

27 SEPTEMBER 2023

COACHING CALL #7: Recruiting Mentors and Jury



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



AGENDA



- 01 THE ROLE OF MENTORS
- **02 IDENTIFYING MENTORS**
- **03 RECRUITING MENTORS**
- 04 THE ROLE OF THE JURY
- **05 IDENTIFYING JUDGES**
- **06 RECRUITING JUDGES**







Guidance and Support

Learning



Networking

Validation of Ideas





GUIDANCE AND SUPPORT

Hackathons are **fast-paced events** where participants need to ideate, build, and present their projects within a limited timeframe.

Mentors provide guidance, support, and expertise to participants, helping them overcome challenges and make **progress**.





LEARNING

Mentors bring a wealth of experience and knowledge to the table. They can teach participants new skills, best practices, and innovative approaches to problem-solving – making the hackathon a valuable **learning experience**.





VALIDATION OF IDEAS

Mentors can help **validate the feasibility and potential** of participants' ideas. Their feedback can be instrumental in redefining concepts and ensuring that projects have a viable direction. Mentors can also have valuable insights into already existing solutions, so teams can avoid duplicating existing work.





NETWORKING

Mentors often come from various industries and backgrounds, which allows participants to establish valuable connections and expand their professional network. Mentors can be a powerful **driver for recruitment** of participants.

Mentors will navigate from team to team, fostering meaningful interactions and connections with participants.



02 IDENTIFYING MENTORS





Define the Expertise Needed

Identify the specific skills and knowledge required for the hackathon.



Encourage Diversity

Strive for diversity among mentors and jury members to bring in different perspectives and experiences.



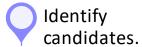
Tap into your personal network and ask for referrals for potential mentors and judges.



Clearly communicate the roles, responsibilities, and time commitment expected from mentors.







8-10 weeks prior to hackathon



Send invitations to candidates.

7-8 weeks prior to hackathon

Select whom to invite.

5-7 weeks prior to hackathon

Publish mentors' names and info to your hack page.

3-5 weeks prior to hackathon

Send out mentor guides and needed materials.

1-2 weeks prior to hackathon

Prepare a personalised invitation letter / messaging presenting the value of being a mentor and key information.

7-8 weeks prior to hackathon

Keep in touch with warm leads.

6-7 weeks prior to hackathon

Ask for confirmation and invite mentors to the onboarding session.

4-6 weeks prior to hackathon

Host a mentor onboarding session.

1-2 weeks prior to hackathon

Host a Meet the Mentors session (combine with participant onboarding).

3-7 days prior to hackathon





IDENTIFY CANDIDATES

Section 02 – IDENTIFYING MENTORS – covers in detail the steps to follow and best practices.





THE INVITATION

Prepare an invitation letter / messaging Your message should :

- quickly cover what DigiEduHack is, for context
- what your challenge is about
- how their profile relates to the challenge
- why and when you need them
- what's in it for them

Link to invitation letter template:

https://discord.com/channels/ 1089970864591749170/1156 482940918841354/11564837 47609329754





SEND INVITATIONS TO CANDIDATES

Email: if you are reaching out to more than a couple dozen candidates, think about using a tool with **merge fields** to keep the names personalised. The same tool you use for participant outreach will work well.

Phone calls: highly **effective** when possible.

Social media: strongly advised to leverage LinkedIn search and InMails.





SELECT YOUR MENTORS

Advised mentor to team ratio: 1 mentor for every 3-4 teams

Out of the people you have contacted and who have shown interest, select a fitting and **balanced** amount based on your requirements and envisioned number of teams.

Keep in mind diversity when making your final selection.

Always have a pitching/presentation mentor.





CONFIRM COMMITMENT

Make sure you have total buy-in of your mentors. It is always good practice to book - personal data (name, email and phone) one extra mentor of the most crucial expertise in case there is a cancellation.

An easy way to collect confirmations and needed materials is to create and send a form. Ask for the following:

- confirmation

- title and organisation (if any)

- consent to publish their names, photos and LinkedIn account link

- picture and LinkedIn account link

*Always good to add a save the date to the onboarding sessions.



PUBLISH YOUR MENTORS

There is a section on the hackathon challenge pages dedicated to showcasing your mentors.

Adding the mentors to your challenge page can **attract** participants based on the mentors' profiles and organisations they are representing.





HOST AN ONBOARDING SESSION

2-3 weeks prior to the start of the event, schedule a meeting with all your mentors. Present the project in more detail. What is the challenge about? What are the objectives and requirements? The purpose is to **align** mentors to your vision. You can use the guide as a reference for content.

Make sure to emphasise the mentors' schedule within the event.

Explain how the mentoring will take place: do they drop in and chat with whichever teams they want, or do you assign them teams?



FOLLOW UP

Prepare and distribute the mentor guide and needed materials.

To follow up on the onboarding session, send out the **presentation material** and recording of the session.

Prepare the **mentor guide** and send it out with the session material. The point of this guide is to summarise all the information mentors could need during the event. See our example template here.

It is always good to send a **calendar invitation** for the event date and time when mentors are expected.



HOST A MEET THE MENTORS SESSION

1 week prior to the event. This step is optional but advised.

The point of the Meet the Mentors session is for teams and mentors to meet ahead.

Mentoring and communication will be much more natural during the event.

<u>Tip</u>: make the Meet the Mentors session the first part of your participant **onboarding**.

Have teams give a pitch (2 min max, no slides) of their early project idea. Mentors can give **feedback**, pointers, and comments to help teams refine their idea.







Evaluation of Projects



Recognition and Incentive

Feedback for Improvement

Fair and Objective Evaluation





EVALUATION OF PROJECTS

The jury consists of **experts** and **professionals** who impartially assess the projects developed during the hackathon.

They evaluate the projects according to the evaluation grid provided. Find the evaluation grid in the website resources.





FAIR AND OBJECTIVE EVALUATION

Having a diverse panel of judges ensures a fair and objective evaluation process. Different perspectives and expertise can lead to a more **comprehensive and unbiased** assessment.

It is fine if some of your judges are also mentors. However, a mentor-judge should split their time as equally as possible between all teams. Teams could perceive a mentor-judge spending more time with some teams as an unfair advantage.





RECOGNITION AND INCENTIVE

Winning a hackathon can be a significant achievement for participants, providing recognition for their hard work and innovation. Being awarded by a prestigious/ professional panel of judges adds **credibility** to the event and **motivates** participants to give their best effort.





FEEDBACK FOR IMPROVEMENT

The feedback provided by the jury can be invaluable for participants to understand their strengths and weaknesses. **Constructive criticism** helps participants grow as problem solvers.



05 IDENTIFYING JUDGES





Define the Expertise Needed

Identify the specific skills and knowledge required for the hackathon.



Encourage Diversity

Strive for diversity in the jury panel to bring in different perspectives and experiences

Utilise Personal Networks

Tap into your personal network and ask for referrals.

Provide Clear Expectations

Clearly communicate the roles, responsibilities, and time commitment expected from mentors.





Identify candidates.

8-10 weeks prior to hackathon

Send invitations to candidates.

7-8 weeks prior to hackathon

Select whom to invite.

5-7 weeks prior to hackathon

Publish judges' names and info to your hack page.

3-5 weeks prior to hackathon

Prepare and send out judge guides.

1-2 weeks prior to hackathon

Prepare a personalised invitation letter / messaging.

7-8 weeks prior to hackathon

Keep in touch with warm leads.

6-7 weeks prior to hackathon

Ask for confirmation and invite them to the onboarding session.

4-6 weeks prior to hackathon

Host a judge onboarding session.

1-2 weeks prior to hackathon





IDENTIFY CANDIDATES

Section 05 – IDENTIFYING JUDGES - covers in details the steps to follow and best practices.





THE INVITATION

Prepare an invitation letter / messaging.

Your message should:

- quickly cover what DigiEduHack is, for context
- what your challenge is about
- how their profile relates to the challenge
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SEND INVITATIONS TO CANDIDATES

Email: if you are reaching out to more than a couple dozen candidates, think about using a tool with **merge fields** to keep the names personalised. What you use for participant outreach will work.

Phone calls: highly **effective** when possible.

Social media: strongly advised to leverage LinkedIn search and InMails.





SELECT YOUR JUDGES

Advised 3 to 5 judges in the panel. If you are dealing with more than 15 teams, aim for 4 to 6 judges divided in 2 panels and each pre-screens half the teams.

Out of the people you have contacted and who have shown interest, select a fitting and **balanced** number based on your requirements and envisioned number of teams.

Keep in mind diversity when making your final selection.





CONFIRM COMMITMENT

Make sure you have the total buy-in of your judges.

An easy way to collect confirmations and needed materials is to create and send a form. Ask for the following:

- confirmation
- personal data (name, email and phone)
- title and organisation (if any)
- consent to publish their names, photos and LinkedIn account link
- picture and LinkedIn account link
- *Always good to add a save the date to the onboarding sessions.



PUBLISH YOUR JUDGES

There is a section on the hackathon challenge pages dedicated to showcasing your judges.

Take the usual steps to editing your hackathon webpage. Adding the jury to your challenge page can **attract** interested participants based on the mentors' profiles and organisations they are representing.





HOST AN ONBOARDING SESSION

2-3 weeks before the event starts, schedule a meeting with all your judges. Present the project in more detail. What is the challenge about?

Explain how the evaluation **process** takes place (pitches, Q&A, deliberation). Present the evaluation grid and try to build bridges between the grid and your challenge through examples. You can use the guide as a reference for content.

Make sure to emphasise the judges' schedule within the event.





FOLLOW UP

Prepare and distribute the jury guide and needed materials.

To follow up on the onboarding session, send out the **presentation material** and recording of the onboarding session.

Prepare a **guide** and send it out with the session materials. The point of the guide is to summarise all the information judges could need during the event. See an example here.

It is always good to send a **calendar invitation** for the event day and time when judges are expected.

