DIGI EDU HACK 2025

HOST GUIDE

Manage solutions submission and select your local winner

European Commission

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INTRODUCTION
Welcome to DigiEduHack!

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

We put together this second guide to complement your navigation on the newly created DigiEduHack website, with a focus on the process of solutions submission and choosing your winner at local level. We hope you find it useful!

If you still have questions after reading the document, don't hesitate to contact us at: contact@digieduhack.com.

GLOSSARY

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

HACKATHON A hackathon - or a DigiEduHack event - is a "local" online/in-person/blended happening 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 ORGANISATION A host organisation is the organisation / institution / team which is running (hosting) the hackathon.

LOCAL WINNER A local winner is a team of participants whose solution has been evaluated and selected by the Host as a winner of the local Hackahton.

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.

STEERING GROUP The Steering Group is one of our Governance bodies; it is composed of experts coming from different background who, among other tasks, will evaluate and select the finalist solutions to be put for public vote, from the pool of winning solutions at local level.

SOLUTIONS SUBMISSION BY PARTICIPANTS

- OVERVIEW

- STEPS

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OVERVIEW

1. Host your hackathon

2. Share the *solution form* link with your participants and ask them to fill it in **before the end of the local hackathon.** You may suggest for your participants to use the solution canvas as a guiding document for their submission (editable PDF here). *All participants should also be registered on the website by this time.*

3. Evaluate the solutions to your challenge (you may use our evaluation grid to ensure alignment with the official DigiEduHack criteria, which are the Steering Group's guiding criteria for evaluating the global competitors.)

4. Review the solutions submitted, publish them on the challenge's web page and select your local winner

5. Choose the Global Award your local winner is running for (if you need support on this, the Central Team can help you)

6. Invite your local winning team to apply for the Global Competition on the DigiEduHack website. They will have to access the Global Evaluation Platform (link here & will appear on the mainpage of the DigiEduHack website during the hackathon days) and submit further information for the Steering Group evaluation (you have **until no later than November 26** to submit your solution for the Global Competition).

7. Attend, and encourage your participants to attend, the Main Stage event online on November 25 to hear all about this year's edition of DigiEduHack

SOLUTION SUBMISSION – STEP 1
Share the solution form link – During the Hackathon

Log in to your personal area and…

- From the *"participants tab"*, copy the *"solution form"* link and share it with your participants for them to submit their solution.

- *The link is unique to your challenge, so you can share it in your Discord server with all the participants to your Hackahton.*

SOLUTION SUBMISSION – STEP 2
Review and enable solutions – During the Hackathon

Personal area

My profile
- Account details
- Logout
- DigiEduHack main Discord server

Challenge management
- General discord channel
- My challenge
- Participants
- Solutions

You want to propose a solution to a challenge?

Become a participant

Solutions

Solution Title	Author Name	Team	Go live	Is winner
Example solution	Bertrand Brisbois	WOOGIE	☑ Visible	☐ No

- Foresee a time during the Hackathon for participants to submit their solutions.

- ***Only one member of each team*** *should fill in the solution submission form! For this, you can ask teams to designate a "reporter" in charge of submitting the solution of the team before the end of the Hackathon.*

  *Make sure teams submit their **solutions in English**!*

- Review the solutions submitted by your teams, and enable them on the website by clicking on *"visible"* from the *"go live"* column.

Has a team forgotten to add important information about their solution when submitting? Contact us at contact@digieduhack.com

SOLUTION SUBMISSION – STEP 3
Select winning team and Global Awards – During the Hackathon

Personal area

My profile
- Account details
- Logout
- DigiEduHack main Discord server

Challenge management
- My challenge
- Participants
- Solutions

Solutions

Solution Title	Author	Team	Go live	Is local winner	Award category
wefwef	Bertrand Brisbois	wefwef	☑	☐	Select
wefwef	Bertrand Brisbois	wefwef	☑	☑	Select / ✓ Beginner Awards: Social impact / Beginner Awards: Disruptive technology / Experienced Awards: Social impact / Experienced Awards: Disruptive technology
wefwef	Bertrand Brisbois	wefwef	☑	☑	
wefwef	Bertrand Brisbois	wefwef	☑	☑	Experienced Awards: Social impact

From your personal area, within the *"solutions tab"* :

- **Select the winner of your Hackathon**. The solution will automatically appear highlighted as such on the website.

  LOCAL WINNER

- **Select the Global Awards** your winning team is competing for (*more information on* *Awards - DigiEduHack 2025*)

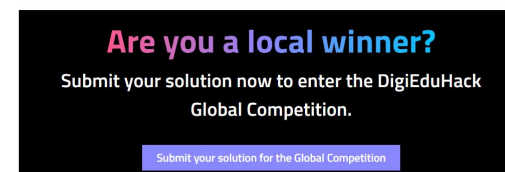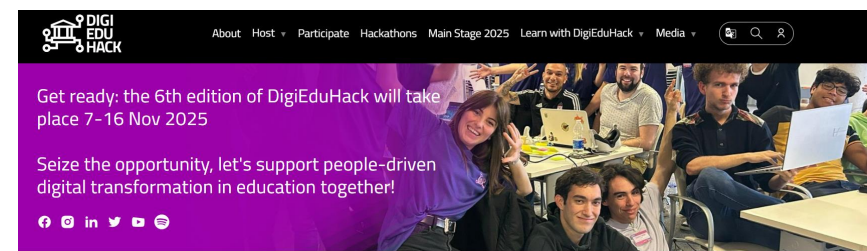DIGI EDU HACK 2025

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GLOBAL SOLUTION SUBMISSION – STEP 4
Only for local winners – Strict deadline: November 26

- The host should inform their local winning team that they have won their local competition. You will have to inform them of the second submission they have to go through to enter the global competition. They will have to access the Global Evaluation Platform through this link which will also be easily accessible on the main page of the DigiEduHack website (*see on the right*)

- On this platform, they will have to provide extra information about your solution to help the Steering Group in their evaluation. They should free to share any supporting materials such as a pitching video, a picture of your team, a logo,…

- They will have until **no later than November 26** to submit your solution for the global competition.

Yes, this is a second submission! This submission is your official entry to the Global Competition and must include all final materials. This extra information about the solutions is fundamental for the next stage of the competition and the evaluation by the Steering Group. **The more complete your solution is, the more accurate the evaluation will be.**

Get ready: the 6th edition of DigiEduHack will take place 7-16 Nov 2025

Seize the opportunity, let's support people-driven digital transformation in education together!

Are you a local winner?
Submit your solution now to enter the DigiEduHack Global Competition.

Submit your solution for the Global Competition

Your role as host is key in helping us ensuring that all local winners submit their solution at the local level as well as for the Global Competition. This two-step process is what might lead you and your local winning team to the Awarding Ceremony 2026 ;-)

GUIDING THE WINNING TEAM THROUGH THE GLOBAL EVALUATION

- STEPS

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SOLUTION SUBMISSION – STEP 3
Overview of the process – Deadline: November 26, 2025

10 DAYS

ALL PARTICIPANTS

ONLY LOCAL WINNERS!

DEADLINE 26 NOV 2025

1st SUBMISSION - LOCAL HACKATHON

2nd SUBMISSION – for the Global Competition REGISTRATION and SOLUTION SUBMISSION

STEP 1 - Local winners must access the Global Evaluation Platform
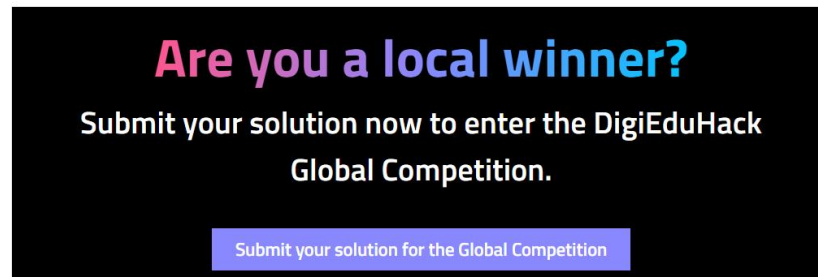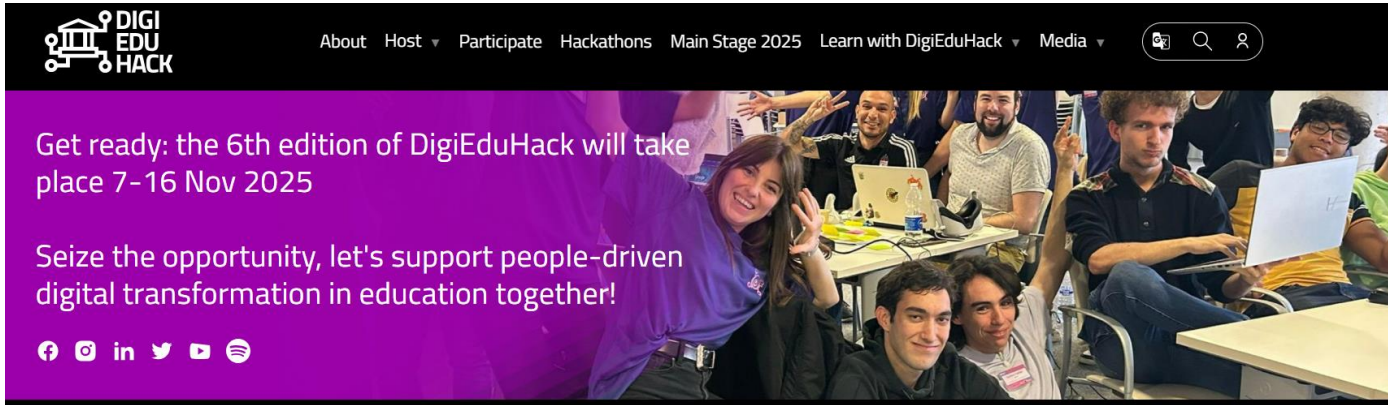
- Local winners should submit their solutions for a second evaluation through this link **https://hackathon2025.carsa.es/**

- This link will also be available on the DigiEduHack website homepage (see on the left side)

- There's a strict **deadline** (**26th November** 2025

STEP 2 - Registration on the Global Evaluation Platform

DigiEduHack 2025

Submit your Solution

https://hackathon2025.carsa.es/

E-mail

usuario2

Password

•••••••••••

Login

Register

- Local winners **must register and submit** their application in the Global Evaluation Platform.

- There's a strict **deadline** (**26th November** 2025)

- The Global Evaluation Platform will not let teams submit until **all requested information is provided**.

- If you encounter any issue within this process, please make sure to contact us at **contact@digieduhack.com**

STEP 2 – Registration on the Global Evaluation Platform

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Register

Username

First Name

Last Name

E-mail Address

Telephone

Full Legal name of the organization

Short name of the organization

VAT Nr.

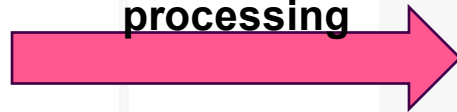City

Country
Choose a Country

Password

Confirm Password
Confirm Password

☐ I give my consent to the processing of my personal data described in the Privacy policy document provided in this platform.

Register | Login

A very simple registration form

Local winners (just the team leader) will fill in the data requested and give consent to personnel data processing

Register

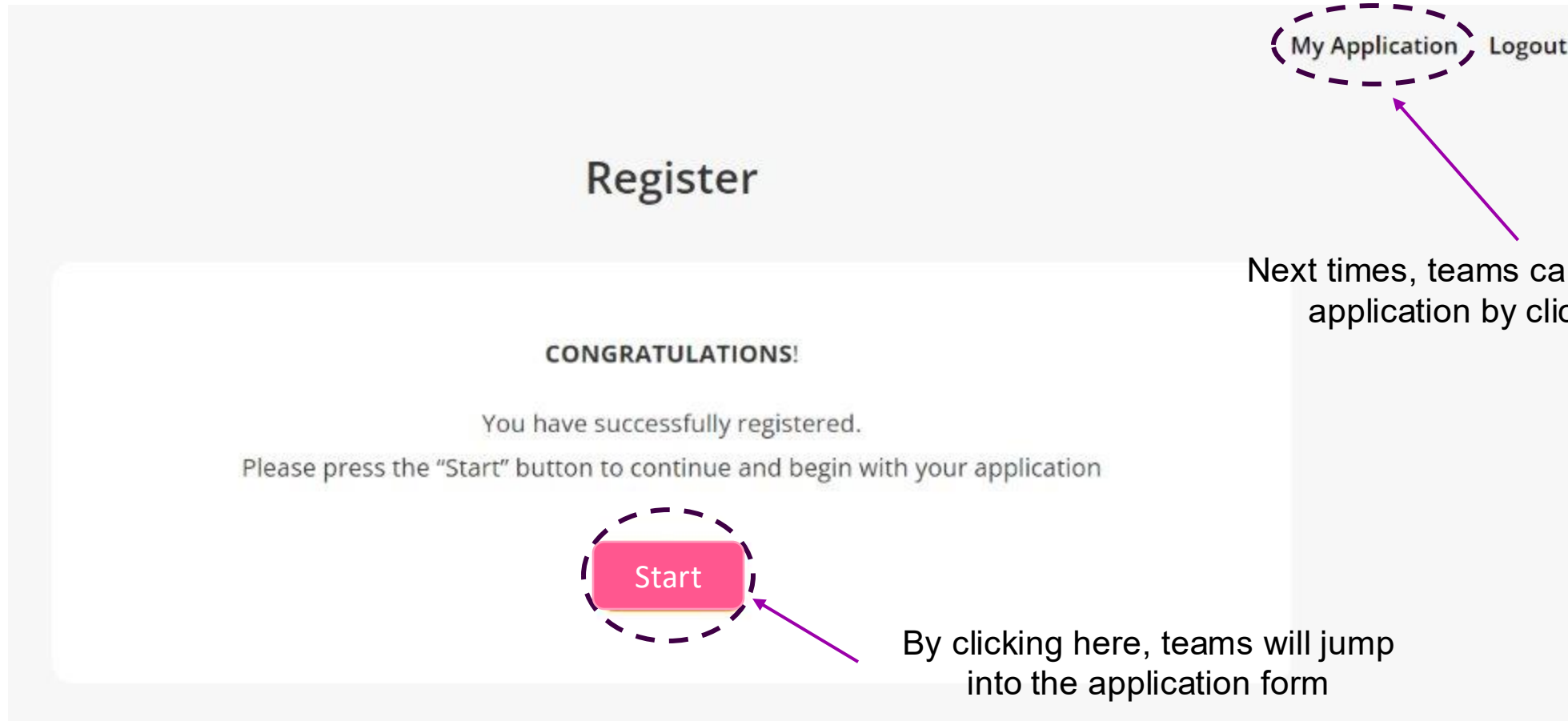**CONGRATULATIONS!**

You have successfully registered.

Please press the "Start" button to continue and begin with your application

Start

- Name and surname
- Email address
- City and country where the hackathon took place
- Set up a user and a password

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STEP 2 – Registration on the Global Evaluation Platform

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My Application Logout

Register

CONGRATULATIONS!

You have successfully registered.
Please press the "Start" button to continue and begin with your application

Start

Next times, teams can access their application by clicking here

By clicking here, teams will jump into the application form

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STEP 3 – Solution submission for the DigiEduHack Global Competition

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TITLE OF YOUR SOLUTION*

Team members (names and emails)*

Name of your hackathon (of the challenge addressed)*

Challenge Category (of the hackathon you participated)*

Award Category 1*

Experienced
Beginner

Award Category 2*

Social Impact
Disruptive Technology

Background of the team:

(multiple selections possible in case of mixed teams)

☐ Higher Education Students ☐ Researchers ☐ Professionals

☐ Teachers ☐ Primary School Students ☐ Secondary School Students

☐ Others (please specify)

Upload Solution Canvas*

The solution canvas to be found here is to be filled out (editable PDF) and uploaded there.

Upload additional info (optional)

SUBMIT

STEP 4 – Solution submission

The Global Evaluation Platform won't let teams submit their application until all the mandatory data and documents are provided.
Teams may submit as many versions of their applications as they want prior to the deadline.

*Dropdown options will be provided here to choose. Please **select just one option.***

OVERVIEW

If **you are hosting a Hackathon where part or all of the participants are underage**, and given that we do not want to miss any solution, we count on you to gather the information and send it to the Central Team at **contact@digieduhack.com**.

The Central Team will manually add the participants / teams and their solutions, from the back-end of the website so they appear on your challenge's webpage.

Steps:

1. Host your Hackathon

2. Gather the solutions / ideas proposed by your teams

3. At the end of your hackathon, send us the solutions proposed by your teams, pointing out the winner of your Hackathon and the Global Award your winning team is competing for.

4. We will do the rest !

For any question about the website, reach us at
contact@digieduhack.com