



Welcome to the  
**Cultural Social  
Innovation**

**HACKATHON**

**GUIDE**



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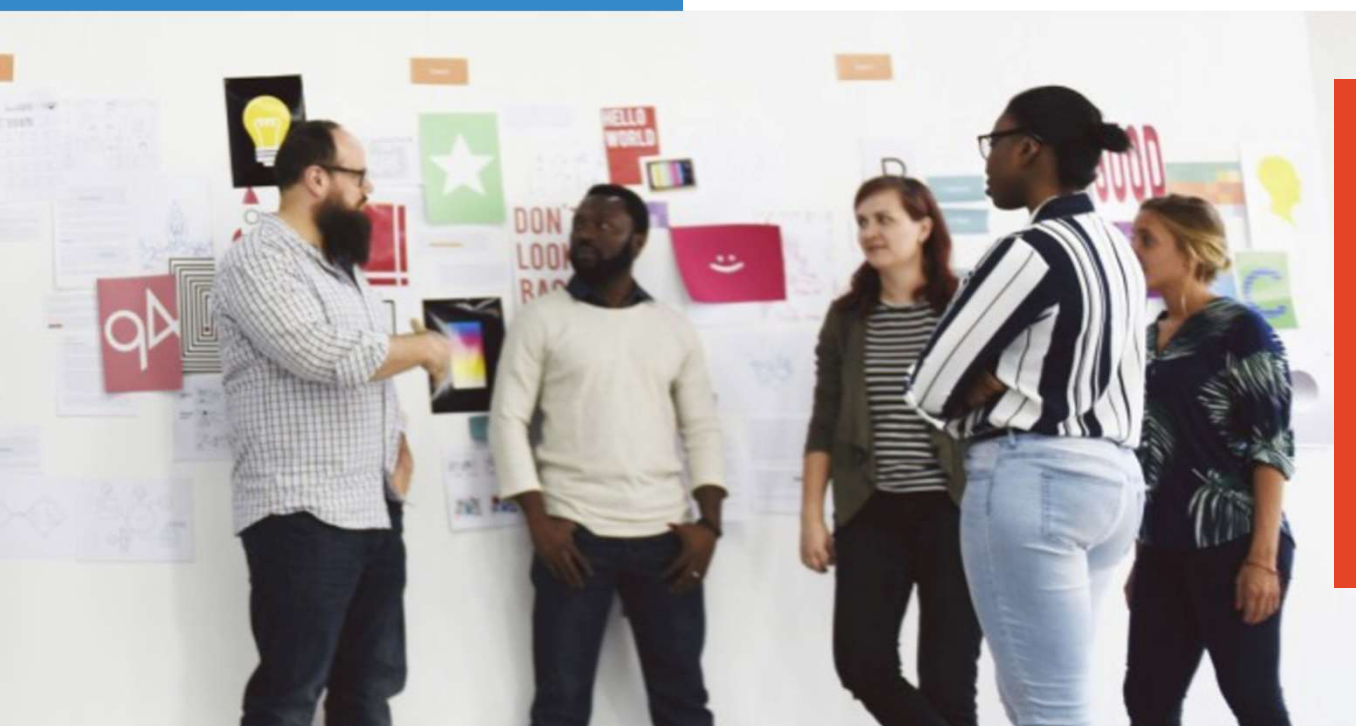
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# WELCOME TO THE CULTURAL SOCIAL

## INNOVATION HACKATHON GUIDE

This guide is meant to **introduce youth workers and adult educators** to the concept of a **Hackathon on social innovation techniques & tools.**

It provides guidelines on how to to implement the hackathon methodology with an emphasis on the specificities that can be found at local level in the six different countries of the CSI partnership: **Italy, Greece, Ireland, Hungary, Denmark, and the UK.** We hope you find what you need in this guide to lead more cultural, more innovative, and more impactful projects.



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# 01

## Introduction to the “hackathon” concept



# Introduction to the “hackathon” concept

# 01

## Origin of “hackathon”

Originally called “data hackathon”, a hackathon is an event gathering experts from the technological and digital sphere to tackle a data problem and prototype a solution to it. Combining the words “hack”, here in the sense of exploring coding solutions to a problem, and “marathon”, a hackathon presents an intense format during which the participants from different backgrounds are put together and need to find a solution under a tight time constraint, usually between a day and a week.

The concept of hackathon was born out of a cryptographic development event in Canada in 1999, and since then is a popular tool for big tech companies such as Google and Facebook to generate new ideas and features to their products in a fast way. At the end of the event, the tech company selects the best solution proposal and intends to patent the prototype, which is considered to be the “prize” of the event.

## Hackathon Evolution

Over the past twenty years, the hackathon format has become more and more popular for its innovative approach to problem solving and is now used in other sectors than the one of digital technology. Hackathons can vary in objectives and themes, and if they can be used for creating digital tools such as apps or video games, they can also be used for other reasons than product development such as altruistic purposes to find solutions to problems that concern a community, or simply as an educational tool.

## Why hackathons?

The hackathon format has become very popular for several characteristics. First of all, being an event gathering people from different backgrounds and places, a hackathon is a great example of inclusion as it creates a space for different people to collaborate together towards the same goal. As all sorts of people can participate, this makes hackathons accessible events that can be held all around the world or in small-scale groups, either digitally or in presence, and can tackle all sorts of topics.

The marathon format gives a time constraint to finding a solution to the problem presented, which encourages the generation of ideas in an intense way and stimulates creative thinking. These hackathon characteristics foster a solution-driven focus that removes obstacles to creativity and trigger an intrapreneurial mindset, giving the freedom to all participants to think out of the box and to take actions upon their ideas

## Hackathons for Cultural Social Innovation

Hackathons instigate positive cultural change and promote the idea that everyone can contribute to innovation and is able to participate in the change and in the creation of solutions. Hackathons promote collaboration, inclusion, creative thinking, but also empowerment and engagement for social and cultural causes. Hackathons are great tools to empower adults and young people to become confident cultural social innovators and design innovative solutions to current challenges by providing a feeling of achievement, teamwork and by meeting new people with shared interests. It is also a great opportunity for adults and young people to test out a very modern, digital format that stimulates new skills while reinforcing transversal skills.

The pandemic has highlighted the fragility and value of the cultural and social sector, and the need for it to stay connected to people by keeping up with digitalisation and modern trends. The sector has a constant need for transformation, and hackathon events are a great tool to engage young people and adults in the development of socially and culturally innovative projects. Hackathons are also a great way to raise awareness and build solidarity and resilience within local communities.

### Hackathons for the CSI project

**The CSI project aims to modernise youth and adult education curricula and practice.**

In this context, hackathons are presented here as a promising teaching method in a setting that resembles real-world situations, with students tackling real-world problems while being in a safe learning environment. Hackathons can also benefit educators in viewing learning processes from a fresh perspective in which the learners confront reality to test their knowledge and assess themselves through the learning process.

**In a nutshell, through the development of this guide and of hackathons, the CSI project aims at:**

- Increasing awareness and contributing to the empowerment, integration and competence development of adult educators and young people.
- Strengthening the knowledge and digital skills of adults and young people



# 02

## Hackathon Step by Step



# Hackathon Step by Step

# 02

**Hackathons** are popular for their **flexibility** and **freedom** when it comes to their format and structure.

However, in order to stick to the principle of hackathons which is the short time frame and intense format and ensure a successful outcome, some guidelines have been established for the organisation of hackathons.

These guidelines are common to most of the hackathons around the world regardless of their theme, purpose, or target group.

Generally, when organising a hackathon, there are **three distinct phases** to go through:



● **01 Pre-hackathon -**  
The Preparation Phase



● **02 Hackathon -**  
The Implementation Phase



● **03 Post hackathon -**  
The Follow Up Phase



## 01 ● Pre-hackathon - The Preparation Phase

There are a few steps to go through in order to ensure the preparation of a successful event. Some of these steps are straightforward, while some others are more complex and are presented more thoroughly in the next sections of this guide.

- Step 1:** selecting the theme/topic of your hackathon and your participants profile
- Step 2:** choosing the format of your hackathon: online or face to face
- Step 3:** preparing the venue, materials needed and reward
- Step 4:** promoting your hackathon and announcing date, location, theme/topic, participants profile and reward
- Step 5:** recruiting participants
- Step 6:** recruiting judges



## 02 ● Hackathon - The Implementation Phase

Example of a two days event:

**Day one - morning session:** introduction to the hackathon format, theme/topic, rules, materials and venue, as well as forming teams. It is recommended to include icebreaker activities and some introduction to the topic to increase the participants' feeling of engagement and motivation.

**Day one - afternoon session:** participants form their teams and start working on their project. The organisers can choose to monitor this session or leave complete freedom to the participants. It is recommended to provide a space for the teams to work, as well as a timeframe.

**Day two - morning session:** the teams finalise their project. It is recommended to provide a space for the teams to work, as well as a timeframe.

**Day two - afternoon session:** the teams present their project in front of the judging panel; judges deliberate and attribute the reward(s).



## 03 ● Post hackathon - The Follow Up Phase

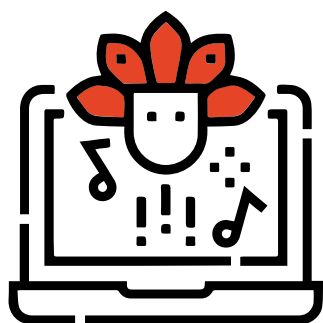
In this phase, the organisers make sure the reward is attributed to the winning team. It is also encouraged to do follow up communication by sharing photos, results, summary of the hackathon and by promoting future events the participants might be interested in.

# 03

## Participants Profile



# Participants



To establish the **target audiences** for the Hackathons, we have split them into **3 different profiles**:

**01** Adult Educators

**02** Youth Educators

**03** Young Adults



These are the main target groups as adult and youth educators can help young adults to implement a Hackathon as a new pedagogic approach to engage their learners with CSI projects. The Hackathon will develop and build a training plan on the topic of CSI, building upon adults and young people's skills in empathy, collaboration, problem solving and digital abilities. It is intended to produce positive changes in

both knowledge and attitudes, as well as a direct improvement in the CSI skills of adult and youth educators and the organisations they work for. By the partnership this will ensure academic credibility and practical relevance by employing best practice education pedagogy techniques, to ensure optimal knowledge retention, application and ownership of the learning process.

# 01

## Adult Educators

### Competencies

#### Social Competence

- Social skills
- Emotional skills
- Cognitive skills
- behavioural skills needed for successful social adaptation

#### Cultural Competence

- open attitude
- Self-awareness
- awareness of others
- cultural knowledge
- cultural skills

#### Knowledge

Adult educators usually have a clear understanding of cultural and social aspects and how each competence works together. They will have a background working in different sectors such as the Arts sector etc. and should be able to help to integrate different cultures.

#### Profession

VET educators, Third Level Education

#### Background

These persons can come from a background in the arts sector or in different social groups. They will also come from a background of vocational education. They will help to develop an attitudinal change, as CSI is understood to be a valuable part of skills development for adults and young people, and not a niche field.

#### Interest

Candidates will show interest within different cultures and have the skills to communicate within them to help collaboration and create the development of soft skills in adults and young people such as active listening, empathy, and relationship building. It also helps the target group to develop hard skills such as creativity, resilience and an entrepreneurial mindset so they can overcome difficulties and setbacks posed by COVID 19 onto local communities.

## 02 Youth Educators

### Competencies

#### Social Competence

- Social skills
- Emotional skills
- Cognitive skills
- behavioural skills needed for successful social adaptation

#### Cultural Competence

- open attitude
- Self-awareness
- awareness of others
- cultural knowledge
- cultural skills

#### Knowledge

These persons will have good knowledge on working with young people and how to connect with them so that they can engage in different social activities. Ideally, they will have a knowledge of working with disadvantaged youths within a cultural social setting.

#### Profession

Any involvement with youth at community organisations, sports organisations, schools and after school groups.

#### Background

These persons will have a background in working with youth from all backgrounds and within different social settings. They will help with the development of soft skills in young people such as active listening, empathy, and relationship building. It also helps the target group to develop hard skills such as creativity, resilience and an entrepreneurial mindset so they can overcome difficulties and setbacks posed by COVID 19 onto local communities.

#### Interest

They should have an interest in young people and how they integrate with the social and cultural competencies. They will want to have an interest in developing young people to help face different social and cultural challenges, helping them to put in place a structural plan with a step-by-step process to help them achieve their goal.

# 03

## Young Adults

### Competencies

#### Social Competence

- Social skills
- Emotional skills
- Cognitive skills
- behavioural skills needed for successful social adaptation

#### Cultural Competence

- open attitude
- Self-awareness
- awareness of others
- cultural knowledge
- cultural skills

#### Knowledge

These persons will have a good understanding of their social and cultural competencies and will use them to help with their development.

#### Profession

School age or student / community volunteer

#### Background

These persons will have a background in creativity and will have the ability to adapt and change and become social engagers within their local communities and should be able to help drive change. They will consolidate their social awareness and increase their engagement with their local community through study of social issues and interaction with other citizens and public servants. Over time, participating young people will be more engaged, connected and empowered as innovators, digital changemakers and active citizens.

#### Interest

Participants will have an interest in creativity, empathy, problem solving, human centered design, mobilising resources, teamwork etc. The hackathon will develop stronger digital skills, moving beyond digital literacy into digital making and the applied use of technology.

Not only will they improve their personal and professional development, but they will also make a greater positive contribution to society around them. The development of soft skills in adults and young people such as active listening, empathy, and relationship building. It also helps the target group to develop hard skills such as creativity, resilience and an entrepreneurial mindset so they can overcome difficulties and setbacks posed by COVID 19 onto local communities.

## Recruitment of Participants

You will use your own organisation networks, partners Networks, local schools, community organisations especially within the arts sector. By contacting these certain types of groups, schools or organisations you can provide them with several topics to choose from, i.e., digital topics or challenges that they have faced or are facing. You can allow the group to choose which affects them most and they can use this as their starting point. They will use the information created from CSI:EU to use the digital tools to help them solve or develop a solution to their issue or problem.

We suggest hosting a session with the group or groups before the Hackathon event to help them define a topic or issue to work on during the Hackathon. This will allow participants the opportunity to do some research on their chosen topic and also to familiarise themselves with the digital tools created through the CSI:EU project. Then on the day of the Hackathon event each group or team can work through their problem using the CSI EU Digital Transformational Toolbox to see what digital tools can be used to help them reach a solution to their topic or problem.



# 04

## Operational Logistics of a Face-to-Face Hackathon



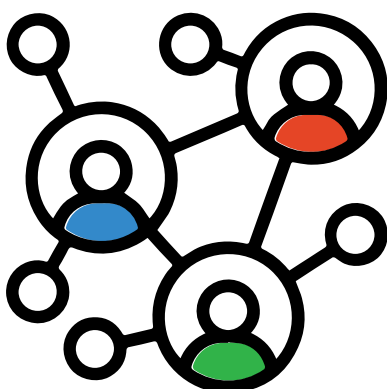
Operational logistics are an important part of the preparation phase and are crucial to the good development of a hackathon event

Logistics of a hackathon involve preparation in terms of finding the right location for the event and making sure that it is accessible for all participants. Investigating the place involves making sure that it can respond to the needs of the event, such as in terms of space for work and creation, materials and tools, and proper facilities.

Beyond the logistics operation of the place of the event, some hackathon events might also take care of the participants' needs in terms of transportation and lodging, which require another kind of preparation. If the process of operations logistics is common to all hackathon events, some aspects might vary depending on the social, political, geographical, economical and cultural context. Indeed the operational logistics of a hackathon might have different specificities and encounter different challenges depending on the country where it is hosted.

## Specificities and challenges of operational logistics in:

1. Ireland
2. Greece
3. Hungary
4. Italy
5. UK
6. Denmark



# Specificities and challenges of operational logistics in....

## 1 Ireland



Although Ireland has lifted covid restrictions, the potential for spreading the disease remains an obstacle to organising large scale hackathon events, especially for children and teenage students. In Ireland, the concept of a hackathon is still heavily linked with technology, programming or computer science. In the past, this has resulted in many hackathons at school and university level being funded by sponsorship or donations from big tech companies that are located in Ireland, mostly in Dublin. This requires other potential attendees, mentors or judges to travel to Dublin for many of the larger hackathon events. For those outside the capital, especially in rural areas, this is not an option. The reliance on funding from tech companies may also affect how much funding hackathons receive to organise high quality events, rent suitable spaces and give worthy awards. The current trend of tech companies in Dublin cutting their staff and expenditure due to the economic climate will mean additional activities such as sponsoring and funding hackathon events will be sidelined for the foreseeable future.

Additionally, hackathons focusing on cultural and social problems often have an issue with scalability. The solutions generated during the hackathon may not be easily scaled to a larger population or cultural context, which limits their impact. Another issue is the lack of resources. Many social innovation hackathons are organized by communities or non-profit organizations that may not have the resources to provide the necessary support and mentorship to participants.

This can make it difficult for participants to fully develop their ideas and for the event to have a lasting impact. Additionally, ensuring sustainability is another problem. Many social innovation based or culture-based hackathon projects are not sustainable in the long-term as cultures and society continue to develop, which can make it difficult for the ideas generated during the event to have a lasting impact.

## 2 Greece



The most crucial challenge for a face-to-face hackathon in Greece might be the attendance and the active engagement of the participants during the whole duration of the hackathon.

Location is a big challenge – especially if we want to attract people living and working in the Aegean and Ionian islands. And given the fact that tourism is the “heavy industry” of Greece, date and time might also be very difficult to set – especially during the summer tourist season which spans from April / May to September / October each year. Sending a short pre-event survey to the (potential) hackathon audiences with a few choices of different dates and locations might be a good

practice to define the “where” and “when”. In any case, (any additional) transportation and accommodation costs that, on one hand, might increase the hackathon budget, and on the other, might discourage the targeted audiences from joining the event, need to be taken seriously into consideration.

Another important specificity is the venue and its interior, which should be big, creative, cozy but also triggering for work at the same time. The coffee and buffet should be available all the time during the hackathon activities. It is a big challenge also to keep energy flow high.

# Specificities and challenges of operational logistics in....

## 3 Hungary



In terms of operational logistics in organising a social Hackathon we cannot identify specific issues in Hungary. However, operational logistics can vary depending on the venue and the problem we work with. If we organise a Hackathon in Budapest with a national social problem, and would like to involve youngsters from the countryside, other parts of the country, we should think about the transportation of the participants. We can either start later on the first day to let them travel in the morning or provide accommodation from the day before. It allows them to freely and actively participate and get involved from the beginning.

On the other hand, if the topic of the Hackathon is a local problem, a kind of community planning activity, we have to be sure to invite and involve different stakeholders and all groups from the local community, as well as the decision makers to have a successful and intensive work and ideas

exchange. At local based Hackathons, you can also build on local resources when organising your event (e.g. venue can be a local school, catering can be provided by local farmers and restaurants, etc.). It benefits everyone. Social hackathons are organised mostly by civil actors in Hungary, and unfortunately have fewer financial resources compared to corporate hackathons.

In Hungary Hackathons are mostly recognized as tech events. Organising and attracting participants in a social Hackathon with cultural social innovation focus can be challenging as participants may misunderstand the concept at first. It can be solved with a good marketing and communication strategy when advertising and recruiting participants at the preparation phase. Involving associating partners, institutions, and other organisations is always a good idea to easily reach the target group

## 4 Italy



For a face-to-face hackathon in Italy, it is important to re-invent the workspace, using comfy chairs or hammocks or sofas where participants can rest after the long "marathon of ideas" to create a very "homely space" where everybody can feel like in their own apartment and let the ideas flow as they are.. In Italy it is important to guarantee a huge room's space and create the right atmosphere for all the participants giving them all the electronic devices they will need for the event, the Wi-Fi connections and of course the coffee breaks, lunch and dinner. In Italy food "breaks" are important and all the best solutions are coming out while having lunch or dinner all together. In case of a face-to-face Hackathon, we will need to consider the means of transport and hotel costs if participants are coming from other parts of the country. Also, the location can be a big challenge if we think of Matera city center and the price rising

of the last few years. For all the above-mentioned reasons we would think of organising a virtual Hackathon, to avoid cancellation due to "expensive living" in Matera. For the virtual Hackathon, there are some challenges as well, but it is more attractive also for the informal atmosphere that we will create in the zoom rooms. We will create forms to collect information from candidates (registration google forms) setting the timeline and decide the dates of online meetings.

Communication planning is critical to bring participants together and build momentum around the event. At least 1 month prior to the event, the draft challenges/issues should be posted with all other organisational details on the hackathon website in order to provide potential participants with sufficient time to assess.

# Specificities and challenges of operational logistics in....

5

## UK



Within the UK there are no big issues to be able to host hackathons, or the aspect of operational logistics. Throughout Northern Ireland there are several different venues that can be made available in many towns. Also, within school settings they would have facilities large enough to host a number of children, i.e., school assembly halls or sports halls. Ensuring there are facilities so that food can be provided throughout the hackathon and toilet access is available, is vital to the performance of participants of the hackathon.

The logistics is a very important part to be able to run a hackathon. You need to ensure that participants are able to travel to the venue where

the hackathon is being held. For example, if you are working with schools and students are involved with the hackathon you need to ensure that they are able to travel, so either, the school can provide bus transportation if the venue is located a distance away from the school to which children are unable to walk. Vice Versa, for any adults that may be taking part in a hackathon you need to ensure they have a mode of transportation whether it is via their own car, bus or by train. Having the hackathons in prime locations where it is easily accessible i.e., towns or cities would be ideal, although in Northern Ireland there are many rural areas and ensuring transport for participants may involve hire of a bus or taxi service.

6

## Denmark



Within Denmark, there are no real country specific issues that could be identified in terms of operational logistics. More generally, upon research it is apparent that any organisation or institution which has organised an in-person hackathon, it can be a rather expensive task and takes a lot of time to prepare. Even when an organisation uses their own premises for the hackathon, they still have to worry about catering, dietary restrictions, participants getting lost, transport issues and internet connectivity etc.

From the Hackathons we have researched within Copenhagen, the way to avoid challenges or issues is to be well prepared and provide participants with as much information as possible. The IT University of Copenhagen hosted their "Refugee Hackathon" and found the best option was to publish every detail of the event on its website to ensure guests are well informed.

# 05

## Selection and development of base problems/projects step



# Selection and development of base problems/projects step

# 05

The goal of a hackathon event is to come out with a **solution to a problem or to resolve a challenge**. Therefore, choosing the right problem or challenge is essential for a successful hackathon event.

When organising a hackathon, there are two ways to establish the event's goal. One way is to choose a theme for the hackathon, leaving the hackathon goal broader and giving the chance to the participants to select their own problem or challenge that they believe fits with the theme and is relevant. However, the topic the participants choose needs to follow a set of rules to fulfil the hackathon's purpose, such as presenting a specific and measurable solution. Another way is for the organisers to present directly to the participants a specific topic, question,

challenge, or concern. The organisers need to ensure the hackathon problem is of concern to all participants, and that process of innovation and solution is accessible to all of them. For hackathons about cultural and social innovation, it is particularly important to keep in mind the context of where the hackathon is being held or for which target. Indeed, when dealing with societal and cultural topics, the cultural, geopolitical, religious, linguistic, and even economic contexts can be at play. In this section, we will take a look at the specificities that each country'

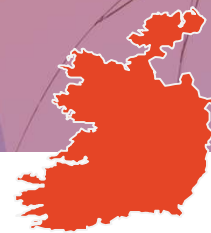
## Selection and development of hackathons' base problems/projects

1. Ireland
2. Greece
3. Hungary
4. Italy
5. UK
6. Denmark



# Selection and development of hackathons' base problems/projects

## 1 Ireland

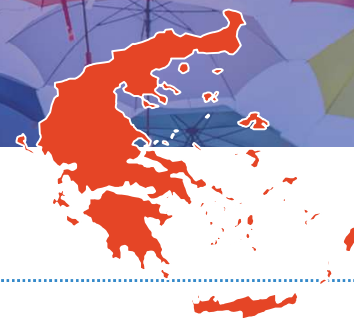


To understand the current state of cultural and social issues facing young people in Ireland, begin by conducting extensive research including desk research and analysis of our project resource content specific to Ireland, The Cultural Social Innovation Audit. Additionally, conduct field research and interviews with young people to gather their personal experiences and perspectives on these issues. In Ireland, cultural and social issues range from nationwide problems like the housing crisis (including high rents and homelessness) and the treatment of marginalised communities such as the travelling community and new migrants. More locally, there remains sectarianism in Northern Ireland and around some border communities.

Outside of major cities such as Dublin, rural inequality and depopulation has become a social concern as well. Through this research, you will identify key themes and compile a list of problems and opportunities facing young people in Ireland in the cultural and social spheres. Then formulate these into problem statements or 'How Might WE' statements to guide individuals and organisations in identifying and addressing these issues. Based on these findings, select one or multiple problems to share with young people in your hackathon, giving them the opportunity to choose which problem to focus on or to work together on a shared challenge.

A useful resource for understanding this process is [Hackathon-Report.pdf \(inspiringthefuture.ie\)](#)

## 2 Greece



Depending on the location (e.g., mainland vs islands, urban vs rural areas) and the time period (e.g., winter vs summer), the challenges and problems that concern and attract people's attention might differ significantly. For example, in Athens (where around half of the population of Greece lives and works), the problems the inhabitants face are completely different from the ones experienced by the inhabitants of the Aegean or Ionian islands. So, in order to select the topic of a hackathon in Greece, it is important to explore the local needs, with a special focus on particular areas, (a) by reading both the national and local

newspapers to understand the local specificities, along with the national trends, (b) by getting to know the thoughts, ideas, and opinions of the audiences you want to involve, but also of the audiences you want to serve via the hackathon with the use of surveys, focus groups and even informal conversations, and (c) by browsing any related statistics, bibliographic resources, policies, recommendations and reports by policy-makers and related stakeholders (municipalities, institutions, associations, non-profits etc.)

# Selection and development of hackathons' base problems/projects

## 3 Hungary



The topics and issues which will attract the participants during the hackathon, give a flow of new ideas, are typically national characteristics. Hungarian Association for Community Development (<https://kofe.hu/en/>) has been using the social hackathon approach for many years to local community development, empower local society and to promote active participation and citizenship. They always work with local focus, built on local characteristics and resources, and select a problem which can be solved by community solutions without high aids or grants, and high-level decision-making which cannot add affect. This principle defines the steps for implementation, design and follow-up of the hackathon, too. It makes their events impactful with high potential ideas easy to realise.

### Before you select the base problem, the theme of your hackathon:

- Define the level you want to work with (small community/city/county/national)
- Do some research, need assessment, speak to youngsters/educators from your target group
- Plan your resources and decide if you want to work with your participants after the hackathon and support realising their ideas, projects.
- Be realistic!
- Follow the "Think Globally, Act Locally" principle
- The participants will appreciate it. They will be more motivated during the activity if they feel that their ideas can be realised and make a real change and impact around them.

## 4 Italy



We will need to conduct research before defining the themes because they are differing from North to South and from Centre to the Islands. We need to ask for information to the target groups. As Italian President of the Republic Sergio Mattarella is repeating in all his speeches: "Italy is, par excellence, the country of beauty, of arts, and culture. So, in the rest of the world they look, justifiably, towards us. Culture is not superfluous: it is a constituent of Italian identity. Let us ensure that this heritage of ingenuity and achievements-to be preserved and sustained-become even more a resource capable of generating knowledge, moral growth and a factor of economic development." Considering this introduction from our President we can definitely say that the Italian government is trying to focus more on the cultural and social innovation sector helping the actors of this area to improve their skills and knowledge. In the Symbola report (please check the link of unioncamere) are specified traits that are specific for each area (North, Centre and South of Italy) and for different

subjects like students, workers or educators. There are some similar issues, but they are experiencing different solutions and we can definitely say that the Government together with the EU announced its goals and strategies for the upcoming years thanks to the PRNN where Italy got a lot of funds in order to solve the major issues (please check the [mef.gov.it](http://mef.gov.it) link for more info). So, considering all those specific intros, we can define the best "problem to be solved" for people from Matera based on a survey that we are going to make before the Hackathon starts.

[Hack for Italy](#)

[Hack for Fake](#)

Very interesting [report](#) about social and cultural sector in Italy.

# Selection and development of hackathons' base problems/projects

5

## UK



By conducting research within your local area regarding problems posed due to the impact of covid-19, it will help you to see on a local level what challenges people are trying to overcome. Involving schools or vocational education providers it allows us to see the impact from a youth level and also an adult perspective as an educator. During Covid-19, the schools in Northern Ireland did suffer quite a bit with having to move online and trying to ensure that every child had access to either a mobile phone, tablet or computer, as well as internet access within rural areas. Therefore, speaking to teachers and the pupils this can help to develop ideas or problems to work on and try to find a solution.

You could also interview different organisations or people to find out their views or any challenges they have faced because of the pandemic to help to create a broad scope of topics or ideas.

After collecting a vast amount of information from your sources you can compile a list and categories. This will help you to produce different issues or scenarios to work on during the hackathon. It can be one topic in particular, or you can choose a few that could work together, it is entirely up to the participants of the hackathon

6

## Denmark



A themed hackathon is one in which the projects are confined to a particular problem: such as food sustainability, immigration, or inclusion. Themed hackathons are able to attract subject matter experts (something that open-ended hackathons are not good at), and projects typically revolve around problems that the subject matter experts bring to the table. In Denmark, most Hackathon organisers will provide problems associated within their field.

For example, Lunar, a software company based in Denmark, they are hosting the organization RHOK's first hackathon-event in Denmark called "Hacking for kindness". At the hackathon participants can help charities and non-profit organization to solve their problems in tech and IT, which these NGO's don't have the skills or capacity to solve themselves. Therefore, have a pressing social/civic

issue within your sector or industry is often the obvious way to think of problems to base a hackathon around.

Another useful method is to conduct research on the current issues and needs within your local region, and discover if there are particular groups (e.g., young disadvantaged people, refugees, elderly people,) who may be facing challenges. You could then carry out some interviews, surveys, phone calls or meetings to relevant stakeholders of the target group to find out what the real problems are. From there you can create a list of themes and problem statements that can be used at your hackathon. Along your journey of research, it is likely you will have piqued the interest of relevant stakeholders who would be interested in joining your event.

# 06

## Role of Mentors





# Role of Mentors

# 06

## What are mentors in a Hackathon?

Hackathon mentors are volunteers who assist participating teams (hackers) during a hackathon. They have experience in mentoring or participating at hackathons and possess expertise in the theme of the hackathon. Mentors help guide their mentees in turning their ideas into tangible solutions and oversee groups during the event to ensure teams are progressing effectively. Mentors are crucial for the smooth running of hackathons.

## What are their roles?

Mentors in hackathons play a crucial role in stimulating and encouraging participants, promoting ideation and teamwork. In some hackathons, mentors may also provide technical support. They have three key roles to successfully guide a team during the event.

## The Champion

During a hackathon, mentors are responsible for rallying and aiding their teams to form ideas and work within time limits. They should create momentum and drive early on and continue to provide motivation and moral support throughout the event, especially for new participants. Timing is important, and mentors should be able to recognize when their team needs a boost and offer encouragement. Regular but not excessive praise can make participants feel more comfortable and more likely to ask the mentor questions.

## The Link

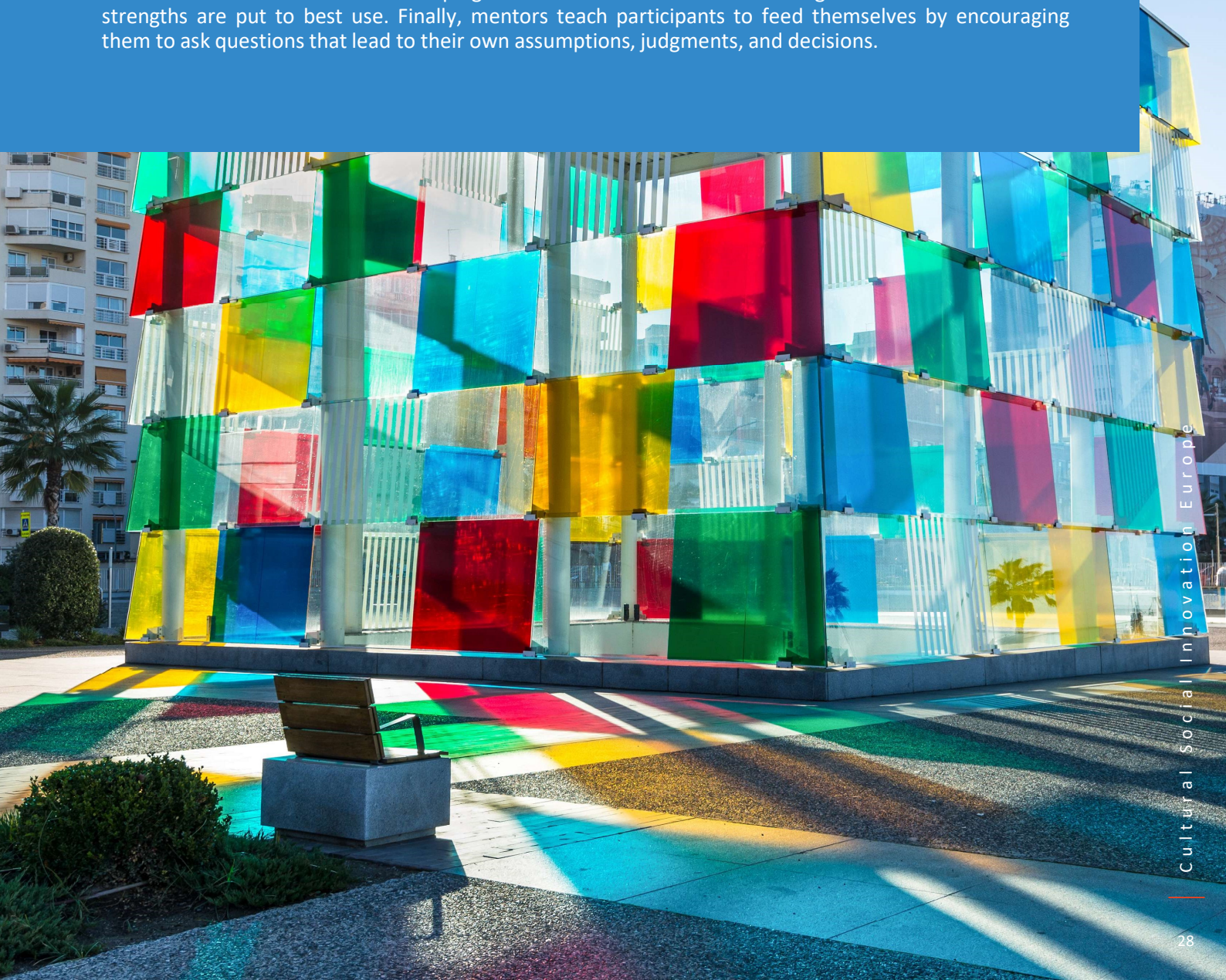
The mentor's role in a hackathon includes linking participants to specific problems or topics of interest to guide their solution process. They may provide materials such as websites, journals, or blogs to facilitate research and ideation, but it is up to the participants to decide what areas to pursue. This helps the team prioritize their focus during the time-constrained challenge of a hackathon. The extent of the mentor's role depends on the time constraints of the hackathon, with more time allowing for greater involvement and influence in this capacity.

## The Supporter

During a hackathon, mentors may need to provide direct support to participants, especially at in-person events. Teams often face challenges, and mentors can help with hackathon tasks, teamwork, or emotional support. It is important for mentors to avoid negative feedback about ideas, which can harm the team's confidence. Instead, mentors should ask questions to understand the idea better and provide positive feedback on strong elements. Asking for comparisons to similar ideas can also help participants think further and learn more.

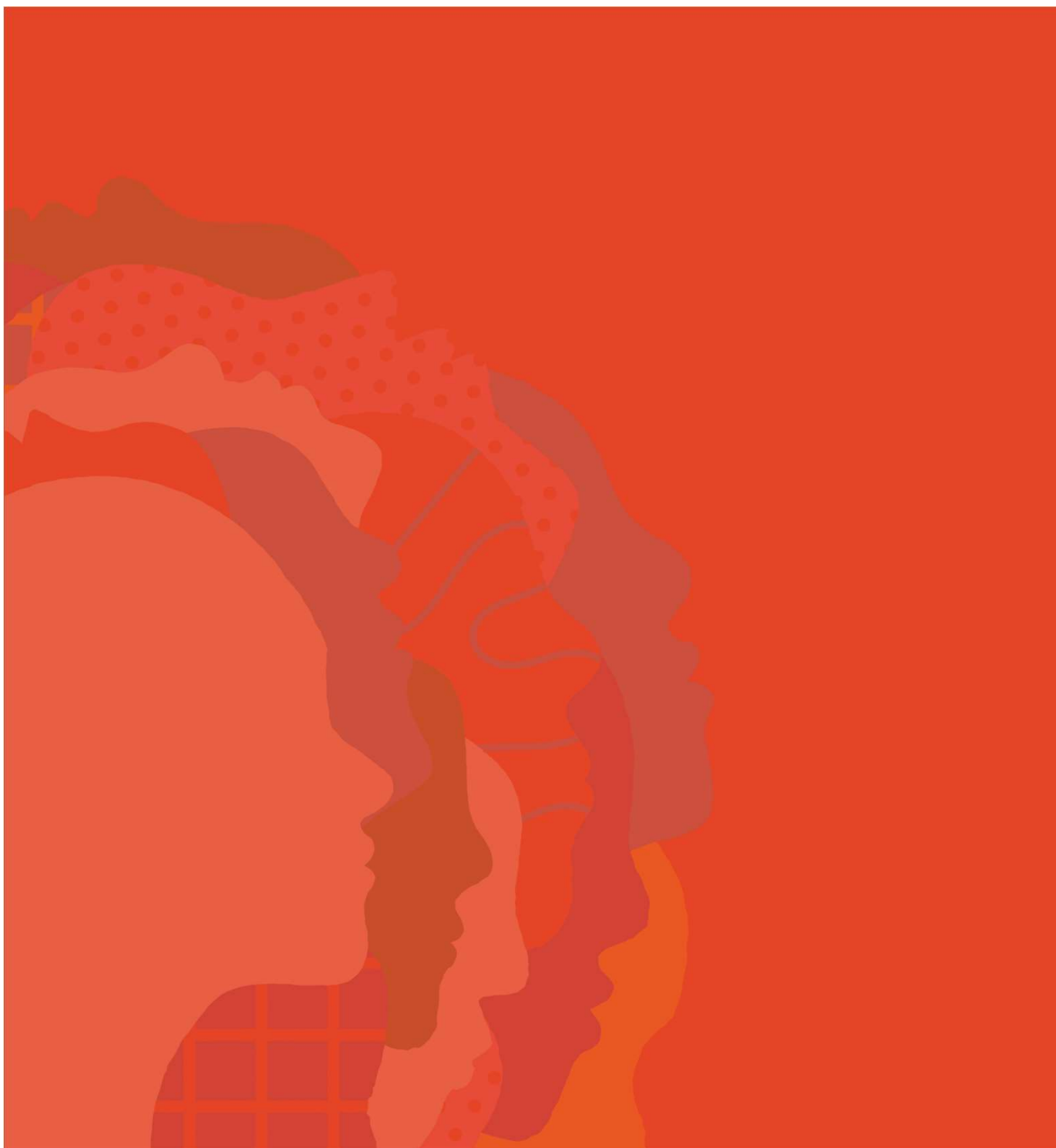
## Why their role is essential to the development of a hackathon

Mentors play a critical role in hackathons by stimulating and encouraging participants, providing technical support, and guiding teams throughout the event. They act as champions for their teams, providing motivation and moral support as well as linking participants to problems or topics of interest that guide the solution process. Mentors also provide direct support when necessary, asking questions to help participants refine their ideas and move forward. They help keep teams focused and on time, reminding them of their final goal and ensuring that each member discovers what they want to achieve. Mentors are also essential for helping teams communicate and ensuring that different skills and strengths are put to best use. Finally, mentors teach participants to feed themselves by encouraging them to ask questions that lead to their own assumptions, judgments, and decisions.



# 07

## Incentives and Awards



# Incentives and Awards 07



*“Giving great incentives lead to great hackathon results”*

Choosing the reward to a hackathon event can be tricky, as the reward should reflect the hackathon’s purpose and topic, while being of value to the diverse profiles composing the winning team. In the cultural and creative sector, inclusion is a core value and therefore the hackathon participants come from different backgrounds, different professions, age groups, etc. When selecting a reward for the hackathon, it is essential to take into consideration the diversity within the hackathon participants and to tailor a reward that is useful and appealing to all participants.

Just as for the selection of the hackathon problem, taking into account the cultural, geopolitical, religious, linguistic, and economic context can also influence the choice of reward. In this section are presented specificities to our six partner countries that can potentially influence the choice of reward and should be taken into consideration when organising a hackathon.

Choosing incentives and awards in the...

1. Irish
2. Greek
3. Hungarian
4. Italian
5. British
6. Danish



# Choosing incentives and awards in the...

## ...Irish context

The criteria for awarding hackathon winners are based on these key questions.

- **Does it have business value?**

This may be the least important criteria as our primary aim is the focus on the cultural and social side of the hackathon solutions. However, even with social innovation and cultural development, inevitably a viable business or economic solution is needed.

- **Will it make an impact?**

This is an important criteria for awarding winning solutions. We want our participants to be optimistic and ambitious, imaginative and passionate about their solution. Ultimately a solution is not a worthy winner unless people (social) and society (culture) are impacted.

- **Is it realistic?**

Very important. While ambition and imagination are important, having realistic targets and goals also shows that a winning team has given thought to their solution. Without having a realistic solution, it is likely the solution does not have enough business value and has widely overestimated its potential impact. Therefore, a poor score in this section often means a poor score in the previous criteria as well.

- **Has the team innovated to create this solution?**

This factor can decide whether a solution is the best or worst of the hackathon. It is easy to copy winning ideas, much harder to combine ideas, alter solutions or create brand new ones. Originality can propel an idea to the fore, and it also shows the team has worked well together.

*The criteria for awarding hackathon winners are based on these key questions.*

## ...Greek context

The process of choosing the relevant incentives and awards must be based on the prior needs analysis undertaken regarding the thematic focus of the participating target groups. In Greece, the most important incentive for youngsters is the Certificate of Participation. Monetary prizes are also important, yet there is a tendency from young people to focus on the gained experience and the proven record. For

adults and professionals working in the cultural and creative sectors, monetary prizes (especially ones that are in line with their efforts) are more relevant to these target groups, since their need is to make their project become reality, while working in a national context where the cultural and creative sectors are usually underfunded.

*In Greece, the most important incentive for youngsters is the Certificate of Participation*

# Choosing incentives and awards in the...

## ...Hungarian context

In Hungary, the socio-economic differences are relatively significant. For many youngsters tangible and valuable prizes are not important, but if we would like to involve participants from disadvantaged backgrounds, awards (e.g., smartphones, electrical goods) may attract participants who will join just for winning them, not for seeking experience, self-development. In this case participants would less likely focus on the learning process, and can easily get stressed, bored, unmotivated during the Hackathon activity.

In Hungary certificates are less interesting and valuable for young people, however issuing electronic or physical certificates of attendance by the organisers is a nice small gesture. Given the topic, the best incentive can be mentoring, incubation for the best teams, which is quite a common practice. Young people are seeking support in how to bring their ideas to life, how to crowdsource their initiatives and how to make it sustainable in the long term.

*In Hungary the socio-economic differences are relatively significant.*

## ...Italian context

To choose the right incentive and awards that will bring more participants to our Hackathon in Italy, for sure we will need to analyse the target group and decide based on participants' ages, work and study background. However, for sure the first thing that can be really useful at the end of a Hackathon (both for students or entrepreneurs) is a follow up on the winning ideas. We could think about a 1 to 1 session with one of our experts in Start up, to give the participants some advice on how to proceed with their idea and how to develop it until it becomes true.

The hack is an opportunity for contamination in a collective effort to think differently about the focused challenge/problem so prizes could be also certified training courses that help participants improve their skills (how to think outside the box, how to scale their idea etc.), shopping tickets for related devices or some gadgets produced by some of the stakeholders of the Hackathon. We could also think about specialised consulting and project support meetings with an expert from the academic or business world.

*To choose the right incentive and awards that will bring more participants to our Hackathon in Italy, for sure we will need to analyse the target group and decide based on participants' ages, work and study background*

# Choosing incentives and awards in the...

## ...British context

In Northern Ireland when working with groups of young people especially from a school we tend to offer an incentive to participants and a reward to the winning team. You can offer a certificate of participation to show that you have successfully been a part of the hackathon. If there is a budget available you could offer something like a designed hoodie/sweatshirt for all participating members of each team, this will allow them to refer back to the hackathon and in turn tell other people about it. This helps to showcase the hackathons and give good attraction to those who may be interested in running a hackathon of their own.

For the winning team based on their solution to overcome the challenge or problem they are working on you would like to see good teamwork, ensuring everyone is included within the group, a logical solution to the issue that can be implemented, a stroke of innovation within the solution and if it will create an impact to their target group with the solution they have produced. If the winning team is able to show the above attributes in their solution a monetary prize such as a voucher will be awarded. It is also possible to offer a trophy award such as a cup or shield. Depending on the challenge worked on and solution provided we could also potentially help the participants to develop their solution into a real-life scenario.

*In Northern Ireland when working with groups of young people especially from a school we tend to offer an incentive to participants and a reward to the winning team.*

## ...Danish context

In Denmark, the offer of awards or incentives within Hackathons is a standard approach. For participants to give up their time, an award or incentive is a must. Monetary prizes work well and are a great way of attracting young people to partake in Hackathons, as young people are more willing to give up their free time for the opportunity of a tangible reward. Across our research of Hackathons in Denmark, we found

one inspiring example of an incentive/award which successfully attracted participants, in the case of the “Google x Techfugees Denmark hack for social inclusion” ran by Techrefugees Denmark, the award for the successful team was a one-year incubation at IT University of Copenhagen to develop their idea.

*In Denmark, the offer of awards or incentives within Hackathons is a standard approach.*

# 08

## Assessing participants learning through the hackathon methodology



# Assessing participants learning through the hackathon methodology

## 08

The hackathon can be considered as a mixture of event-based and **experience-based learning** opportunities, where participants intensively work together on the solution of a problem in most cases with digital tools.

During hackathons participants can develop such skills as **problem solving, teamwork, collaboration, empathy, and creativity**, they can acquire new knowledge on certain social issues and get introduced to different **technologies and digital tools**. The time-pressure or the very specific timeline is unique for hackathons, which give motivation to get things done, adrenaline rush because of the time-constraints, as well as **intensive learning experience**.

Including hackathons in **education systems** is mostly recommended for adult education and in universities. For student's, the hackathon provides the chance to apply learning and skills to-real world issues and have a tangible community impact. It helps to establish a culture of civic participation and engagement, develop social and civic competences.

Furthermore, the hackathon provides a special platform for **peer-to-peer learning**, and it can be recognised as a good tool to build communities and bring students together to focus on the subject in-depth. In some universities the methodology is already used as part of project work or simulation, however mainly as extracurricular activities, as the voluntary engagement in the activity is a cornerstone for the successful implementation.

### Quantitative methods to measure the impact and learning of

### of the participants and community through a hackathon

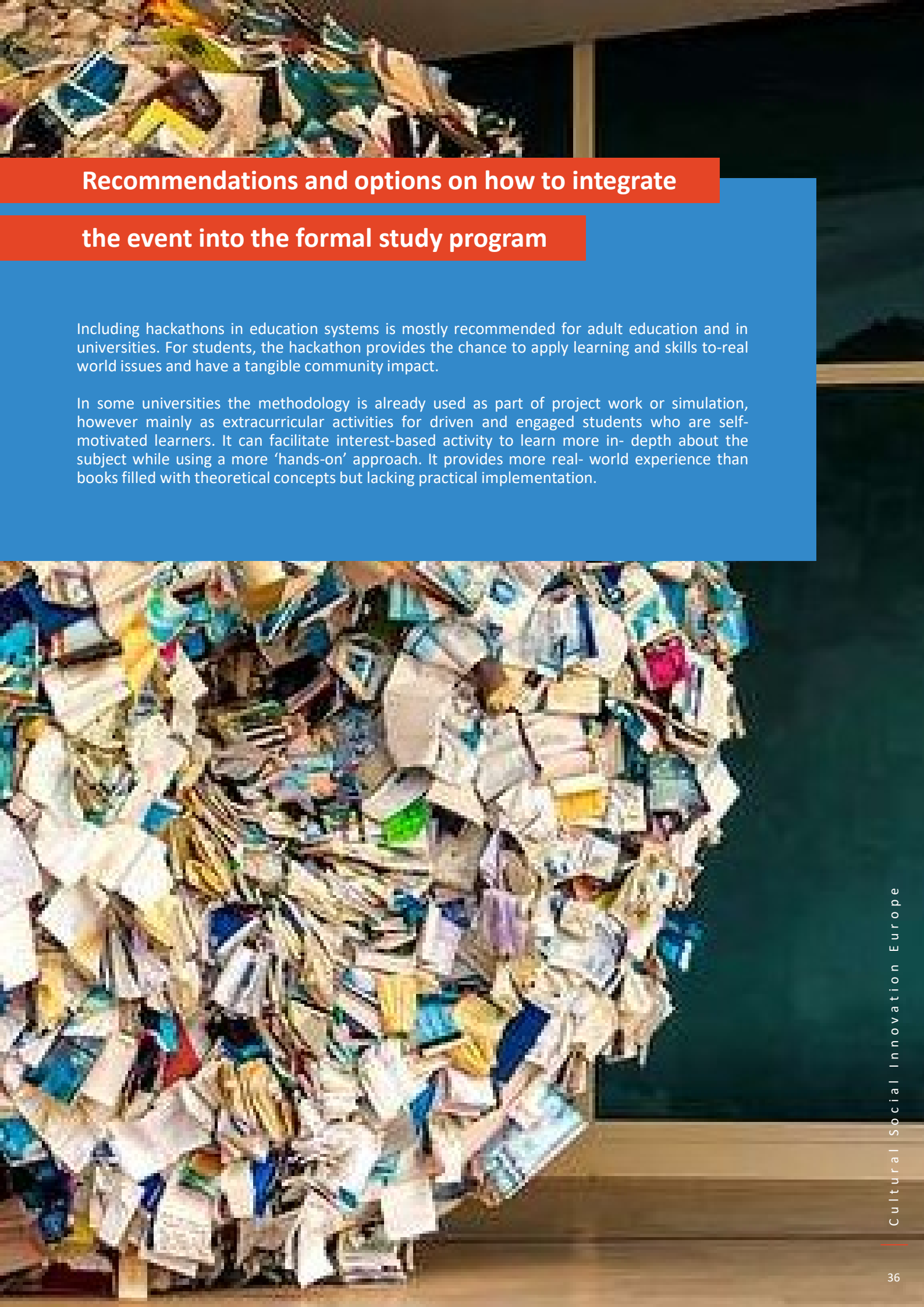
We can measure the effectiveness of hackathon events in different ways. However, it is very important that whichever measurement method we choose, they should be selected before the event and that we stick to the pre-defines indicators.

A short questionnaire can serve as the main measure method while analyzing how participants assess their learning and development of skills which relates to e.g., digital competence, ICT skills, as well as social and civic competence during a hackathon event. After the event we can send an online survey to them which will not only help us to analyze the outcomes of our event, but the questions will facilitate the learners' self-reflection, too.

#### Other short-term indicators for assessing the community impact and the success of the event can be:

- number and diversity of the participants
- number and quality of presented ideas and project developed during the hackathon
- number of awarded projects

Mentors have an important role during the hackathon event: to guide the teams with expertise in the related field to the challenge and to supervise their work, help to overcome arising challenges. Depending on the settings and the main aims of our hackathon event, mentors can facilitate the learning process of the participants, too. We can plan extra time at the end of the event (or after that) to have a group reflection for each team led by the mentor. This can reflect on the learning process, the personal experiences, as well as the group work dynamics. The reflection time can be combined with the evaluation provided to each team related to their final work.



## Recommendations and options on how to integrate the event into the formal study program

Including hackathons in education systems is mostly recommended for adult education and in universities. For students, the hackathon provides the chance to apply learning and skills to-real world issues and have a tangible community impact.

In some universities the methodology is already used as part of project work or simulation, however mainly as extracurricular activities for driven and engaged students who are self-motivated learners. It can facilitate interest-based activity to learn more in- depth about the subject while using a more 'hands-on' approach. It provides more real- world experience than books filled with theoretical concepts but lacking practical implementation.

# 09

## Guidance on Virtual Vs. Face-to-Face Hackathons

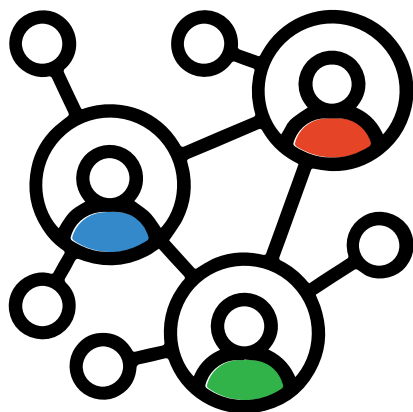


## Guidance on Virtual Vs. Face-to-Face Hackathons

*A hackathon can take many shapes and forms, depending on the situation.*

The hackathon programme, the targeted audiences and their specific circumstances and needs, the hackathon topic, aims and specific objectives etc. Before organizing a virtual or a face-to-face hackathon, you need to take into consideration the main specificities of each format to clarify which one suits best your team, your audiences, what you are trying to achieve, and what you need to plan. There is no 'one size fits all' format for a hackathon that will suit every purpose.

The success of a virtual or face-to-face hackathon mostly depends on you. You need to make sure that you know what you want to get out of the hackathon, prepare well, bring people with relevant skills together, create an inspiring and fun programme, collaborate and share the results. Below we share the main advantages and potential challenges of both formats and give tips to help you organize your own successful hackathon.





## Specificities of face-to-face hackathons

### Advantages:

- Involve small to large sized audiences.
- Involve people living and working where the hackathon takes place, and hence, people who are aware of local contexts, opportunities, challenges and needs.
- Be much more interactive compared to virtual hackathons - allowing participants to share their own knowledge, experience and questions more easily

### Challenges:

- Date, time and location are big challenges – especially if you want to involve audiences living and working in different places.
- The budget is higher compared to the one needed for a virtual hackathon, since it might include transportation and accommodation costs, venue rent and meals.

### Tips:

Consider sending a short pre-event survey to your audience – one question with a few choices of different dates and locations. Let the results of the survey guide your decisions.

# Specificities of virtual/digital hackathons

## Advantages:

- Involve small to medium sized audiences.
- Be a lasting resource if shared afterwards as an online recording.
- Involve participants from anywhere in the world, and hence, form heterogeneous teams with different but complementary skills and interests.
- Be hosted in many online event platforms that have different functionalities, and with the use of many online tools for participant interaction

## Challenges:

- Timekeeping and breaks are very important to create a shared experience, but also to avoid digital fatigue (countdown clocks can be a helpful tool to inform audiences about the schedule).
- Audience interaction is essential for a successful virtual hackathon. Fortunately, almost all online event platforms have a chat functionality for participants to communicate with each other and with the teams supporting the hackathon. But the chat needs to be observed continuously by a hackathon team member.
- Audience interaction also requires coordinated and clear communication among the hackathon team members in back channels (i.e., in communication channels that are not visible or audible by participants).

## Tips:

- Hardwire your internet connection to avoid any issues with an unstable wi-fi connection, which can affect audio quality and the overall attendee experience.
- Test the platform and the running order to work through some of the most common issues. Make sure to set up at least 1 test session a few days before so that you have time to resolve any issues (e.g., joining the event, hearing, seeing, being heard, being seen, sharing the screen and playing audio, monitoring time, muting/unmuting participants if necessary, recording sessions and archiving the chat log, etc.). Also, make sure that all those attending the test session are doing so from the same place and with the same device they will use for the live event.
- Minimize background noise by hosting the online hackathon in a quiet place. If you must be in a loud environment, using a headset with a mic often reduces background noise compared with your computer's built-in microphone.
- Start on time: start the event at least five minutes early to allow participants to join before it begins. The host should let attendees know when the event will start and if it will be recorded and shared afterward.
- Set the tone: welcome participants as they join the event, and if possible, start with an icebreaker question which people answer in person or in the chat.
- Speak as if you're face-to-face with the audiences while ensuring you're at the appropriate distance from the microphone for the best audio experience.
- When delivering a presentation, sharing images, files or video, give your audience a moment to open or take in what you've shared.
- Breaks are potential moments to solve technical problems and collect ideas on how to improve the event even better.

# 10

## Recommendations of Best Tools for Hackathons



# Recommendations of Best Tools for Hackathons

# 10

**Virtual hackathons are online events where people gather to work on projects together.**

Usually, the projects share a goal or a theme, and their purpose can be different. There are also a lot of benefits to hosting an online hackathon. For example, it's much more convenient and more budget-friendly to organize an event that happens virtually. Also, it's much easier to be diverse and have participants from all over the world when they don't have to be in the same location



## What do you need for a virtual hackathon?

Online hackathons do not need the same equipment as offline hackathons, but you still need to gather tools to make your event a success. Because virtual hackathons happen entirely online, software is one of the most important components of the event.

We list the **types of programs** you will need to host a **successful Hackathon** below:

Category	Software Suggestions
<b>Digital collaboration tools:</b>  Speaking of exchanging ideas, sometimes teammates need to show, not tell. Online participants cannot scribble on the back of a napkin or scrawl across a chalkboard to help teammates more clearly visualize and idea or process. Remote attendees will need access to digital collaboration tools.	<b>Online whiteboard tools like.</b>  <b>Miro</b> is the online collaborative whiteboard platform that enables, distributed teams to work effectively together, from brainstorming with digital sticky notes to planning and managing agile workflows.  <b>Google Jamboard</b> is a digital interactive whiteboard developed by Google to work with Google Workspace, formerly known as G Suite.
<b>Briefing Sessions:</b>  Hackathons hold a session to inform the participants what is happening, and at the start of the event do a 'kick off'.	<b>Google Hangouts:</b> Easy link to spin up if you use the Google Suite.  <b>Zoom:</b> Allow participants to enter your Zoom room, you can share screen and record sessions.
<b>Interactive Engagement:</b>  To ensure participants are fully engaged in the event and to peak interest throughout the Hackathon.	<b>Menti:</b> Easy, visual and compelling. Lots of features including ranking, quizzes, polls, word clouds, etc.  <b>Slido:</b> Use this if you want people to ask questions and vote on the questions/comments. The more votes it gets, the higher up the ranking it will go.

# What do you need for a virtual hackathon?

## Category

## Software Suggestions

### Centralized Resource Hub:

An often-overlooked aspect of any virtual event is a centralized resource hub. Ideally attendees should be able to easily access event-specific information such as rules, schedules, FAQs, and contact information. Giving participants access to a shared file system means that answers are never more than a few clicks away and collaborations among teams is well organized.

#### GoogleDoc

Can be used to create and collaborate on online documents. Edit together with secure sharing in real-time and from any device, for free.

#### DropBox

Is a file sharing software that allows you to collaborate with friends, family, and coworkers. And store all your content in a single safe place and easily share files with anyone.

### Registration Trackers:

Ensuring participants register to the event so you have their contact details and stay connected with them.

#### Humantix

Aussie startup where a percentage of each ticket sale will go to a social cause.

#### Eventbrite

Event management system that has large reach and can help with marketing your event

### Team submissions and voting:

Team Submissions and Voting groups can put in their submissions for the hack whether it be a video via YouTube, GitHub depository, or link to the working prototype.

#### DevPost

You can see all the submissions that come through and judges can go in and vote based on customized criteria

#### Google Forms

Put in your team's group name, participants, and a link to what you have created over the period of time. Judges can go in and click on the links to either rank or score them.

### Video Chatting:

Virtual Conference software is an essential remote working tool. Sometimes, written communication is not efficient to effectively communicate an idea. Your teams will need to chat face to face on occasion. You should provide access to an appropriate video meeting platform so that attendees can interact with teammates and other guests.

#### Zoom

Is one of the most popular choices for online meetings, Zoom's top plan currently tops out at 1,000 participants.

#### GoToWebinar's

Ultimate plan allows for a staggering 3,000 meeting attendees. GoToWebinar is a ringer for expansive events with big audiences (Think the presentation portions and award ceremony.)

# What do you need for a virtual hackathon?

## Category

### Text-Based Chatting:

During web-based hackathons, participants cannot turn to a team mate to ask a question or share an opinion. Due to the distance, a simple and streamlined text-based online communication tool is critical for productivity. Collaboration is an integral part of the hackathon, and you will need to overcome the physical distance and find new ways for teams to swap ideas.

### Presentation:

One of the most important stages of any hackathon is the presentation portion. One of the most important elements to consider for a virtual hackathon is how participants will present finished products. The nature of the product may determine the media of the technology

## Software Suggestions

### WhatsApp

Is a well-know free tool, users can make group chats for those working on the projects together.

### Monday

Very easy and visual tool where you can set up tables to get yourself organized with a to do list and delegate tasks.

### Trello

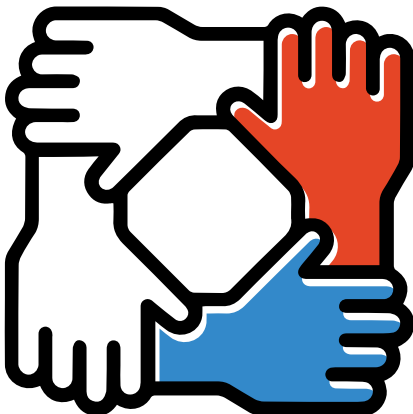
These boards are simple so you can keep track on what needs to get done and what has not been done yet.

### Canva

Is and Australian graphic design platform that is used to create social media graphics, presentations, posters, documents and other visual content.

### Thinglink

Is and award-winning education technology platform that makes it easy to augment images, videos, and virtual tours with additional information and links. Over 4 million teachers and students use ThingLink for creating accessible, visual learning experiences in the cloud.



# 11

## Testimonies



## Italy

### Profile

Board of Volunteer  
2019 Association

### Level of experience

#### with hackathons:

First time participating  
in a hackathon

### What is your experience in organising a hackathon and why do you think it is interesting/relevant to organise hackathons?

I think that the hackathon tool can be valid within groups, communities, schools, associations. Group work allows the confrontation of different ideas and the development of a single project that brings together different perspectives to solve a question. This constructive confrontation enables team building and teaches how to view a problem from different facets.

In the organisational support in running the Hackathon, I found it difficult initially to make people understand the value of the work that could be done as a group, but I was then comforted by the excellent results and satisfaction of the participants. Much also depends on the creation of balanced groups with evenly distributed affinities and skills. This generated healthy and constructive discussion. To consolidate the group activity, I consider it an excellent training tool, the main problem remains making it attractive and interesting in its presentation.

## Greece

### Profile

Hackathon expert

### Level of experience

#### with hackathons:

Has organised and  
facilitated several  
Hackathons.

### What is your experience in organising a hackathon and why do you think it is interesting/relevant to organise hackathons?

I have organized 3 hackathons, 2 online and one physical one, all of them for Greek participants. In my opinion, hackathons provide a full experience of different feelings and thoughts for participants and organizers. In the preparatory phase, there is a reactive part for the hackathon experts, while creating the content and the theoretical framework, as well as preparing a relevant agenda for the hackathon day(s). Finding the right trainers, mentors, and judges that are able to help and add value to the event is a must for a successful implementation. Concerning the actual hackathon day(s), participants go through a series of different feelings; confusion, adrenaline, the explosion of ideas, and finally pride for their solution. Hackathon is a type of event that, in a small period of time, has a big impact on the participants, who learn, connect with other young people, cooperate for a common goal, and go out of their comfort zone. For me as a hackathon expert (and also being in the position of mentor and judge many times) is always a unique experience for all the members. Trainers and mentors play an important role for the successful execution of the hackathon, and it's crucial to be informed and guided with all the necessary details for the concept of the hackathon. Trainers and mentors will guide and give answers to many confusions of the participants. Thus, it is necessary to be familiar with the aim but also with the content and theoretical framework of the hackathon. This part is also important for the inclusion of participants in the event.

## UK

### Profile

Hackathon expert and adult educator

### Level of experience

#### with hackathons:

Has organised and facilitated several Hackathons.

### Do you think the hackathon methodology could be used as a learning tool in formal study context? How, and what would be the benefits?

Absolutely. Any subject area within a formal education setting could integrate this method to support participant learning. An educator must firstly have a clear understanding of the curriculum or subject area in which they want to focus on in order to ensure that the Hackathon integrates well, and complements required learning. A Hackathon in a formal study context could really add value to specific subject areas which is innovative in itself.

A good example of when this has been used in a formal study context is where there are elements of cultural and social topics within a curriculum such as Religious Education, History, Geography etc. Students learning about environmental issues could be part of a Hackathon that encourages them to develop social innovations around such issues. The benefits would include the fostering of confidence within participants, naturally enhancing learner participation and engaging the learner/participant in a meaningful way in a topic area. From my own experience, I have witnessed pupils who are not normally contributors in a formal setting of a classroom bloom during a Hackathon when surrounded and supported by a varied group of people.

## Turkey

### Profile

Science Teacher and Project Coordinator at Samsun Governorship

### Level of experience

#### with hackathons:

First time organising a face to face Hackathon.

### What are your 3 top tips for a successful Hackathon?

Our tips would probably be the following:

1. The place of venue you chose is very important, it must be accessible to people. And if you want it to be less costly, approach businesses or local councils that might let you use their venue for free.
2. For us we found it most useful to have a board with the Hackathon questions, so participants could remain focused on the task at hand and could refer back to it when needed.
3. Icebreakers and energisers were really impactful. It is important that participants are relaxed and bond with team. We also included keynote or guest speakers throughout the 2-day event, we asked them to speak on relevant subjects for the hackathon participants e.g. "How to give a good presentation"

# Estonia

## Profile

Hackathon organiser, coordinator of the Erasmus+ co-funded project 'Hacking Education'

## Level of experience

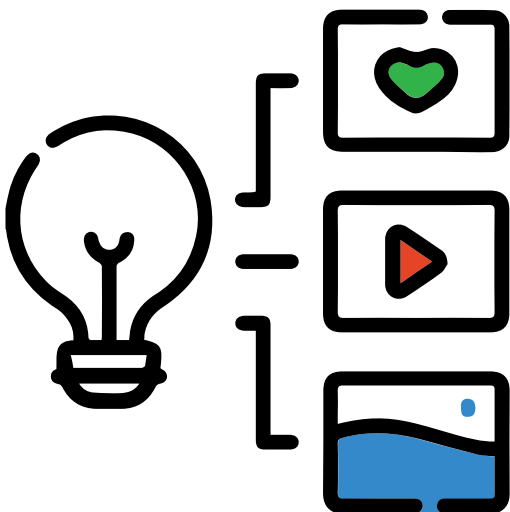
### with hackathons:

Has organised 1 education innovation hackathon in spring 2022

## What are the 3 things to avoid?

If I could organise our hackathon again, I would not:

1. Have some teams share a room during individual team work sessions. I would make sure each team has their designated space.
2. Expect the teams to get a grip on how to pitch as quickly as I did. More pitching practice would definitely be worth it!
3. Allow registered teams to cancel their registration less than 24 h before the event without consequences.





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