



PARTICIPANT GUIDE

Submitting Your Solution



European
Commission

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



TABLE OF CONTENTS



INTRODUCTION GLOSSARY

SUBMITTING YOUR LOCAL SOLUTION

SUBMITTING YOUR SOLUTION FOR THE GLOBAL COMPETITION

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 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.

STEERING GROUP

The Steering Group is one of our Governance bodies; it is composed of experts coming from different backgrounds 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.



SUBMITTING YOUR SOLUTION

- OVERVIEW

- STEPS

OVERVIEW



1. [Register](#) on the DigiEduHack website
2. [Participate in the Hackathon of your choice](#) by clicking on "apply" on the specific hackathon page.
3. **Before the end of the Hackathon**, submit your solution through the *solution form* link received from your host. Use the solution canvas as a guiding document ([editable PDF here](#))
4. Your solution will be made public on the challenge's web page, after revision from your host
5. Your host will inform you if you are the local winner, and the information will also appear on the DigiEduHack website
6. **If you are a local winner**, you will have to submit your solution for the Global Competition on the DigiEduHack website. You will have to access the Global Evaluation Platform ([link here](#) which will appear [on the main page of the DigiEduHack website](#) during the hackathon days) and submit further information about your solution for the Steering Group evaluation (you have **until no later than November 26** to submit your solution for the Global Competition).
7. Attend [Main Stage event online](#) on November 25 to hear all about this year's edition of DigiEduHack

LOCAL SOLUTION SUBMISSION – STEP 1

Choose a reporter and submit the solution – During the Hackathon



Submit a solution

Please, only submit solutions in English.

Title*

Tweet / Slogan

Description*

Team Name*

Team Members*

Logo

 Choose file

PDF version of the solution

Please include a PDF version of the solution for people who want to download it, or save it.

 Choose file

Submit

- During the Hackathon, your host will share with you the *solution form* link that you are asked to fill **before the end of the local Hackathon**



Designate a reporter: only one member of your team shall submit the solution, so make sure you all agree on who this team-mate is

- Solution form guidance / tips:
 - Make sure you submit your solution in English
 - You may use the [solution canvas](#) as a guiding document for your submission (the pdf is directly editable and you can upload it on the website)
 - Although they are not compulsory, we invite you to think out of the box and come up with a punchy slogan and / or a logo for your solution
 - You also have the possibility to complementarily submit your solution in a PDF version that allows easier download

Did you forget anything when submitting your solution? Contact the **Central Team** at contact@digieduhack.com or your local host



LOCAL SOLUTION SUBMISSION – STEP 2

Check your solution on the web page



Bare Native

A solution proposed for the challenge "Uruguay – Digital education for food, agriculture, and land use ecosystems"

Download the PDF

DESIGNED FOR USE BY EDUCATORS, STUDENTS, CITIZEN SCIENTISTS

The BN Water mobile app is a water-monitoring data-collection and learning tool designed for use by educators and their students, citizen scientists, and researchers.

Bare Native is a bioremediation company that works with global waterways to educate universities, industry and workers about their water quality, the pollutants within it, and to educate them on how to repair it.

The first global app of its kind, we will be able to harvest data from our clients around the world. The database will be sold to our beachhead market of universities and would allow them to have access to it in real-time.

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Tweet / slogan

Solution tweet text @bnwater has increased profit for fish farmers by 300% creating clean and safe water for all and supporting livelihoods and protecting marine, eco systems



Name of the team

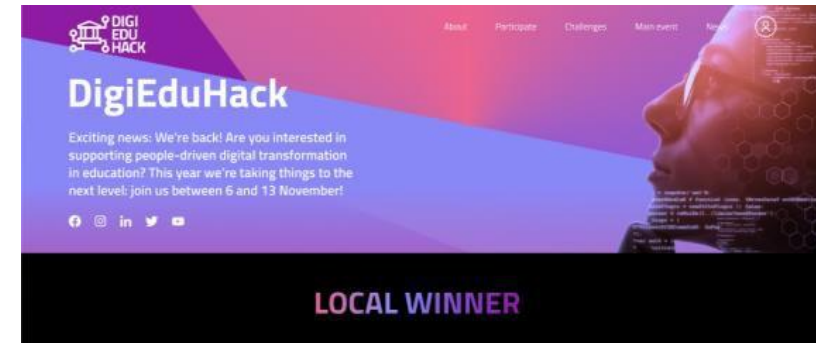
- Professor Peter Wadhams
- Dr Vincenzo Riggio
- Shane Bond
- Dr Cornelia Wilson



- Once your host has reviewed your solution it will be made public and appear on the challenge's web page (*example of how will the solution page look like on the left*)



If your solution is the winner, it will be highlighted as such on the web page:



Bare Native

A solution proposed for (ChallengeName)

Download the PDF



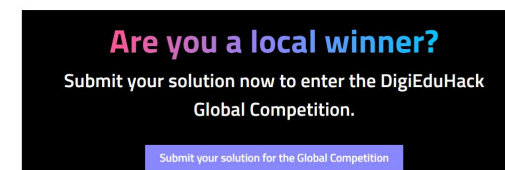
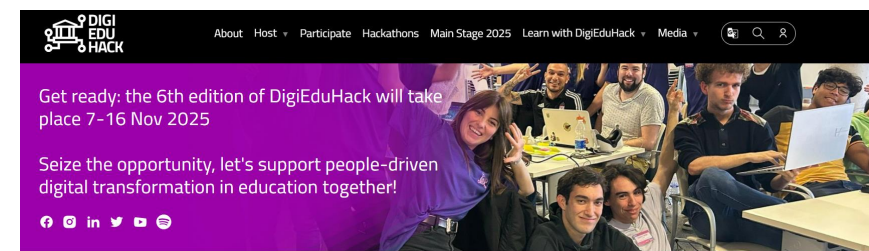
GLOBAL SOLUTION SUBMISSION – STEP 3

Only for local winners – Strict deadline: November 26



- If you are the winner of your Hackathon, your host will inform you. You will thus enter the Global Competition. In order to do that, you 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, you will have to provide extra information about your solution by completing the [solutions canvas](#) to help the Steering Group in their evaluation. Feel free to share any supporting materials such as a pitching video, a picture of your team, a logo,...
- You 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.**



Do you encounter any issue throughout this process? Contact the **Central Team** at contact@digieduhack.com as soon as possible and we will gladly help you.

SUBMITTING YOUR SOLUTION FOR THE GLOBAL COMPETITION

- STEPS

SOLUTION SUBMISSION – STEP 3

Overview of the process – Deadline: November 26, 2025



Submit a solution

Please, only submit solutions in English.

Title*

Tweet / Slogan

Description*

Team Name*

Team Members*

Logo

 Choose file

PDF version of the solution

Please include a PDF version of the solution for people who want to download it, or save it.

 Choose file

Submit

On the website, the “local winning” solution will be marked as such:

ON THE CHALLENGE PAGE

Proposed Solutions

A long solution title that fits in three lines to see what it looks like

LOCAL WINNER

A long solution title that fits in two lines

Solution title

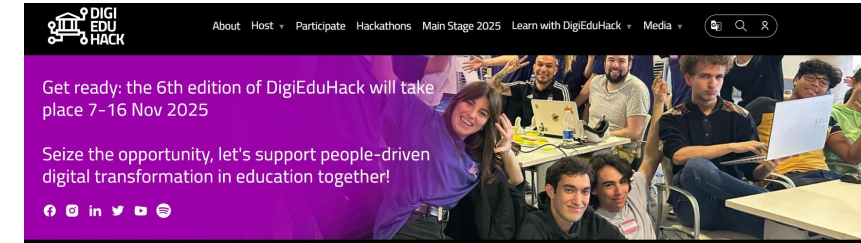
A long solution title that fits in two lines

A long solution title that fits in three lines to see what it looks like

10
DAYS

ALL
PARTICIPANTS

1st SUBMISSION - LOCAL HACKATHON



Are you a local winner?

Submit your solution now to enter the DigiEduHack Global Competition.

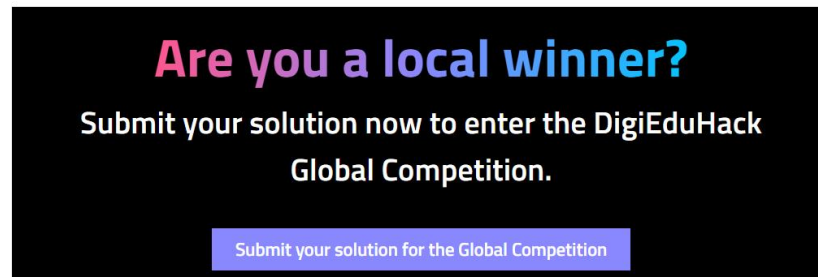
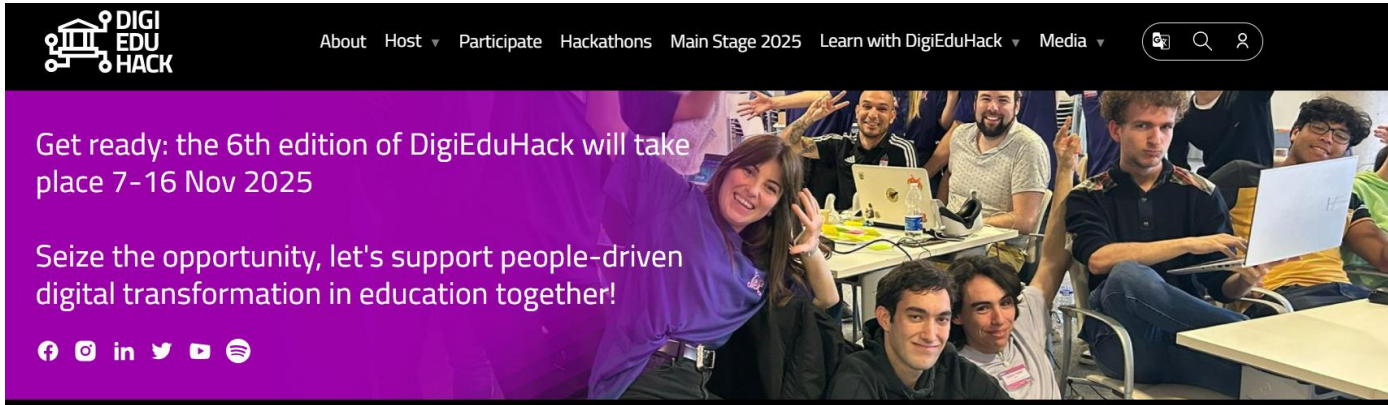
Submit your solution for the Global Competition

ONLY LOCAL
WINNERS!

DEADLINE
26 NOV
2025

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



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

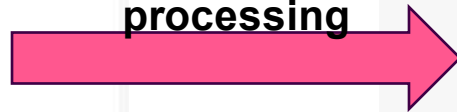
Confirm Password

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

Register

Login

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.

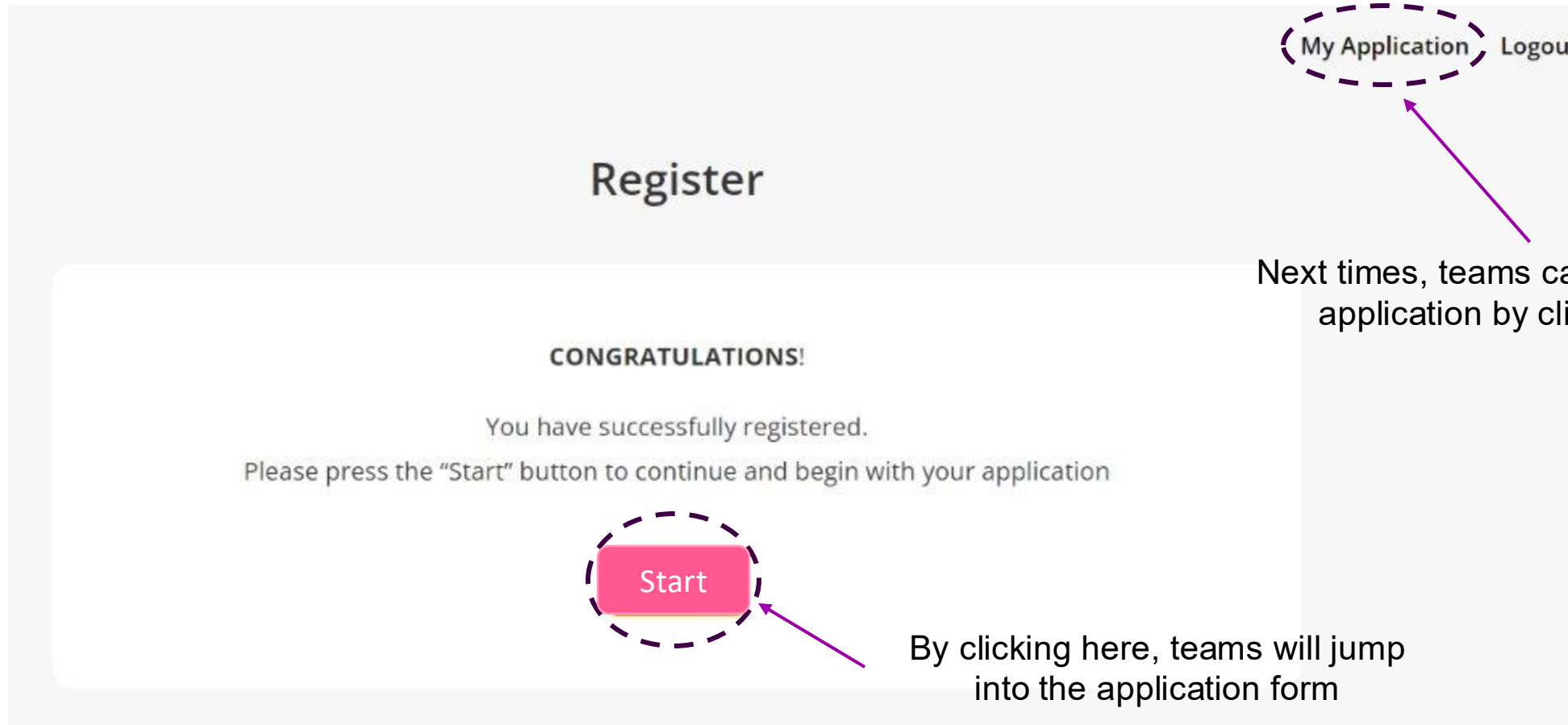
Please press the "Start" button to continue and begin with your application

Start

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

A very simple registration form

STEP 2 – Registration on the Global Evaluation Platform



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

STEP 3 – Solution submission for the DigiEduHack Global Competition



TITLE OF YOUR SOLUTION*

Team members (names and emails)*

Background of the team:
(multiple selections possible in case of mixed teams)

<input type="checkbox"/> Higher Education Students	<input type="checkbox"/> Researchers	<input type="checkbox"/> Professionals
<input type="checkbox"/> Teachers	<input type="checkbox"/> Primary School Students	<input type="checkbox"/> Secondary School Students
<input type="checkbox"/> Others (please specify)	<div></div>	

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

Upload Solution Canvas*

Upload additional info (optional)

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

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**.*



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