences for individual learners, increased accessibility to educational content and flexibility, and a revolutionised way for educators to approach assessment and evaluation.

How can emerging digital technologies impact future learning? How can educators lead the change?

Data-Driven Education

The use of data in education has the potential to revolutionise the way we approach teaching and learning. By collecting and analysing data on a variety of factors, educators can gain deeper insights into their students' learning styles, preferences and needs, enabling them to provide more personalised instruction and support, inform decision-making and drive continuous improvement.

How can we better collect, analyse and exploit data in education?

Other

If your challenge doesn't fit any of the existing categories, don't worry! There's still room for out-of-the-box challenge ideas.

Don't hesitate to contact us, we can support you in finding the appropriate category. We also want to hear about your category suggestions.

You can reach us at contact@digieduhack.com

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03 CHALLENGE TOPIC
WHAT IS THE "QUESTION" YOU ASK YOUR PARTICIPANTS?

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Keep the overall goal in mind

Make sure that your challenge:
- reflects the annual theme.
- is linked to a category.
- leaves room for innovation, creation, out-of-the-box ideas.

Your challenge should ask an open question – How? What? – within the context you define – requirements – and not have one obvious answer.

Inspiration

Look up some research on technology and education, see if it sparks ideas:
- podcasts
- research & news articles
- DigiEduHack resources

Ask questions in your organisation: any recurring themes, pain points?

Complete the challenge canvas

The canvas will help you brainstorm ideas.

You can also ask for feedback on your canvas and idea from the central team.

Review the example challenge and its canvas.

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03 CHALLENGE TOPIC
MAKING IT ATTRACTIVE

When formulating your challenge, take the following factors into consideration to make your challenge as attractive as possible.

Accessibility

Check the vocabulary you are using. You can have technical, complex challenges, but make sure you always have an accessible to all description before the technical one.

Link resources to the concept you use and/or define those concepts.

Readability

We ask you to use British English as a default language.

Be structured, start from the general to go to the details.

Use examples / illustrations when possible.

Highlight the value added

Do you offer access to interesting resources?

Do you have prizes? What are they?

What cool and interesting people will be mentoring and evaluating?

CHALLENGE BUILDING CANVAS

Video tutorial

IMPACT

What long term effects induced directly and indirectly by the solutions do we wish to see? Name the impact you want to contribute to. It may already be described in the goals of an initiative you are a part of, or of DigiEduHack's goals and themes. **E.g.: Improved chances for further education and income for children.**

OUTCOME

What is the concrete change we want to achieve directly through the solutions created? It can be described as a change or comparison to the initial state you wish to see or an improvement in some area, for some specific target group. It should be measurable - either in a quantitative or qualitative way. **E.g.: 12 children have learnt how to read.**

OUTPUT

What do we expect to create in the process? Think about possible solutions that could help achieve the goal. Don't design them, but are there some minimum requirements or e.g. technical limitations for them? Have you found or created some already? Do you know of solutions that would not work? **E.g.: 20 hours of teaching, 25 different assignments**

INPUT

What resources are needed or can be provided for creating solutions? Your input, that could help (resources, expertise, data..) and solvers' input you think would be useful (certain technologies, expertise or existing components). **E.g.: Mapping the available teachers.**

03 CHALLENGE TOPIC
REVIEWING

When you have your challenge idea, ensure you can answer the following questions. Final reviewing step and you are ready. Some questions might not be relevant to you.

- What is the challenge?
- Can you describe your challenge in a tweet?
- Can anyone understand it?
- Do you have a short and clear title for it?
- Why is the challenge important / relevant / interesting?
- Who should come up with solutions to the challenge?
- What are the requirements for the solutions?
- What resources are available to support the development of solutions?
- What format can the solution take (application, website, deck, etc)?
- Who is the target audience of the solutions?
- What are your prizes, who gets them and under what conditions?

CHALLENGE EXAMPLE

Technologies

Develop innovative solutions that harness the potential of emerging digital technologies to transform and enhance future learning experiences. Explore how educators can lead the change and effectively integrate technologies such as artificial intelligence, machine learning, blockchain, 3D printing, virtual or augmented reality, and virtual worlds.

Questions?
✉ jana.haggard@ultrahack.org

Overraching idea of the challenge / quick introduction

Who can join?

Primary students

University students

Specific conditions to apply

Participants must be active students of either a secondary school or university at the time of the hackathon.

10 - 11 NOV 2023
Register by **29 OCT**

Online
from Albania

Category:

Emerging Technologies for Education

Challenge and goals

Participants will contribute to shaping the future of education by leveraging emerging technologies. The solutions developed during the hackathon should promote personalised and adaptive learning, empower educators, foster collaboration, ensure accessibility, and encourage ethical and responsible use of technology in education.

Expectations and requirements for the solutions and participants

Winning solutions will consider the following:

Technology Integration: Integrate emerging technologies like AI, VR, 3D printing into learning processes to enhance outcomes and engagement.

Collaboration and Communication: Foster collaboration and knowledge sharing among learners and educators using technology tools and platforms.

Accessibility and Inclusive Design: Ensure solutions accommodate diverse learners, including those with disabilities or language barriers.

Ethical Use of Technology: Address privacy, security, and digital literacy concerns while promoting responsible technology use.

Teacher Empowerment: Support educators with training, resources, and platforms to effectively integrate emerging technologies.

Future-oriented Pedagogies: Explore innovative approaches that focus on learner-centric experiences and critical thinking skills.

Impact and Scalability: Develop solutions that can have a meaningful impact in education and can be scaled for broader adoption.

Challenge itself in understandable terms and vocabulary

Requirements. Including the overall DigiEdu requirements (accessibility, etc) does not hurt as a reminder

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What you offer.

Feel free to highlight the skills and expertise of your mentors.

Can include materials that you want participants to leverage, like a research article.

Make sure to create and upload a guide to your event close to the date – more about that on call#9.

Available Support

You can find our team on Discord during the entire hackathon, and mentors will be available from start until 22:00 on Friday! We will provide a sample pitch deck, example video of a pitch, and a pitch training session to prepare you for the end of the competition. There will also be limited computing resources provided at your prior request.

Download Material

Click to download our participants guide.

⊞ Example

Schedule

The agenda for the hackathon days (Friday, 10 Nov - Saturday, 11 Nov 2023) can be found here:

Mentors

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Schedule

The agenda for the hackathon days (Friday, 10 Nov - Saturday, 11 Nov 2023) can be found here:

Friday, 10 Nov - 16:30 CET

Opening Session

Join us for an inspiring kickoff! Get to know your organisers, mentors, and the challenge in more detail at the opening session. We will also review evaluation criteria and what the judges will be looking for, as well as practicalities of how to submit your project on the final day.

Friday, 10 Nov - 17:00 CET

Hacking and Mentoring Begin!

Friday, 10 Nov - 20:30 CET

Social Break

If you'd like to network a bit or take a breather from hacking, join us in the main Zoom room for some games and socialising!

Saturday, 11 Nov - 9:00 CET

Pitch Training

Join us in the main Zoom room to learn more about what makes for a strong pitch!

Mentors

Placeholder Mentor

Business Consultant - Pitch Input

in

Judges

Emphasise the networking opportunities and human resources to which your participants will get access.

Saturday, 11 Nov - 9:00 CET

Pitch Training

Join us in the main Zoom room to learn more about what makes for a strong pitch!

Saturday, 11 Nov - 14:00 CET

Pitching and Jury Q&A

Time to compete! Present your solutions to the judges and answer their questions before they enter jury deliberation to determine the winners.

Saturday, 11 Nov - 16:00 CET

Awards & Closing Ceremony

Join us for the final announcement of the winners of the hackathon and awarding of prizes, and find out who will advance to the global DigiEduHack competition! We'll also wrap up the event together and snap some photos.

Placeholder Judge

Code Reviewer

in

Prizes

- Part of a 5000€ prize pool to the top 3 winning teams
- Tickets to Slush 2023 in Helsinki, Finland, for all 3 winning teams
- 50 hours of expert mentoring to the top team
- 25 hours of expert mentoring to the 1st runner up team

List your prizes and their conditions.

There is always something you can offer. More about that at the end of this deck.

TARGET OUTCOMES
WHAT DO YOU WANT TO SEE FROM YOUR EVENT?

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Take the following factors into consideration to make your challenge as clear as possible and to make sure interested participants know what is expected from their projects:

- What kind of solutions are you looking for?

- What would be an ideal outcome for a winning solution?

- What shape should the deliverable have for evaluation? A pitch & deck? A demo? A canvas you provided? Keep it align to your topic, provide the needed resources when relevant, and reasonable to achieve in 24h.

- Example: *I would like to see solutions that would be ideal to apply to the European Digital Education Hub accelerator programme. I want the solution to be presented in the form of a live pitch with a short demo.*

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05 TARGET AUDIENCE
WHO IS YOUR IDEAL HACKER?

Take the following factors into consideration to identify what kind of participants you are hoping to attract and to invite to your hackathon:

- Based on your target outcomes, who is the best audience to attract to join your event? What knowledge and skills would be valuable? What experience – including life experience – would be valuable?

- Consider demographics, sector, where they are likely to "be" to catch their attention, etc.

- Example: *The best participants for my hackathon are students in an education programme at a local university.*

MATERIAL / FINANCIAL

Of course a classic motivator to join a hackathon is prize money, and the bigger the prize pool, the more attractive the event!

But you can think outside the box here and offer other material rewards like:
- exclusive swag (T-shirt, etc)
- tech from sponsoring partners (think tablets, cameras, XR headsets, and other items potentially relevant to digital technology).

You can even offer basic compensation to teams for joining and not tying it to the win – advised when looking for professional audience. Think about discounted accommodation at a partnering hotel, meals and other coupons and gift cards.

OPPORTUNITIES

Trips, internships, networking opportunities, visibility -- there are all kinds of non-monetary non-tangible prizes that can be highly motivating.

Brainstorm what you might have access to: a lab? resources?

And something that spans the financial/opportunity category is a grant: perhaps strong teams could apply for a relevant grant you offer. Or you could offer to support the team in applying for relevant grant you have identified for them.

Your organisation is full of human resources, think about them too. Perhaps you can organise a mentoring program?

LEVERAGE SPONSORS!

Sponsors can often offer novel and valuable prizes beyond just money.

Consider whether there is a programme or grant available through any potential partner at the start of your planning, and let that help guide you to the right sponsors.
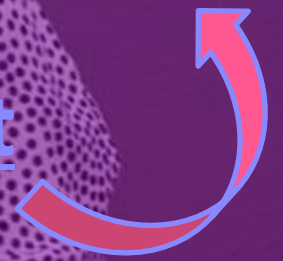
Encourage your partners and sponsor to consider material/financial prizes and opportunities they could offer.

NOT REGISTERED YET?
JOIN AS A HOST

https://digieduhack.com/participate/host

YOUR QUESTIONS

contact@digieduhack.com