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BALTIC INSTITUTE OF EUROPEAN
AND REGIONAL AFFAIRS



2024 HACKATHON REPORT

INTRODUCTION

The Hackathon webinar, held on May 21, 2024 via Zoom platform, was a successful interactive online event aimed at fostering innovation and collaboration among youth from Bulgaria, Poland, Greece, Cyprus and Latvia. Creative and motivated youngsters that the webinar brought together formed teams to brainstorm and develop productive solutions to real-world problems. The participants worked hard on joined Canva presentations to bring their innovative ideas to life.

The communication mostly took place via live online chat alongside with the host in video format.

Non-formal Icebreakers were a huge part of this interactive event, it was amazing how through the format of chatting the participants managed to keep the fun spirit of the project up as well as their active participation and communication with each other. We got visible results by the carefully crafted presentations that we received from the participants. At the end of the webinar winners from each country were announced with their assigned prizes.

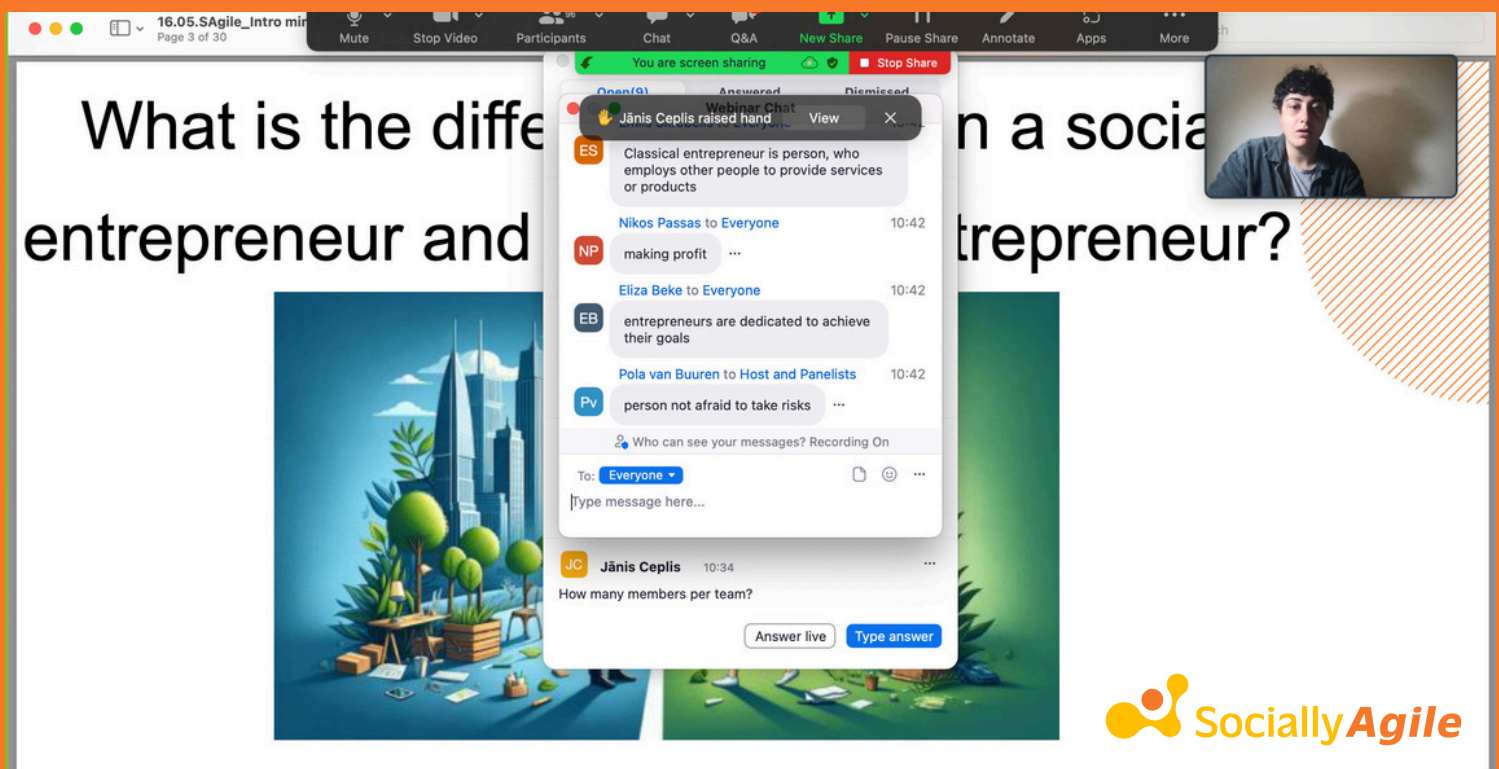
Winning presentations available at:

<https://www.academyforactiveyouth.com/our-projects/socially-agille>

OBJECTIVES OF THE DIGITAL EVENT

The primary objectives of the Hackathon webinar were:

1. To encourage participants to collaborate and develop innovative solutions.
2. To provide a platform for networking and knowledge sharing among social business enthusiasts.
3. To highlight and reward outstanding projects and ideas that have the potential to create significant impact.
4. To provide helpful tips and information concerning social entrepreneurship.



The screenshot displays a Zoom webinar interface. The main content area shows a presentation slide with the text "What is the difference between a social entrepreneur and an entrepreneur?" and an illustration of a modern cityscape with greenery. A chat window is open in the foreground, showing a list of messages from participants. The chat messages include:

- Jānis Cepelis raised hand
- ES: Classical entrepreneur is person, who employs other people to provide services or products
- Nikos Passas to Everyone 10:42: making profit ...
- Eliza Beke to Everyone 10:42: entrepreneurs are dedicated to achieve their goals
- Pola van Buuren to Host and Panelists 10:42: person not afraid to take risks ...
- JC Jānis Cepelis 10:34: How many members per team?

The chat window also shows a "Who can see your messages? Recording On" notification and a "Type message here..." input field. The Zoom interface includes standard controls like "Mute", "Stop Video", "Participants", "Chat", "Q&A", "New Share", "Pause Share", "Annotate", "Apps", and "More". A small video thumbnail of a participant is visible in the top right corner. The "Socially Agile" logo is located in the bottom right corner of the slide.

PROMOTION OF THE PROJECT

The partners of the project united to promote the webinar through their social media platforms such as Instagram, Facebook etc. The project reached over 100 registrations in Zoom platform and 96 online participants in total.

Shown below screenshots from presentation of the host that was used as a promotional material.

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ABOUT ME

I'm 22

I use they/them pronouns

I AM ZIK:)

I'm from Armenia

I'm a vegetarian

I love youth work

I'm an Erasmus+ facilitator

I am a volunteer in Sliven, Bulgaria

FUN FACT!

I am an expressionist artist:)
Here are some of my artworks.

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REGISTRATIONS AND ATTENDANCE

The Hackathon online webinar successfully attracted a diverse and engaged audience, achieving a high attendance rate and positive feedback. The effective registration process, coupled with informative content and interactive sessions, contributed to the overall success of the event. These insights and recommendations will guide the planning and execution of future webinars to ensure continued growth and participant satisfaction.

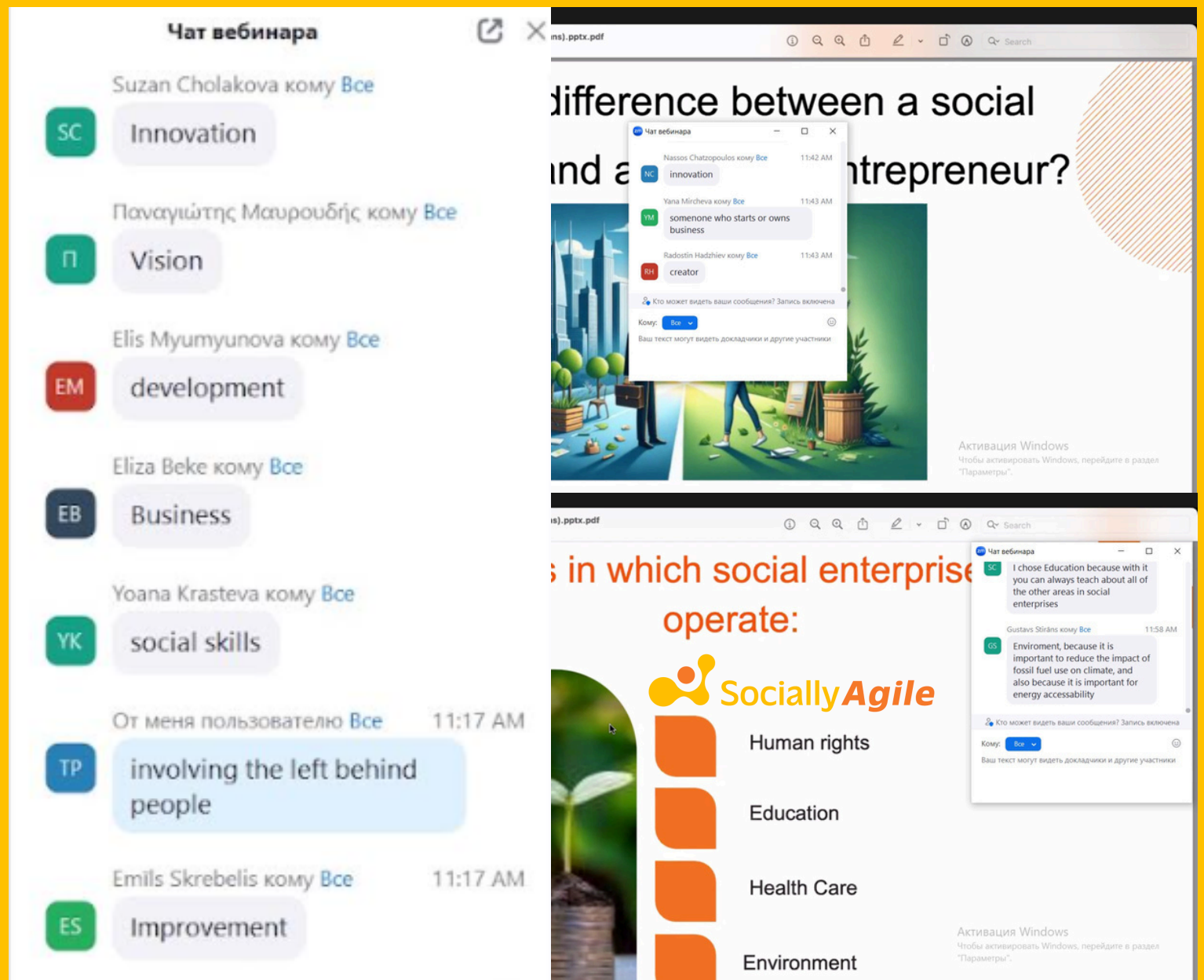
The webinar attracted a diverse audience from various professional backgrounds and geographic locations.

The actual attendance numbers and engagement levels were tracked throughout the digital event.

The screenshot displays a Zoom webinar interface. At the top, the title bar shows '16.05.SAgile_Intro mir' and 'Page 4 of 30'. The main content area features a presentation slide with the title 'Traditional business as opposed social business' and the 'Socially Agile' logo. The slide lists 'Traditional of business priorities' (profits obtaining, interested parties values creation) and 'Social of business priorities' (social values creation, positive effects promotion in communities). A chat window on the left shows messages from participants like 'I mean temperature', 'I have an idea, but also a full team already.', and 'Leaving no one behind'. A video thumbnail of a participant is visible in the top right corner.

ICEBREAKERS AND LIVE CHAT OVERVIEW

The live chat feature significantly enhanced participant engagement and interactivity during the Hackathon online webinar. High participation rates and positive feedback indicate that live chat was a valuable tool for fostering real-time communication and collaboration. Implementing the recommended improvements will further enhance the effectiveness and user experience of live chat in future events.



EDUCATIONAL MATERIALS

"An Insight into Social Entrepreneurship" provided a comprehensive guide on how entrepreneurial principles can be applied to solve social issues. The presentation focused on defining social entrepreneurship, illustrating its importance, and offering practical advice for those interested in creating socially impactful business.



An insight into social entrepreneurship

Areas in which social enterprises operate:



-  Human rights
-  Education
-  Health Care
-  Environment



INNOVATIVE PRESENTATIONS WITH APPLICABLE SOCIAL-ENTREPRENEUR IDEAS AND WINNER PRIZES

The Hackathon online webinar showcased a series of innovative presentations filled with applicable social entrepreneurship ideas, highlighting the creative potential of participants from across Europe. Teams from Bulgaria, Greece, Cyprus, Poland, and Latvia worked tirelessly to develop and present their projects, demonstrating remarkable dedication and ingenuity. Each presentation reflected a deep understanding of pressing social issues and offered practical solutions designed to make a positive impact. These participants' hard work and collaborative spirit were evident in their ideas' quality and originality, underscoring their commitment to driving social change through entrepreneurial initiatives.

10 teams created their Social ideas into presentations of which 6 were considered winners according to each country for their assigned prizes:

Latvia - PHOSYS: Web-Based Learning Tool: 1st prize

Latvia - RADA Organization: 2nd prize

Bulgaria - Cooking Center for Kids

Bulgaria - Harvest Heroes Initiative

Greece and Cyprus - ALL IN Coffee Shop

Polish - Cloth Craft

PHOSYS: WEB BASED LEARNING TOOL

We license our software to schools and governments that care about giving a good education to their students. The software is web-based so it will be easy to integrate in curriculums, similar to the web-based graphing calculator Desmos. The brute part of calculations are done on our servers making the solutions very scalable. The software is offered as a service (rented) allowing us to keep maintaining it.

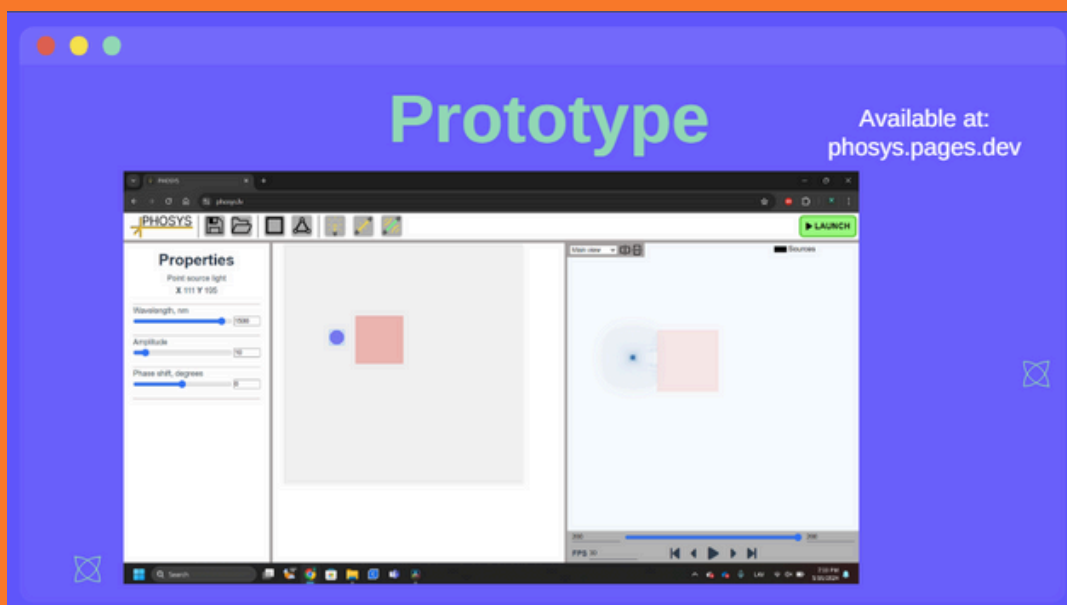


Relevance 

- Specialists in STEM subjects are severely lacking in the world
- 75% of US students show interest in studying STEM but are deterred by unintuitive math that isn't visualized

Out of all STEM subjects our product specializes in physics

The slide features a blue background with white text and icons. It includes a 'Socially Agile' logo in the top right, a list of two bullet points, and a statement at the bottom. There are also several small decorative icons scattered across the slide.



Prototype Available at: phosys.pages.dev

The screenshot shows the PHOSYS web application interface. It includes a 'Properties' panel on the left with sliders for 'Wavelength, nm', 'Amplitude', and 'Phase shift, degree'. The main area displays a simulation of a wave passing through a slit, with a red square representing the slit and a blue dot representing the wave source. A 'LAUNCH' button is visible in the top right corner of the application window.

RADA ORGANISATION

- Provide young people with a way to creatively express themselves in a non-academic setting/
- Hands-on experience with organizing, teamworking.
- Educate and encourage people to take up arts in spare time.
- Connect with like-minded people.
- Educate people on positive effects of creative activity.
- Provide people with opportunities to develop different skills by working with arts



Open
Mic!



My journey as
an artist
started...

 Socially Agile

- Anyone can take a part on stage! -
- Story telling, poetry, comedy
 - Musical, theatrical performances
 - Moreknown artists (which would attract bigger audience)

COOKING CENTER FOR KIDS

"Little Chefs on the Rise," is a social project dedicated to empowering young children with essential cooking skills while fostering entrepreneurial spirit. Our program will offer engaging and educational cooking classes where children learn the basics of culinary arts, food safety, and nutrition. Through hands-on experience, they will create delicious baked goods and treats. The idea for the project is not only to nurture their creativity and teamwork but also to instill a sense of responsibility and confidence.



Why is it Important Teaching Children to Cook

- Life Skills and Independence
- Creativity and Critical Thinking
- Responsibility and Hygiene
- Confidence and Knowledge

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Budget

10 000 Lv.

Premises	Products	Equipment	Advertising
Local kitchen that works till lunch is available to be rented in the evenings. The rent will be mainly symbolic so they could cover their expenses and electricity. - 600/ 700 lv.	The product we will be using are going to be locally sourced - like vegetables, eggs and more. The budget for a month will vary around - 500 lv.	We will have to buy our own equipment like aprons, cooking dishes and more. But this will be a purchase that will be made only once so we are going to spend a little bit more. - 2000 lv.	The site is going to be made by us. And additional Instagram and Facebook pages will be created. We are also going to rely on our community for advertisement.

TABLE WITH COST

HARVEST HEROES INITIATIVE

- **Increased income for farmers:** Provides a fair and reliable market for their produce.
- **Promotes sustainable agriculture:**
- **Encourages farmers to adopt environmentally friendly practices.** Improved access to fresh, local food:
- **Ensures consumers have access to high-quality, seasonal produce.**
- **Community development:** Strengthens the local food system and fosters connections between farmers and consumers.

 - Harvest Heroes Initiative

Services

- Online and/or mobile farmers market platform
- Value-added products
- Educational workshops
- Community Supported Agriculture (CSA) program



Activate Windows
Go to Settings to activate Windows.

 - Harvest Heroes Initiative

Additional Considerations



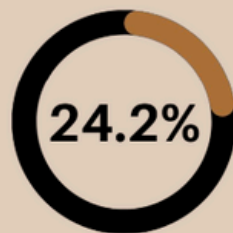
- 01** Partnering with local businesses: Collaborate with restaurants or shops to sell local produce.
- 02** Food safety and storage: Ensure proper handling and storage of produce to maintain quality.
- 03** Technology and training: Provide training for farmers on using the online platform if needed.

 Socially Agile

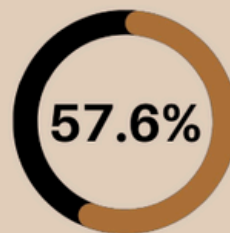
ALL IN COFFEE SHOP

"Introducing "ALL IN" - a unique company that not only operates a coffee shop staffed by individuals with disabilities but also offers educational and training programs to help other businesses become more accessible and accommodating all over Greece and Cyprus. Join us in promoting inclusivity and diversity in the workplace while enjoying a cup of coffee brewed with passion and purpose!

Problem Statement



Employment Index of people with disability 20-64 years of age



Employment Index of people without disability 20-64 years of age

Source: <https://www.amea-care.gr/>



COFFEESHOP TARGET AUDIENCE

All coffee lovers and their families!



BUSINESS TARGET AUDIENCE

Businesses looking to improve their social impact
Businesses looking to become more inclusive and accommodating
Businesses looking to broaden their customer target groups

CLOTHCRAFT

ClothCraft is a social enterprise dedicated to transforming discarded clothing into fashionable, high-quality pieces while addressing the needs of our community. By collecting used and donated garments, we not only reduce textile waste but also provide valuable resources to those in need. Our innovative approach includes hosting upcycling workshops that integrate individuals and fostering a sense of community. Overview Committed to sustainability and community empowerment, we strive to create positive change in the fashion industry and beyond.

HOW WOULD WE COLLECT CLOTHES?

We spread environment friendly attitude so we would like to give old, dirty, broken clothes second life. We would like to place baskets in public places like schools, universities, offices where unnecessary clothes could be thrown.

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Thank you for taking your time to getting to know more about our Hackathon. Please, follow our socials below.

<https://sociallyagile.eu/>

<https://www.facebook.com/sociallyagile.project>

<https://www.youtube.com/@SociallyAgileProject>



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