



Technical specifications for the Hackathon events (PR1 Task 3)

Task Leader and Contributors:

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Project Background Goals (Aligning with the Digital Education Action Plan 2021-2027)

HACK4Society aims at the enhancement of digital skills and competences for the digital transformation through the delivery of advanced digital skills training, within the DigiComp 2 Framework, developing common guidelines for teachers and staff to foster digital literacy, and tackle disinformation through education and training, working with civil society.

Emphasizing on the VET system: HACK4Society is contributing to innovation in vocational education and training, and is increasing the attractiveness of VET across Europe. Steps are being taken to make VET curricula better, tuned to the needs of the labor market on one side; on the other side, curricula are being adapted to increase attention in VET, in a way it can be more responding to the social needs and expectations of young generations.

Goal (PR1)

The goal of the first Project Result is the design of the Online Hackathon (skills competitions) Events Training Toolkit for VET Educators in the post COVID-19 world, containing training materials for VET teachers and trainers who need to boost their digital and soft skills for the purpose of better supporting VET learners by training the latter in Online Hackathon performance in teams with other VET learners from other disciplines. This output will assist teachers in delivering the next result (PR2) in an effective and informed manner. The participants of our Hackathon events will have the chance to benefit from the toolkit and the teaching curriculum that will be designed during the implementation of this project, fulfilling their need for innovations in education. Project's stakeholders such as networks and associated partners, will have the chance to get education on this topic of online Hackathons and prepare themselves to organize similar events in the future.

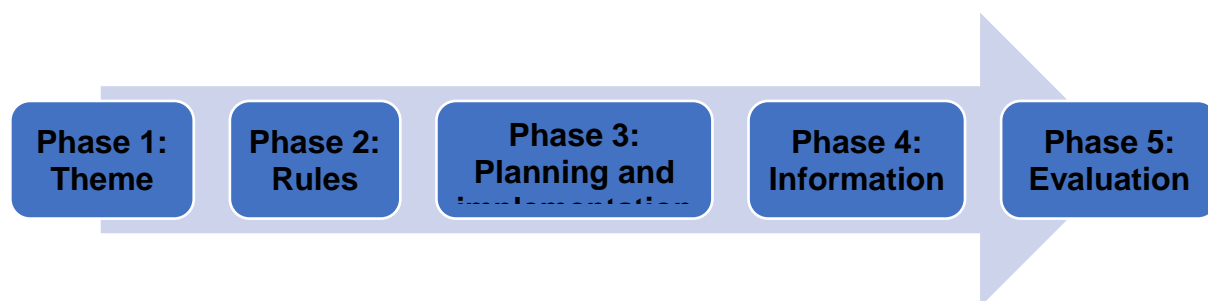


Goal (PR1 Task 3)

The goal of the third task under PR1 is to provide background information (basic technological/administration criteria) for VET educators to implement hackathon events.

Phases

The phases within a hackathon are the basis for the Technical Specifications.



Phase 1: Theme

Based on the feedback from PR1Task1 under the supervision of P3, we are going to prepare the **specifications of the 15 modules (EQF level 3-5)** that will be produced under PR2 and identified and matured, through the preparation of the **specifications for the content and the delivery methods**. The technical requirements are going to include – **concerning the topics:**

Thematic fields that are going to be covered (15 Modules/thematic fields (+/-3 Modules per DigiComp2 category when syllabus is created)

1. Information and Data Literacy (Teachers/trainers)
2. Communication and collaboration (all target groups)
3. Creation of Digital Content (all target groups)
4. Safety (VET Teachers/trainers and Tutors)
5. Problem solving in digital environments (all target groups)

Phase 2: Rules

It is of great importance to define clear access requirements in advance:

1. **Eligibility Criteria (Students and Staff based on Proposal)**



Taking into consideration the need to meet the tangible targeted numbers we are going to select VET learners based on:

- Our intention is to engage VET learners of all years (so no restrictions concerning age and gender), who will, therefore, be able to provide diverse personal insights on the bettering of the teaching process in an online environment. The aim of the no age and gender restriction enhances the inclusiveness of our project.
- Their general involvement and interest in the class learning process, according to their teachers/trainer's perspective, to achieve a higher level of engagement in the Hackathon. Nevertheless, since there is no trust-worthy way of measurement of involvement and interest, it should be used only in a complimentary way.
- During the selection process non-discrimination clauses are going to be applied, covering all possible discriminations.

2. Eligibility Criteria VET Staff

We are going to agree on a general description of minimum requirements for the selection of this group, based on:

- Professional experience and knowledge they could share with others, taking into consideration previous experience in the use of e-learning platforms, either for personal use or for the guidance of their VET learners.
- Personal commitment, where we are going to ask teachers to provide a short formal letter explaining the reasons, they would like to participate in the trainings.
- Diversity: especially in terms of gender, age, seniority, sectors, region/country/region/local, type of experience since diversity also entails more interesting and balanced debates and a more ample knowledge exchange.
- Willingness to contribute in some way to the design and delivery of the training modules, at least through the participation in the peer reviewing process. The willingness and interest factor can be covered and be deduced also by the short formal letter, since there is no other reliable way of proof.
- Ability and willingness to provide support to at least 20 VET Learners towards the improvement of the quality of their e-learning experience, after the completion of their training. Since our Hackathon events have a voluntary



character, that willingness could provide an added value to a participant, and not serve as an obligation.

3. Detailed Specifications from the proposal for VET learners:

- Be currently studying as a student in a VET institution of the participating countries of the consortium (Italy, Greece, Germany, Cyprus)
- Attend at least one course of their studies in an online environment
- Be fluent users of the English language (even though translations might be provided for social inclusion purposes). A total of 20 participants per partner are to be selected through this call.

4. Extra documents for application (Students)

- Proof of volunteering or social work or engagement/ recommendation Letter. (these documents are not mandatory to bear, since the consortium acknowledges the difficulty of some students to acquire them)

5. Language requirements

- B1 English - Capability of verbal and written communication in English

6. Application requirements

- Curriculum Vitae (in any format/ Europass)
- Letter of motivation added by open questions to get the reasons for participation and knowledge about experiences

7. Prizes or opportunities

- Micro credentials/Badges from our project coordinator
- Certificates for: 1. Participating 2. Winning
- Possibility for online courses



- Selected prize: Development of the Hack4Society Prize kit, including mentorship sessions, assistance with the development of the ideas visual branding, and opportunities of participation to mobility activities.

8. Copyright Issues

- Declaration by each participant for respecting copyright issues

Phase 3: Planning and implementation

A hackathon is a form of competition. Clear rules also in the execution are of great importance.

Planning elements that must be taken into account:

1. Duration:

- How many hours are planned or how long will the hackathon last?
The hackathon is expected to be conducted in one day, with hybrid participation, both of face-to-face and online participants.

2. Number of participants per hackathon

- **20 participants per partner**

3. Location of implementation:

- Where is the appropriate location?
Premises of the participating organizations/ VET schools/ Online for hybrid
- Is food and beverages provided?
Snacks/Beverages for the face-to-face participants

4. Which collaboration platform is selected?

- Slack or
- MS Teams or
- Google or



- ZOOM or
- Other

The application form mentions that Slack could be the channel in use.

5. Contact person for technical support necessary/meaningful?

- Yes or
- No

The partner organizations will provide technical assistance when necessary and applicable.

6. Determination of online moderator(s) before beginning

One representative from each partner organization.

7. Criteria for Organizers to guarantee social inclusion

- The events are expected to be hybrid, in order to facilitate the participation of interested parties that face economical difficulties to participate otherwise.
- Possibility of use of online applications (e.g., BeMyEyes), for the inclusion of blind people.

8. Inform the participants about the schedule.

- No matter how short or long your hackathon will be, inform participants about the schedule and planned breaks.

9. Recording the results:

- What are the expected outcomes?

The thematic of the Hackathon events will be the identification/design of effective use of the techniques and tools for the design and delivery of effective on-line e-learning experiences. The expected outcome from the Hackathons is acquiring the necessary knowledge for the preparation of the 15 e-learning Trainings Modules, that are going to be incorporated in the operation of the



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EVBB (Major VET Umbrella Organization), offering them to all VET providers across the EU, targeting the smaller institutions.

The major expected outcome of the Hackathons is to propose e-learning modules, training methodologies and techniques, that will create a better learning experience, creating a better e-learning environment.

- How will the outcome be documented? Who will create the documentation- team or facilitator?

The actual documentation of the outcome will be the development of the 15 e-learning training modules. For the Hackathons development, the partner organizations are responsible for providing necessary materials and means to their participants, and assist with documentation.

Phase 4: Information

Announce your hackathon early and use all available channels to give attendees enough time to plan for the day and register.

Plan ahead of time how you will announce your event and determine how the announcement will be made:

- By mail
- Flyer
- Place notices on the project's website
- Place notices on each partner's organizational website
- Prepare several posts for your own social media channels
- Open a Facebook group for it right away

Phase 5: Evaluation

Evaluation of the event is part of the task and is ensured by surveying all participants.

- An online survey will be prepared and shared with the participants
- Make notes of questions that arise during the activity so that you can answer them and include them in the evaluation.
- Express your gratitude to participants for participating and developing valuable materials.



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National Hackathon Examples

GREECE

- ATECHUP © INTERNET OF THINGS ENTREPRENEURSHIP™ CERTIFICATION ATHENS – 2021 Link: <https://www.eventbrite.com/e/develop-a-successful-internet-of-things-startup-business-today-tickets-137412688049>
- ATECHUP © AUGMENTED REALITY ENTREPRENEURSHIP™ CERTIFICATION ATHENS – 2021 Link: <https://www.eventbrite.com/e/develop-a-successful-augmented-reality-tech-startup-business-today-tickets-137412680025>
- ATECHUP © WEARABLE ENTREPRENEURSHIP™ CERTIFICATION ATHENS – 2021 Link: <https://www.hackathon.com/event/atechup-wearable-entrepreneurship-certification-athens-137412669995>
- Copernicus Hackathon in Athens 2020 - Online Edition – 2020 Link: <https://www.eventora.com/en/Events/copernicus-hackathon-athens-2020>
- St.Cats Hacks 2019 - Student Hackathon – 2019 Link: <https://www.eventbrite.com/e/stcats-hacks-2019-student-hackathon-registration-77978687353>
- TADHack Athens 2017 – 2017 Link: <https://tadhack.com/2017/global/>
- Hack the Camp -2016 Link: <https://www.eventbrite.com/e/hack-the-camp-registration-27881747056>
- Hacking Health Athens Hackathon Link: <https://hacking-health.org/el/hackathon-athens-2019/>
- Piraeus Blue Hackathon Day Link: <https://www.bluegrowthpiraeus.gr/en/blue-hackathon-day>



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- DisinfoHacks Project Link: <http://disinfohacks.com/disinfohackathonen>
- Open Data Hackathon Link: <https://crowdhackathon.com/open-data/>
- Sustainability Hackathon Link: <https://crowdhackathon.com/sustainability/>
- Infinitech Hackathon Link: <https://crowdhackathon.com/infinitech/>

CYPRUS

- #HackTheCrisisCyprus - a Digital Hackathon -April 2020 Link: <https://hackthecrisis.hackcyprus.com/>
- #HACKHEUREKA – A hackathon to improve community preparedness - Oct 21-Jan 22 Link: <https://cerides.euc.ac.cy/general/hackheureka-a-hackathon-to-improve-community-preparedness/>
- Hackadtech Hackathon - Nov 2022 Link: <https://hackathon22.adtechholding.com/>
- Digital Democracy Hackathon – April 2022 Link: <https://www.cyprusdemocracyforum.com/%CE%B3%CE%B5%CE%BD%CE%B9%CE%BA%CE%AD%CF%82%CF%80%CE%BB%CE%B7%CF%81%CE%BF%CF%86%CE%BF%CF%81%CE%AF%CE%B5%CF%82-hackathon>
- HPC Hackathon - May 2021 Link: <https://castorc.cyi.ac.cy/events/hpc-hackathon-05-2021>
- AngelHack Cyprus Hackathon - July 2018 Link: <https://cyprusinno.com/event/angelhack-cyprus-hackathon-2018/>

ITALY

- Italy of Tomorrow: <https://garagerasmus.org/project/italy-of-tomorrow/>
- <https://www.hackathon.com/country/italy/2021>



- <https://www.crea.gov.it/web/politiche-e-bioeconomia/-/hackathon-camp-2022>
- <https://www.cosmopolites.it/2021-22/hackathon/>
- “She Hacks” Link: <https://www.jobcentre.it/annunci/corsi-esauriti/elevator-camp-she-hacks/#1632816236565-a35929a7-5179>