



MAY 2023

HACKATHON CHALLENGE EXAMPLES



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



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(« Emerging Technologies for Education » category)



01 - EXPLANATION: CHALLENGE WEBPAGE CONTENT



CHALLENGE WEBPAGE CONTENT



TITLE OF YOUR CHALLENGE

Come up with a descriptive and enticing title to describe your hackathon.

CATEGORY

Indicate which category the challenge fits.

SUMMARY

Provide a brief description of the focus and purpose of your hackathon.

DESCRIPTION

In more detail than the summary, elaborate on what your hackathon aims to address and achieve. This is a good place to provide examples of solutions within your challenge domain, to inspire hackers to their own ideas.

GOALS / OUTCOMES

Here, list what you would like participants to focus on during their 24 hours of hacking. What is the purpose of the hack? What should come out of their work at the time of the final competition? What are the implications beyond the hackathon?

EXPECTATIONS AND REQUIREMENTS

What do you want your teams to deliver? Are there any special constraints, considerations, or requirements? Specify those here.

CHALLENGE WEBPAGE CONTENT



START, END DATES

Indicate when your hackathon begins and ends, including times. *Note that the hackathon is not to exceed 24 hours total, though you may split the event into 2 times 12-hour sessions.*

AVAILABLE SUPPORT

What will you provide for your hackers to help them on their journey? Consider documents, computing resources, human resources e.g. organisers and mentors, etc.

REGISTRATION DEADLINE

Indicate by when your teams should register to be eligible to participate.

WHO CAN JOIN

Select as many categories of participant as apply to your hackathon. If "Other," elaborate on the definition if this in the text field.

SPECIFIC CONDITIONS TO APPLY

If there is any stipulation for participants in order to join the hackathon, indicate that here (e.g. a particular nationality, age limit, etc.)

VENUE

Share the location of your hackathon (or its headquarters, if online only) so we can place you on the virtual map and help your participants find the venue if there's a physical event.

CHALLENGE WEBPAGE CONTENT



DOWNLOAD MATERIAL

Helpful files that you wish to share with your participants can be added here.

SCHEDULE

Use this area to share the agenda of your event for the 24 hours.

MENTORS & JURY

For each mentor and jury member, share a description, photo, area of expertise, and LinkedIn profile (as applicable). Remember this can be updated as you recruit more mentors and jury.

PARTNERS

Here you can place the logo of partners / sponsors, with a link to their webpage.

PRIZES

List any prizes available to your participants. These can include non-monetary incentives, so get creative!





02 - EXAMPLE CHALLENGE

WEBPAGE



EXAMPLE CHALLENGE WEBPAGE



WHAT IS THIS DOCUMENT FOR?

On the following pages, you will find images of a challenge webpage set up to show you what your own page will look like, once your challenge has been submitted and approved by the Central Team

Note that the fictional content is meant just to guide you as you create your challenge webpage, but you can get creative with your content! *(Just remember to adhere to the character limits per section)*



DigiEduHack 2023

Exciting news: We're back! Are you interested in supporting people-driven digital transformation in education? This year we're taking things to the next level: join us between 6 and 13 November!



Example Challenge: Transforming Education with Emerging Technologies

Develop innovative solutions that harness the potential of emerging digital



ULTRAHACK



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

Who can join?



Primary
students



University
students

10 - 11 NOV 2023

Register by 29 OCT

Online

from Albania

Specific conditions to apply

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

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.





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.



Schedule

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

Mentors





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



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

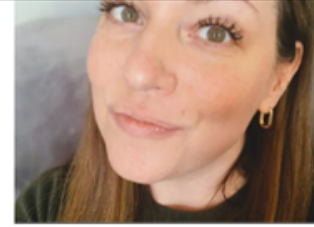
● Pitching and Jury Q&A

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





For more questions about
crafting your challenge, reach us at
contact@digieduhack.com



European
Commission