



2024

HOST BLUEPRINT

The basics of your hackathon



European
Commission

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

2024 ANNUAL THEME



Imagining the Digital Education of the Future

In today's rapidly digitalising world, cultivating strong digital literacy and skills and keeping up to date with the new trends is no longer optional – it's essential.

Digitalisation has profoundly impacted various spheres of society, including education, prompting teachers and other education experts to reevaluate their teaching methods and embrace emerging technologies.

Nowadays, not only is it important to understand, use, and promote these new technologies, this way redesigning and improving the education landscape, but also to connect people, to help and learn from each other and create a sense of community.

Don't wait any longer and join the DigiEduHack initiative to participate to this global effort and to build new opportunities for digital education. Let's imagine together the digital education of the future!

CHALLENGE CATEGORIES



Access and Availability

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 and empower everyone to thrive in the digital age?

Learning Spaces & Pedagogies

To meet the growing need for more innovative learning design and delivery, educators must create interactive and engaging experiences that leverage a variety of digital tools.

How can we contribute to making learning design more innovative, impactful and fun?

The Learning Experience

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?

CHALLENGE CATEGORIES



Individual Competences

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 as well as for the labour market.

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

Organisational Capability

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.

Is your organisation promoting digital-first thinking and making the best of the opportunities offered by technologies?

Well-being in Digital Education

Digital education equips young people with the skills and competences to feel physically, socially and emotionally content in their interaction with the digital world.

How can we promote well-being in digital education?

CHALLENGE

CATEGORIES



Emerging Technologies for Education

As educators and learners alike continue to embrace new digital tools and approaches, we can look forward to a world where everyone has access to high-quality digital education. How can emerging digital technologies impact future learning? How can educators lead the change?

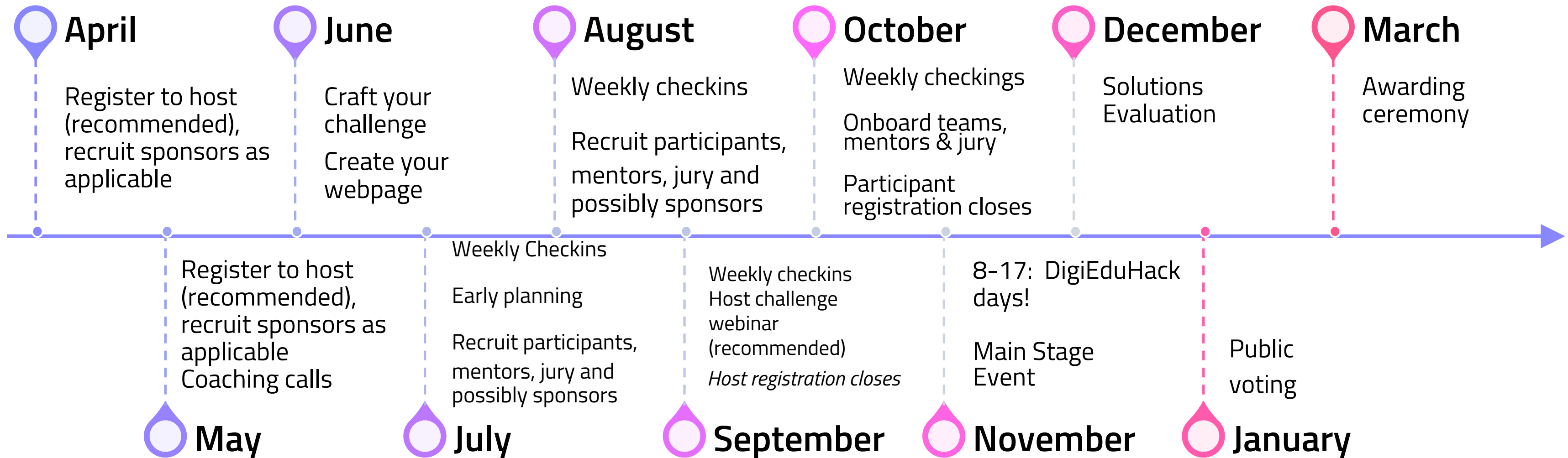
Data-Driven Education

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. 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! If you have an idea that doesn't fit within the predefined categories, don't hesitate to contact us so we can add your category.

KEY PROJECT MILESTONES





MILESTONES EXPLAINED

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REGISTER AS A HOST



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, so they reactivate the link.

Go back to www.digieduhack.com and **log in** with your email address and password.

Find the complete website guide

here: <https://digieduhack.com/participate/host>



CRAFT YOUR CHALLENGE



1. Select the most interesting and relevant challenge **category** for you (see slides 3-5).
2. Devise a specific challenge topic to fit one of these categories.
3. Using the provided examples at <https://digieduhack.com/participate/host> as a guide, generate a title, summary, description, goals & outcomes, and expectations for your hackathon.

TIPS

Make your challenge **general** enough that many solutions could fit within it, but **specific** enough to be understandable and compelling to join!

Make sure your challenge addresses a **real-world need**.

Try to offer a few **solution examples** in the description to inspire your participants.

CREATE YOUR WEBPAGE



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.

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.

Find the complete website guide here:

<https://digieduhack.com/participate/host>

ATTEND COACHING CALLS



Filmed in May-June 2024, there will be **weekly coaching calls** to prepare you to succeed with your hackathon! Register to attend the live calls [here](#) or visit the same page to find the recordings and slides after the live events.

Agenda topics include gathering funding, hosting a webinar, recruiting participants, matchmaking teams, onboarding mentors and jury, and the evaluation process – along with helping you prepare your event itself!

Additionally, there will be weekly checkin calls on Discord beginning 14 June at 10am CEST to discuss any topics hosts may have.

OTHER SUPPORT FOR HOSTS



Attend the [Learning Opportunities](#) – links and schedule available on www.digieduhack.com – or watch them after the livestream on our website.

Find [FAQ](#) and downloadable [resources](#) (such as the complete host guide and the marketing kit template) available on the website at <https://digieduhack.com/participate/host>

Before and during the hackathons, you will have a [support team](#) available to you on [Discord](#) and via email.

Reach out with additional [questions](#) to our team at contact@digieduhack.com at any time. We endeavour to respond within 48 business hours of inquiry.

MAIN STAGE EVENT



An exciting interactive **hybrid** event designed to wrap up the hackathon week. The event will be streamed live in November (details coming soon on the website). It will feature an agenda with items such as a **recap** of the week's events, an inspiring **keynote**, a **roundtable discussion** about the annual theme, **testimonials** from hackathon participants, and a **panel** with previous winners!

Stand by for your invitation link to the Main Stage Event to invite your participants, mentors, jury, etc. to join!

EVALUATION, VOTING & AWARDING



An [evaluation matrix](#) and [manual](#) will be provided to you to help your judges select your local winners. You are encouraged to offer any [prizes](#) you find appropriate to your hackathon event.

Local winners must be submitted to the central organisers of DigiEduHack immediately following the hackathon. A [judging committee](#) made of our Steering Group members will review these winners to identify finalists to be voted upon by the general public. [Voting](#) by the general public will take place over four weeks, facilitated online via a platform accessible through the DigiEduHack website.

[Winners](#) will be announced by the European Commission 7-10 days after the closing date of the public votes, and the winners will be informed at that time about the [prizes](#) they can choose from.

The [Awards Ceremony](#) will be an opportunity for the winning teams to receive their awards and present their solutions to a large audience.





Don't forget you can reach out
to contact@digieduhack.com
with any additional questions!

