

2025

# **HOST'S WEBSITE GUIDE**

Register & submit your challenge

Manage your Discord server



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

```
functioO (conn, IWrverDataT evOKUEmZt
parser 6 reWuiEe (I../lib/co7mandParser')
Orops = (
initial
   self
   conW
   self li
```

# TABLE OF CONTENTS



INTRODUCTION
GLOSSARY
HOW TO REGISTER AS A USER
REGISTRATION PROCESS
CHALLENGE SUBMISSION
YOUR PERSONAL AREA
MANAGE YOUR PARTICIPANTS
DISCORD

# INTRODUCTION

## Welcome to DigiEduHack!



We are glad you decided to join our community of digital education enthusiasts!

We put together this guide to help you navigate the DigiEduHack website and the collaborative tool we have chosen for you. We hope you find it useful!

If you still have questions after reading the document, don't hesitate to contact us at: <a href="mailto:contact@digieduhack.com">contact@digieduhack.com</a>.



# **GLOSSARY**



### **CENTRAL TEAM**

The Central Team is the DigiEduHack crew in charge of taking care and answering all the hosts' needs.

## GOVERNANCE BODIES

Governance bodies are composed by the National Ambassadors Network (NAN) and the members of the Steering Group (SG). For more information about who they are and their tasks go to <a href="https://www.digieduhack.com">www.digieduhack.com</a>.

### **HACKATHON**

A hackathon - or a DigiEduHack event - is a "local" online/in-person/blended event that gathers participants around a challenge and features speakers, mentors, a jury, a competition... The outcome of a hackathon is to get together, share, care and select one winning solution attempting to solve the hackathon's challenge.

#### **HOST**

A host is the organisation/institution/team which is running (hosting) the hackathon.

### **PARTICIPANTS**

A participant is anyone, regardless of their age or background, who is interested in digital education, and who wants to join this global movement of digital education enthusiasts, by contributing to finding solutions to the proposed hackathon challenges.



# **HOW TO REGISTER AS A USER?**



Before submitting your challenge, you have to register on the website. **Three ways** of doing it:

Go to <u>Homepage - DigiEduHack 2025</u> scroll down and click on "become a host".

As a host

Are you a forward-thinking organisation with a passion for digital education? Do you have a challenge you want to solve? Are you ready to act and host your own DigiEduHack event?

Host a DigiEduHack local event and join the digital education revolution today!

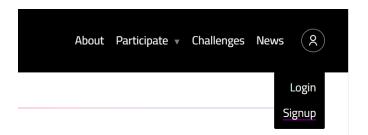
Become a host

Go to <u>Homepage - DigiEduHack</u> 2025 and click on the black banner "become a host".

Join the digital education revolution today!

Become a host

From the menu bar, click on the "log in" button and then "sign up".





# **REGISTRATION PROCESS**



Three easy steps:

Fill-in the registration form to which you are redirected to **create a user.** 

Although it is not mandatory, we recommend you fill in the "phone" section since this will help the Central Team contact you more easily in case there is any urgency related to your Hackathon.

Go to your email inbox and click on the link you just received from DigiEduHack to activate your account.

It may take some time for the email to get in your inbox or it may go into your spam folder. In case you do not receive the activation link within 12h, please contact the Central Team at contact@digieduhack.com.

You have 24h to activate your account since the moment you receive the activation email, in case you don't do it, you need to contact the Central Team at <a href="mailto:contact@digieduhack.com">contact@digieduhack.com</a>, so they reactivate the link.

Go back to <a href="www.digieduhack.com">www.digieduhack.com</a> and **log in** with your email address and password.



# **CHALLENGE SUBMISSION**



The first registration form doesn't differentiate between a host or a participant. For you to become host, follow the next steps:

- 1. Once you are logged-in, click on the "host a hackathon" button.
- 2. Fill-in the challenge submission form



Do you need help with this? Check our "challenge examples" in the resources section of our website or send us an email to contact@digieduhack.com.

**3. Submit your challenge**: it will be reviewed by the Central Team. Within 48h your challenge will be approved and published on the website, unless more information is required from your side. In this case, the Central Team will contact you.



Careful! If you don't submit the challenge, you may lose all the information.

You need to add more information to the challenge or modify what you have submitted? Don't worry, you can still do this from your personal area, as soon as the challenge is validated by the Central Team.



## **YOUR PERSONAL AREA**



## 



You want to propose a solution to a challenge?

Become a participant

## Before submitting your challenge you can:

- Modify your personal information from "Account details"
- Submit a challenge by clicking on "Host a Hackathon"



# **YOUR PERSONAL AREA**



## Personal area

## My profile

- Account details
- G Logout
- DigiEduHack main Discord server

## Challenge management

- My challenge
- A Participants
- Solutions

**After submitting your challenge** and once it is approved by the Central Team, you can:

- Modify and/or add more information to your challenge page
- Access the public Discord server
- See and manage the list of participants, once they registered to your challenge
- Manage the solutions to your challenge and select your winning team



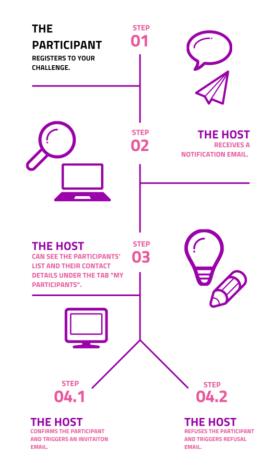
# **MANAGE YOUR PARTICIPANTS (I)**



- When a participant registers to your challenge, you will receive an email notifying you.
- In your personal profile, and within the "My participants" tab, you will be able to:
  - ☐ See the participants' list, and their contact details
  - ☐ Confirm a participant and trigger an invitation email
  - ☐ Refuse a participant and trigger a refusal email
  - ☐ See whether you participants have or not a team



The basis for rejection should be clear and mentioned in your challenge page, e.g.: if your challenge is only open for university students and you have an educator requesting to join, you can reject the application, or you are hosting an onsite Hackathon, and the participant would like to join online.





# **MANAGE YOUR PARTICIPANTS (II)**



As you know, in an online community there are some **rules of conduct** to be respected. These will be accessible on the "information channel" of both, the General server and your own Discord server and you can also check **Discord's community guidelines**.

We count on you to ensure these rules are respected by the participants registered to your challenge. In a nutshell, we aim for our participants to be:

- Respectful to each other
- Honest
- Respectful towards Discord

**Special case – underage participants**: if you are hosting a hackathon for underage participants, you can manually add the participants to your challenge on your personal area (a new guide will follow with the steps to follow). Underage participants can receive the link to the Discord channel, as long as they are +13 years old and have parental permission and supervision (following <u>Discord's safety rules</u>).

## Public server



If this is the first time you are using Discord, we encourage you to click on the following links to get acquainted with the collaborative tool: Getting Started – Discord & Beginner's Guide to Discord – Discord

- In your personal area you will find a link to the general server of DigiEduHack 2025. Main objectives of the Discord server:
  - to allow interaction with other hosts, participants, members of the Governance bodies and Central Team,
  - □ to **keep you informed** of general announcements and
  - to give you the opportunity to **ask questions** to the Central Team
- For the first connection, you will be asked to create and account and a password. You can use Discord either in your browser or download the tool.
- Within the public server, you will find several channels for different purposes.



## Public server



### **Information**

Purpose: to get informed about general aspects concerning DigiEduHack such as: dates and deadlines, news and announcements, FAQ, community rules, etc.

**Editors**: Central Team

**Target group**: hosts, participants, governance bodies

#### **Public channels**

Purpose: to build a community and to allow interaction and discussion among all the participants and hosts in Europe and beyond about hackathons and, more broadly, digital education (within the "off-topic" channel)

**Editors**: Everyone

Target group: Everyone

### **Voice channels**

Purpose: to allow real time video or voice communication, organise small events, virtual gatherings and /or presentations

**Editors**: Central Team

Target group: Everyone

### **Hosts channels**

**Purpose: private space for hosts** where you can interact with one another, share best practices, and contact the Central Team

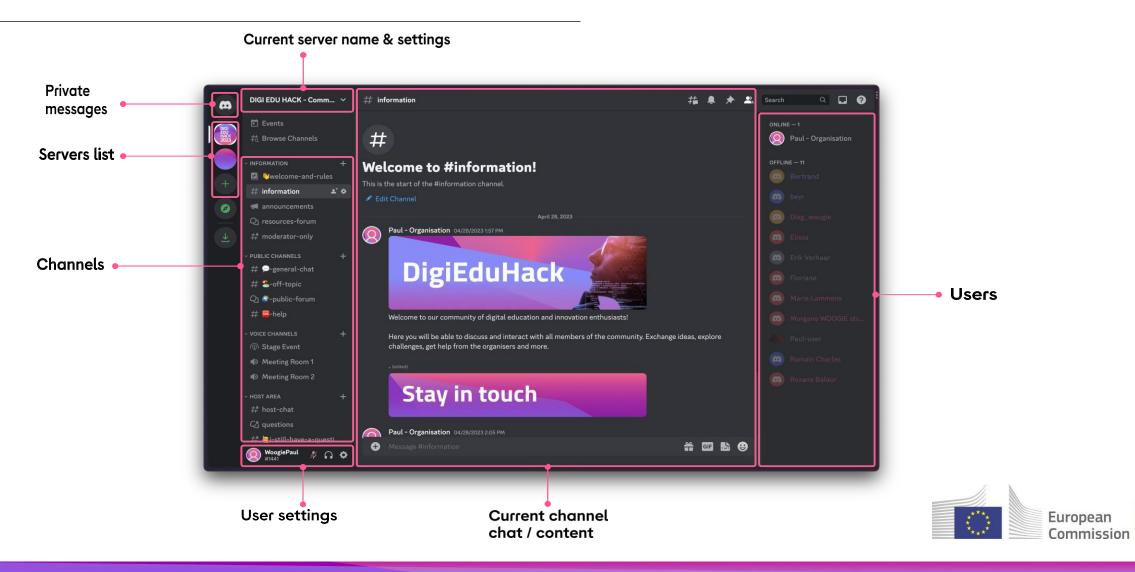
**Editors**: Hosts and Central Team

**Target group**: Hosts and Central Team



Public server





### Your event section



Once you have submitted a challenge, the **Central Team will create a private section for it** (e.g.: "Event-X-Community"). There, you will be able to create channels and interact with your audience.

To access it, you need to join Discord, and click the "I am a host" red button at the bottom of the "join your event" channel. The Central Team will handle it from that point. The section will come with the structure detailed below.

## **Event Community channel**

There we advise that you:

- post content, resources, information about your hackathon and your related events.
- answer questions and messages from your audience.

### Matchmaking\_networkingchannel

There we advise that you foster connections between your participants, so everyone looking for a group/group members could find what they need and finalise teams before the hackathon starts.

### **Event Community voice channel**

Allows voice and video interaction between any audience

The host can create as many voice channels as he wants.



## Your event section



**If you are hosting an Online or Blended event, you will have access to more technical features** which will support you in facilitating the online collaboration within your teams, as well as interactions with mentors and judges.

You will be given access to the server settings to create roles so you can manage your audience

### "Who are You" channel

It is a part of the default event section setup, no one will be able to post, but only interact with the automation.

The automation allows people to select the roles that fit them. i.e. mentors pick "mentor", participants pick "hacker"

For more information about the server settings and automations, we encourage you to watch the Coaching call #2 (Coaching Call #2 2025: Crafting Your Challenge +Setting Up Your Webpage)



