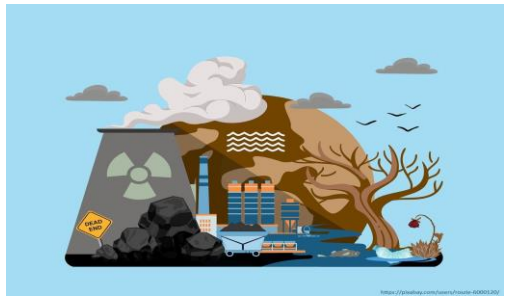

Columbus ASSOCIATION

UNIVERSITÀ DI TORINO

AALBORG UNIVERSITET

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Introduction

INVITE

Green Campus Hackathon: Building Digital Solutions for SDG and Green Agenda Integration in University Life

The organizers - “INVITE” consortium

INVITE

AALBORG UNIVERSITET

Partners:

- AALBORG UNIVERSITET, Denmark
- UNIVERSITA' DEGLI STUDI DI TORINO, Italy
- ELLINIKO MESOGEIAKO PANEPISTIMIO, Greece
- COLUMBUS PARTNERS, France

HELLENIC MEDITERRANEAN UNIVERSITY

Hellenic Mediterranean University

Columbus ASSOCIATION

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The “INVITE” project

The hackathon event is organized by the Hellenic Mediterranean University (HMU) on behalf of an Erasmus+ project entitled “INVITE ”(https://invite-erasmus.eu/).

Developing competencies for new virtual and blended modalities of international collaboration project (or simply, “INVITE”), aims to develop teaching and learning competencies for designing and implementing new virtual & blended modalities of international collaboration in European Higher Education Institutions.

The project main objectives are:

- Map current educational approaches for international virtual collaboration in learning environments
- Develop an active-learning design framework for virtual environments
- Design and implement an action-training online program targeting interdisciplinary teachers & staff
- Develop an open interactive digital ecosystem that will host the action-training program
- Identify Higher Education policies and strategies for innovation in teaching and learning

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The hackathon theme

Among “INVITE” aims, was to develop an open interactive digital ecosystem in the form of an educational platform and run a hackathon competition event. Hence, our hackathon event was born!

Green Campus Hackathon: Building Digital Solutions for SDG and Green Agenda Integration in University Life

The theme was chosen to fit the following criteria:

- enhancing problem-solving component
- focusing on Sustainable Development Goals and Green Agenda-related topics
- including an international and intercultural dimension

The “INVITE-Eco-Dig-Sys” (developed educational platform) will support all hackathon activities.

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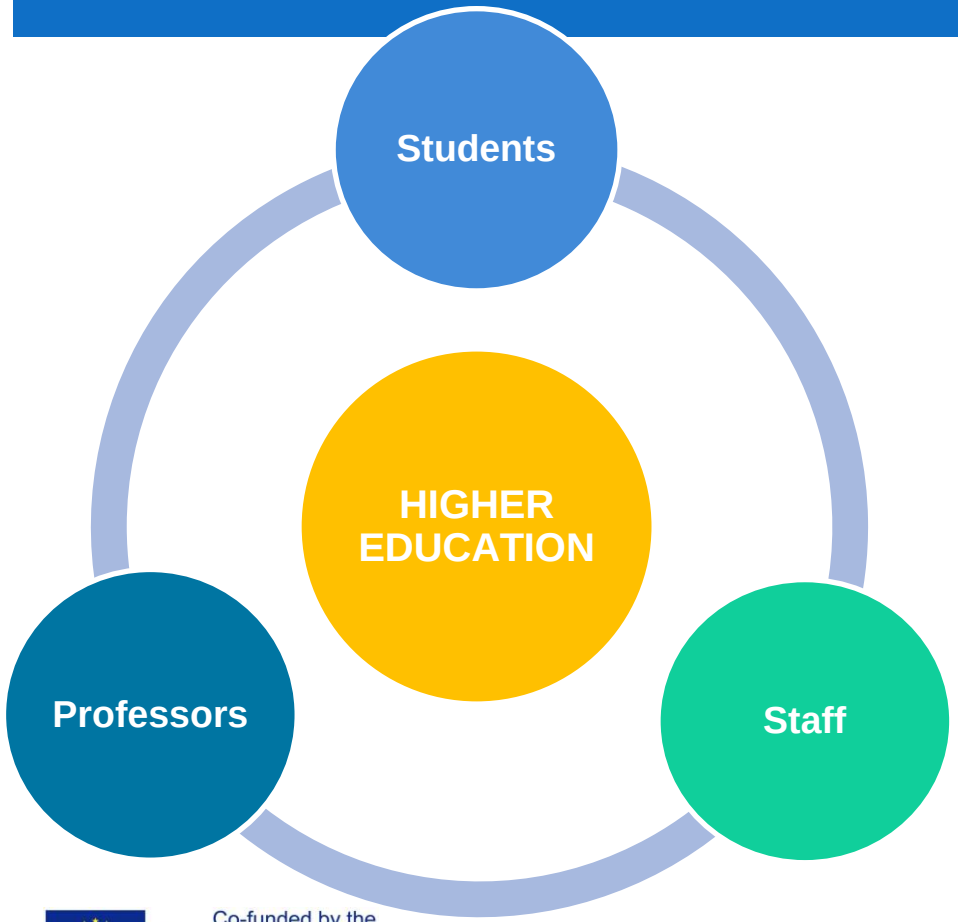
The hackathon target audience



Students' eligibility criteria: The Hackathon Competition Event is open to all students from their 1st year of studies to PhD level. Students from diverse disciplines, backgrounds, and nationalities are encouraged to apply.

Professor's and staff's eligibility criteria: The Hackathon Competition Event is open to all professors and staff of Higher Education Institutions.

English comprehension is required by all participants (minimum B2 level).

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The hackathon objectives

Participating in this hackathon will be a transformative experience aiming to expand participant's horizons, help them acquire valuable skills, and build lifelong connections with counterparts around the globe.

1. By **enhancing international collaboration**, creativity, and innovation participants will make a real impact in campus life.
2. Participants are encouraged to **think outside the box** and leverage their skills and backgrounds to create impactful experiences.
3. Hackathon participation **fosters creativity and topic knowledge**, encourages creative problem-solving and critical thinking while at the same time attending key competencies for sustainable development.

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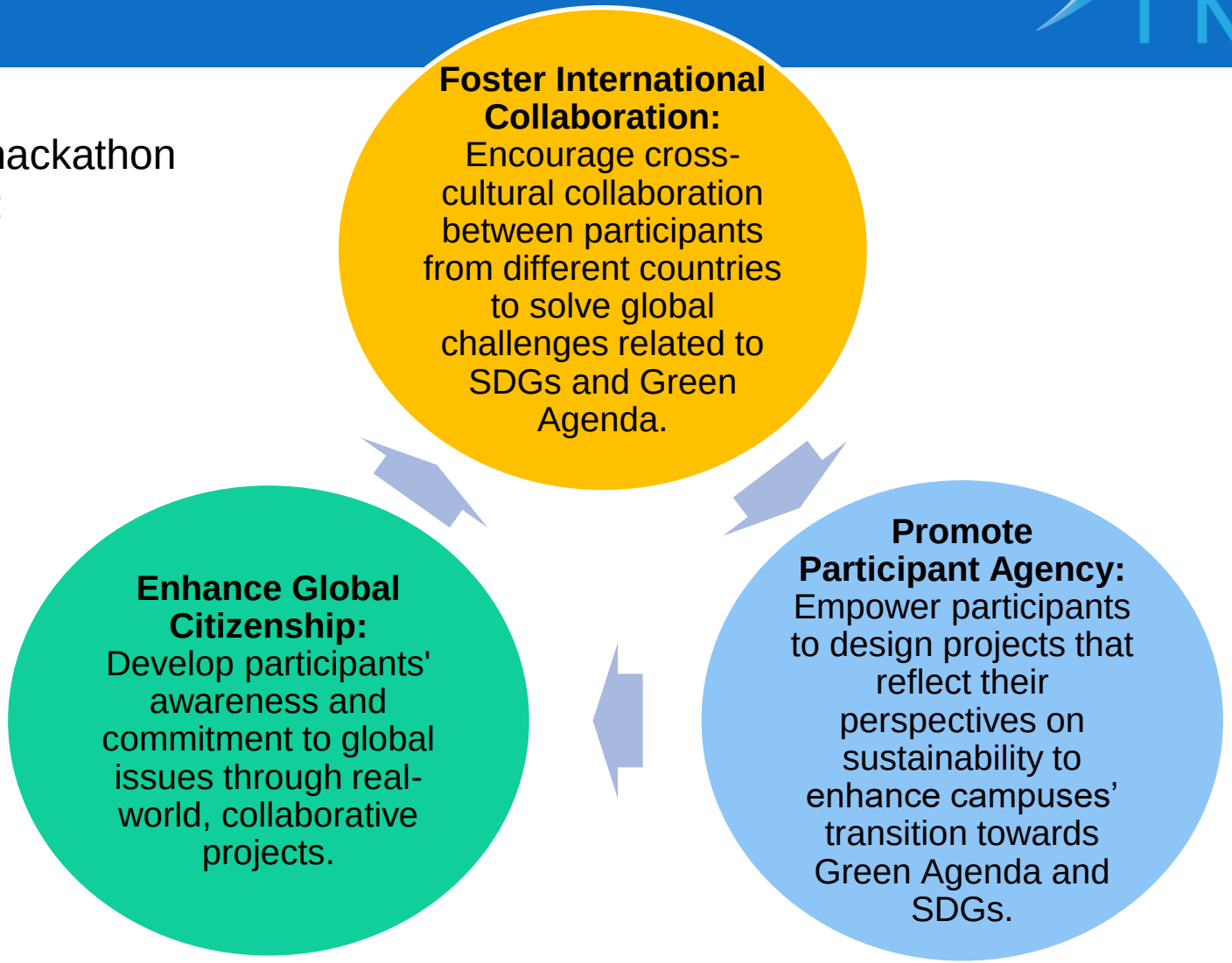
The hackathon goals

More specifically, this hackathon enables participants to:



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Hackathon description in a nutshell

Green Campus Hackathon:
Building Digital Solutions for SDG and Green Agenda Integration in University Life

Participants separated into teams will have to produce solutions that could be implemented into Universities' strategic planning to enhance sustainable and green development according to the 2030 Agenda for Sustainable Development Goals (SDGs) or other Green Agenda policies and measures.

Solutions should address an environmental problem within universities according to local, national, European, or international Green Agenda policies and measures or/and the environmental-related SDGs goals:

Team projects could address one or more environmental SDGs or Green Agenda objectives.

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Hackathon description in a nutshell (cont.)

Teams will present their idea by uploading **only a short pitching video** (3 minutes max duration) describing their solution and its impact which will be evaluated by both a jury and co-teams to appoint the winning team.

Hence, this hackathon challenge invites participants to co-create innovative, sustainable environmental solutions applicable to international settings. Solutions should be **presented attractively** by combining the following features:

- **Battling a problem** and **providing a solution** related to SDGs and Green Agenda objectives
- **Creating a strong impact** that could be reaped by many Universities around the globe (universality)
- **Validating the idea** in terms of sustainability and feasibility
- I**ncluding a clear plan** with financial viability

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Hackathon duration

The total duration of the hackathon is **24 hours split in 2x12 hours sessions** (Day 1 & Day 2).

This format was chosen to accommodate the majority of the participants (considering the time difference among countries). For this reason, we will host a **pre-hackathon session** the afternoon prior of the hackathon event where kick-off meeting, team building activities & the meet the mentors session will take place.

A detailed schedule of each day (Day -1, Day 1 and Day 2) is provided within the next slides along with important information regarding each session's structure and requirements.

Please carefully read the DAY -1, DAY 1 and DAY 2 agendas and **save the dates.**
Kindly note that each session beginning and ending time is set according to the Central European Time (CET), so you might need to convert them in your own country's time zone.

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Agenda Day -1 (pre-hackathon session)

DATE: Tuesday, 12 November 2024				
When?	**What?**	**How?**	**For whom is it intended?**	**Mandatory to attend?**
16:00 - 17:00 CET	Kick-off session	Online	Everyone	Advisable
17:00 - 17:30 CET	Team building activities	Online	Participants	Advisable
17:30 - 18:00 CET	Meet the mentors	Online	Participants, Mentors	Advisable

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The technical team will be available 16:00 to 18:00 CET to assist you.

Agenda Day 1 (hackathon event)

DATE: Wednesday, 13 November 2024				
When?	**What?**	**How?**	**For whom is it intended?**	**Mandatory to attend?**
09:00 - 09:30 CET	Welcome session & questions/clarifications	Online	Everyone	Advisable
09:30 - 21:00 CET	Project ideation	Online or/and in-person	Participants, Mentors	No

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The technical team will be available from 9:00 to 21:00 CET to assist you.

Agenda Day 2 (hackathon)

DATE: Thursday, 14 November 2024				
When?	**What?**	**How?**	**For whom is it intended?**	**Mandatory to attend?**
09:00 - 09:30 CET	Welcome back session & questions/clarifications	Online	Everyone	Advisable
09:30 - 17:00 CET	Project finalization & pitch deck preparation	Online or/and in-person	Participants, Mentors	No
17:00 - 18:00 CET	Project submission	Online	Participants	Yes
18:00 - 20:00 CET	Project evaluation	Online, voting on a platform's wall	Participants, Jury	Yes
20:00 - 21:00 CET	Award nomination	Online	Everyone	Advisable

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The technical team will be available from 9:00 to 21:00 CET to assist you.

The main hackathon steps outline

Step 1	Step 2	Step 3	Step 4	Step 5
prior the event	pre-hackathon session	1st day of the event	2nd day of the event	2nd day of the event
7/10/2024 - 10/11/2024	**12/11/2024**	**13/11/2024**	**14/11/2024**	**14/11/2024**
• Registration • Training Material • Team Formation	• Kick-off session • Team building • Meet the mentors	• Welcome session • Project ideation	• Welcome back session • Project finalization • Pitch preparation • Video submission	• Projects evaluation • Award nomination

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Participants registration

Participants will be able to register from **7/10/2024** to **10/11/2024.**

Platform Registration Link (necessary): https://invite.nile.hmu.gr/modules/auth/newuser.php
Hackathon Registration Link: https://invite.nile.hmu.gr/courses/114/

Upon registration, participants should complete the “Complete Registration” field.
Participants will register individually in the hackathon platform; however, they can mention the names of other participants with whom they want to form a team in the “Team formation” field.

Please read the rules and conditions carefully and provide your agreement.

It is important to mention that **at least one member from each team must also register at the event we have created within DigiEduHack 2024**.
https://digieduhack.com/challenges/green-campus-hackathon-building-digital-solutions-for-sdg-and-green-agenda

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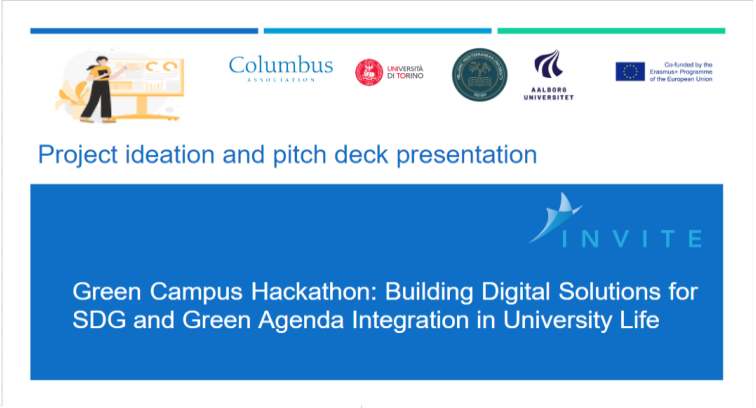
Participants toolbox (supportive material)

Participants are advised to carefully read the supportive material and documents provided within the platform.
Link to “Participants Toolbox”: https://invite.nile.hmu.gr/modules/document/?course=114

This material includes 3 short presentations regarding:

- Green Agenda policies
- Sustainable Development Goals
- Project ideation and pitch deck presentation



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Team formation

As mentioned prior, participants will be registered individually in the platform. In case of an already formed group, registered participants must fill the “Team request” form providing their co-team members names.

Each team should have a **minimum of 3 members and a maximum of 5 members**.

Individual registration for participants who are looking for a team is possible. In this case, organizers will form the teams taking into account participants profiles (shared interests, skills, expertise) ensuring diverse perspectives are represented. Pre-formed teams with 2 members will be assigned at least 1 extra member.

Team formation will be performed by organizers upon registration completion (11 November 2024).

During the pre-hackathon event (12 November 2024), a team building session will take place and breakout rooms will be created to foster participants’ engagement and collaboration via ice-breaking activities.

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Summary of the pre-hackathon event (Day -1)

DAY -1 TUESDAY 12 NOVEMBER 2024

Welcome and introduction session. Duration: 1 hour
Welcome participants' session and introduction of the "Invite" project and its consortium.
Description of the upcoming steps and rules of the hackathon event.

Ice Breaking Activities & Games. Duration: 30 minutes
Team building activities and ice-breaking games to foster each team's coherence and cohesion.

Meet the mentors. Duration 30 minutes
Short online meeting of the mentors with their assigned teams to meet and set the communication channels/time slots.

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Summary of the event 1st day

DAY 1 WEDNESDAY 13 NOVEMBER 2024

Welcome and introduction session. Duration: 30 minutes
Welcome participants' session, short summary of the hackathon event.
Participants will have the chance to ask organizers for clarifications, ask questions or simply say good morning!

Project brainstorming. Duration approx. 11 hours and 30 minutes
(feel free to take a break or stop working whenever you want)
Beginning of ideation organization and project preparation.
Mentors make themselves available to the teams.

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Summary of the event 2nd day

DAY 2 THURSDAY 14 NOVEMBER 2024

Welcome back session. Duration: 30 minutes
Participants will have the chance to ask organizers for clarifications, ask questions or simply say good morning!

Project finalization and pitch deck preparation. Duration: 7 hours and 30 minutes
Teams build the project and finalize the solution. Preparation of the final pitch deck video.

Project submission. Duration: 1 hour
Submit video pitch deck presentations on both the INVITE platform's wall and the DigiEduHack event.

Evaluation of the projects. Duration: 2 hours
Jury members evaluate the pitch deck videos independently. Scores sum up and count for 70% of the teams' final grade. Participants watch the pitch deck videos on the platform wall and vote for their favorite (30% of the team's final grade).

Award nomination. Duration: 1 hour
Synchronous award meeting where winning teams will have the opportunity to discuss their projects/solutions.

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Hackathon event rules

- Teams should have 3 to 5 members. Smaller or bigger teams are not allowed.
- All pitch deck videos must be submitted prior to 18:00 CET time on 14th of November 2024 to be evaluated. Late submission equals disqualification.
- Pitch deck videos duration should be max 3 minutes. More extensive videos equal disqualification.
- Every project solution submitted must be original work prepared by the team members for the scope of the present hackathon. Previous work usage, plagiarism and extensive use of AI are disqualification reasons.
- Participants should adhere to a code of conduct that promotes inclusivity, respect, and professionalism. Any form of harassment, discrimination, or inappropriate behavior will not be tolerated.
- Participants must adhere to ethical standards, and rules set by the organizers. Any form of cheating or unfair practices will result in immediate disqualification.

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Hackathon event rules (cont.)

- Participants retain full ownership of the intellectual property rights to their projects. However, organizers and the INVITE consortium are permitted to share the projects with the wider community after the Hackathon event to disseminate the produced results and fulfill INVITE projects requirements.

- Intellectual property guidelines of the DigiEduHack 2024 competition can be found at its website: https://digieduhack.com/miscellaneous_images/Guidelines/IP-Guidelines-2024.pdf

- Participants consent for their photographs, videos, or project details to be used by the organizers and INVITE consortium for the projects outputs, promotional or media purposes.

- Hackathon will offer awards to winning teams based on the judging criteria and evaluation scores.

- Organizers reserve the right to make changes to the Hackathon rules, format, or awards at any time. Any modifications will be communicated to the participants in a clear and timely manner.

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Project brainstorming

For the purposes of the present hackathon, all ideation tools are correct, and none is wrong! Participants can freely choose from a wide variety of tools in the literature aiming to enhance brainstorming activities, including SWOT analysis, Business Model Canvas (BMC), lean startup methods, mind mapping, and more.

To be clear, the project ideation methodology utilized by the participants **will not be evaluated or even submitted as part of their final solution**. The purpose of these tools is to help teams outline the goals and objectives of their proposed solution, highlight their strengths and weaknesses and explore deeper the feasibility and sustainability of their project idea. See more at: “Project ideation and pitch deck presentation”.

Choosing the right ideation/brainstorming tool for a team depends on several factors, including team's size, project goals, and team members work/study preferences.

For those looking the easy way out, we have slightly modified the BMC template to better fit the purpose of our hackathon. It can also be found at “Project ideation and pitch deck presentation” in participants’ toolbox.

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Pitch deck video presentation

Independently of how teams will proceed with the brainstorming activities, the final project should be submitted **ONLY in the form of a pitch deck video presentation**. No other documents are needed or will be submitted for the evaluation phase.

The pitch deck presentation should be a 3 minutes (maximum) video that will be uploaded on the INVITE platforms' wall and at DigiEduHack. Judges and other teams will be able to watch the videos on the platform's wall and evaluate each team's idea, creativity and presentation skills.

A pitch deck presentation is a quick teaser of an idea. It's aims to grab listener's attention & create curiosity. Unlike in vivo presentation pitches, a video pitch gets more information across per second. All this is just by the virtue of being a video, giving the opportunity to rehearse, record, modify, and optimize it.

We explain what a pitch deck presentation is and provide useful tips at "Project ideation and pitch deck presentation" document that you can find in the participants' toolbox.

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Our mentors

Nikolaos Vidakis
Professor at the Department of Electrical and Computer (HMU) Vice-Rector of Finance, Programming and Development

Markos Kourgiantakis
Associate Professor at the Department of Business Administration and Tourism (HMU)

Konstantinos Petridis
Associate Professor at the Department of Electronic Engineering (HMU) Vice-Rector of Internationalization and Extroversion

Marina Marchisio Conte
Full Professor of Mathematics Education (UNITO) and Delegate for the development & promotion of the University's Digital Education strategies

Fabio Roman
Post-doc researcher and teacher of Mathematics (UNITO)

Alice Barana
Assistant Professor in Mathematics Education at the Department of Molecular Biotechnology & Health Sciences (UNITO)

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Georgios Triantafyllidis
Associate Professor at the Department of Architecture, Design & Media Technology (AAU)

Ania Hildebrandt
Social Innovator, Research Assistant and Service Systems Design Master Student (AAU)

Gabriele Zocchi
Interior/Lighting Designer and Research Assistant (AAU)

Daniel Samoilovich
Director of Columbus Association and Director of the Euro-Latin American Forum for innovation-based regional development

Kelly Henao
International Project Manager / Officer in the Latin-America Columbus Association

Matteo Sacchet
Researcher & teacher of Mathematics at the Department of Molecular Biotechnology & Health Sciences (UNITO)

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Mentorship

Teams are assigned to specific mentors throughout the hackathon event.

Each hackathon participant will receive an email one day prior to the hackathon event that will provide information regarding his team number and co-team members along with the name of the assigned mentor.

During the “Meet the Mentors” session (Day -1), teams can meet their mentors and discuss with them the communication channels and mentoring sessions slots (depending on each mentor time availability).

Tip: during the event, prior communicating with the mentor, teams are highly advised to prepare a quick pitch of their early project idea so that mentors can give pointed feedback and comments to help teams refine their solution.

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Our jurors

Daniel Vega
Rector of Universidad Nacional del Sur, Argentina, and president of Columbus Association

Henrik Schønau-Fog
Deputy Head and Associate Professor at the Department of Architecture, Design and Media Technology (AAU)

Enrico Spinello
Section Chief for University and External Relations at IT-Army Education and Training Command and School of Applied Military Studies - Turin and Implementation Group Vice Chair for Education at European Security and Defence College - Brussels

Ioannis Rompogiannakis
Operation Manager at the Property Development Company of HMU

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Judging criteria

- **Relevance (0-20 points)**: How effectively does the proposed solution align with Green Agenda and SDGs objectives? Does it provide a solution to a universal environmental problem?
- **Originality (0-20 points)**: To what extent the solution is an original idea and presents elements of innovativeness?
- **Feasibility (0-20 points)**: Can the solution be feasibly implemented? Is it practically possible and economically efficient?
- **Sustainability (0-20 points)**: To what extent the team address the sustainability of the solution in the short, medium, and long term?
- **Presentation Quality (0-20 points)**: How well does the team communicate their idea design and necessity, including visuals, storytelling, and the overall pitch deck video presentation performance?

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Evaluation process

- Pitching videos must be uploaded by teams on the hackathons' wall on 14th of November between 17:00-18:00 CET for the other teams and jury members to vote. **Participants must also upload their final video solutions on the DigiEduHack platform within the same time frame in order for their submissions to be valid.**

- The jury members (guest experts invited by the consortium) will individually evaluate the pitch deck videos and vote by sending the organizers an evaluation sheet with scores from 1-20 for each judging criterion set. Organizers will sum and calculate the judging committee's overall score per team.

- The participants will be able to watch the pitch deck videos on the platform wall and vote for their favorite projects using the like button. The video with the most likes will gain 100 points, 2nd most liked video will gain 90 points, 3d most-liked video will gain 80 points, etc (up to 10 teams will be graded accordingly). In case of equal likes both teams get the points.

- Organizers will create an algorithm to calculate the final score per team. Jury points will count for the 70% of the overall score, and participants points will count for the 30% of the overall score.

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Awards

1st place award:

- 250 euros gift card prize
- 3 Mentorship sessions with the INVITE consortium for enhancing the winning idea development (including applying for external funds)
- Certificate of winner
- Chance of winning the DigiEduHack global prizes in the “Beginner award: Social Impact” category

2nd place award:

- 150 euros gift card prize
- Certificate of runner-up

All participants:

- Certificates of participation

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Awards nomination

- Prizes will be awarded in a synchronous meeting on the 14th of November 20:00-21:00 CET.
- Winning teams will have the opportunity to present and discuss their projects/solutions with the audience.
- Also, the winnings team project solution will be announced in DigiEduHack immediately after the event. A DigiEduhack judging committee will review all DigiEduHack local hackathon winners to identify finalists to be voted upon by the general public. Winning team must fill in further information about their solution for the Steering Group evaluation (within 10 days) in order to compete with the other teams of DigiEduHack Challenge for the global award contest with awards for the teams such as series of interactive seminars/tailormade learning paths, DigieduHack hoodies, DigiEduHack ambassador title & many more (see DigiEduHack Beginner award: Social impact at https://digieduhack.com/awards).

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Thank you and good luck!

Together, we can make a difference for our planet and future generations…

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Useful links

INVITE project webpage: https://invite-erasmus.eu/
INVITE project LinkedIn: https://www.linkedin.com/company/86315821/admin/dashboard/
INVITE EcoDig-Sys Platform Registration: https://invite.nile.hmu.gr/modules/auth/newuser.php
INVITE Hackathon Registration: https://invite.nile.hmu.gr/courses/114/
Participants Toolbox: https://invite.nile.hmu.gr/modules/document/?course=114
Hackathon Open Info Session link: https://bbb.nile.hmu.gr/rooms/ymf-dc0-adi-raa/join

DigiEduHack: https://digieduhack.com/
DigiEduHack INVITE event and registration: https://digieduhack.com/challenges/green-campus-hackathon-building-digital-solutions-for-sdg-and-green-agenda
DigiEduHack Discord Server Link: https://discord.com/invite/kvt6aCPpuV
Intellectual property guidelines of DigiEduHack: https://digieduhack.com/miscellaneous_images/Guidelines/IP-Guidelines-2024.pdf
DigiEduHack awards: https://digieduhack.com/awards

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