



EUREKATHON

Challenging Data for Zero Hunger

Powered by



November 2020 | **Participants' Guide**

Agenda


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 **EUREKATHON**

**MEET WHO WILL BE
AROUND**

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WELCOME TO **EUREKATHON!**

Please read this guide carefully

EUREKATHON is a competition organized by LTPlabs, Porto Business School and NOS that addresses societal issues associated with sustainable development goals. In its 2nd edition, taking place from the 5th to the 7th of November 2020, you are challenged to develop concrete and creative solutions that contribute to maximize access by all people to sufficient food all year round.

You will work side-by-side with **like-minded data scientists** and **business analysts**, in a team of 4 to 6 members. All teams will have access to a diversity of data sources, both private and public, that can be leveraged to build analyses, models and tools. The best teams will attend a final event, where a jury will assess the potential impact, the novelty and the analytical depth of the work developed by the teams. It will take place on November 14th.



EUREKATHON

GET TO KNOW EUREKATHON



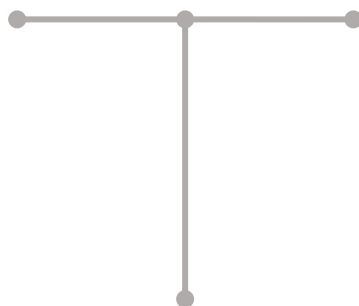
[Eurekathon Video](#)



**Growing of
available** data, in
volume and diversity



Increasingly complex
social **challenges of
sustainable
development**



EUREKATHON aims to **EMPOWER OUR SOCIETY** with
INNOVATIVE SOLUTIONS that take advantage from **DATA
SOURCES** not usually explored for **SOCIAL PURPOSES**

THIS YEAR'S EDITION

DATA SCIENCE FOR **ZERO HUNGER**

ZERO HUNGER

FOOD IS ONE OF THE CORE GLOBAL ISSUES ACCORDING TO THE UN

GLOBAL ISSUES

Overview

Fast Facts

Africa

Ageing

AIDS

Atomic Energy

Big Data for the SDGs

Children

Climate Change

Decolonization

Democracy

Ending Poverty

Food

Gender Equality

Health

Human Rights

International Law and Justice

Migration

Oceans and the Law of the Sea

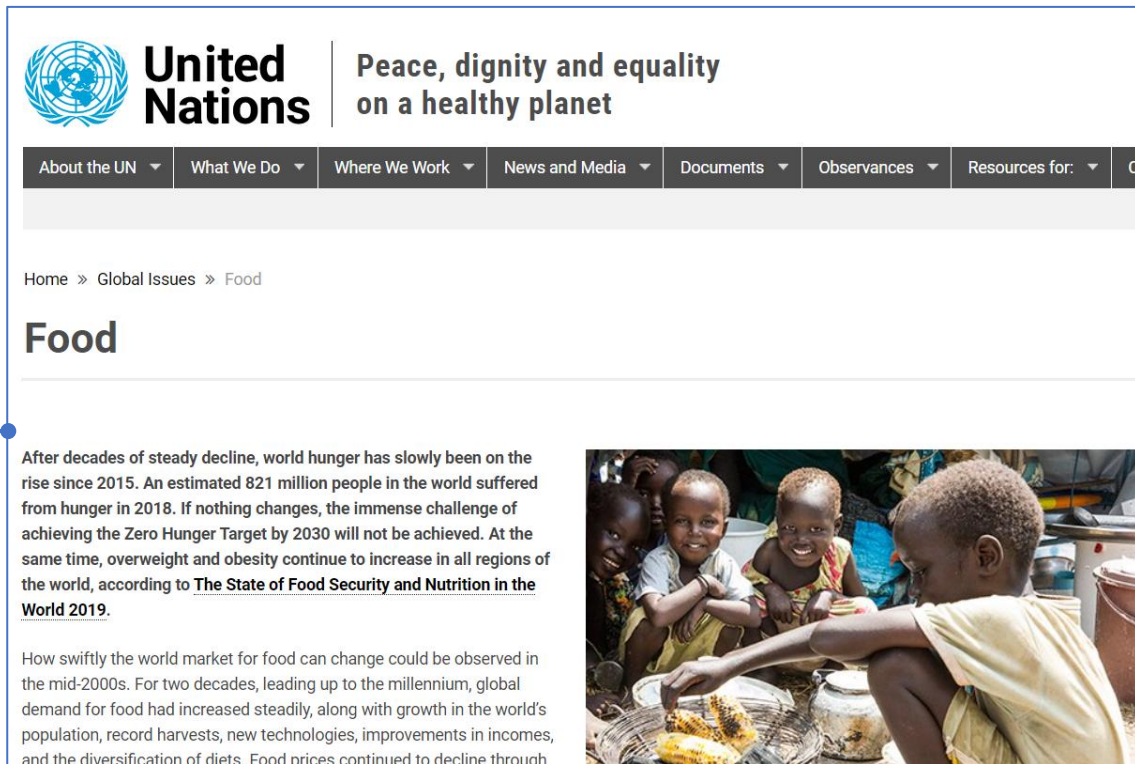
Peace and Security

Population

Refugees

Water

Youth



United Nations

Peace, dignity and equality on a healthy planet


About the UN ▾ What We Do ▾ Where We Work ▾ News and Media ▾ Documents ▾ Observances ▾ Resources for: ▾ Con

Home » Global Issues » Food

Food

After decades of steady decline, world hunger has slowly been on the rise since 2015. An estimated 821 million people in the world suffered from hunger in 2018. If nothing changes, the immense challenge of achieving the Zero Hunger Target by 2030 will not be achieved. At the same time, overweight and obesity continue to increase in all regions of the world, according to The State of Food Security and Nutrition in the World 2019.

How swiftly the world market for food can change could be observed in the mid-2000s. For two decades, leading up to the millennium, global demand for food had increased steadily, along with growth in the world's population, record harvests, new technologies, improvements in incomes, and the diversification of diets. Food prices continued to decline through



- About 821 million people in the world were undernourished in 2018 - one in nine people do not get enough food to be healthy and lead an active life
- The World Food Programme (WFP), Nobel Peace Prize 2020, aims to bring food assistance to more than 80 million people in 80 countries
- In 2088 Portugal had 21,6% of the population at risk of poverty, aligned with the EU population average

Sources: <https://www.un.org/en/sections/issues-depth/food/index.html>;
<https://unstats.un.org/sdgs/report/2020/The-Sustainable-Development-Goals-Report-2020.pdf>

ZERO HUNGER

ONE OF THE UN'S 17 GOALS FOR SUSTAINABLE DEVELOPMENT



Challenge:

Your team faces the challenge of sketching and prototyping a data-driven solution to improve the operation of *Banco Alimentar*. Find more details in the “Challenge documents”, available in the CHALLENGE HALL of the Eurekaathon platform.

Partner:



THE PARTICIPANTS

JOINING MULTIPLE PROFILES WITH A SINGLE GOAL

~150

Participants

28

Teams



In our second edition of Eurekaathon, we are proud to announce a 40% increase to a total of 28 teams, coming from academia, communities, research centers and companies from all over the country

PRIZES

20% OF THE PRIZE WILL BE DONATED TO A NON-PROFIT NGO

1st Prize

2.000[€]

from which 400€ will be donated to a non-profit NGO

2nd Prize

1.000[€]

from which 200€ will be donated to a non-profit NGO

3rd Prize

500[€]

from which 100€ will be donated to a non-profit NGO



EUREKATHON

**WHAT WILL
HAPPEN**

EVENT PROGRAMME

DIGITAL & ON SITE



Detailed program in
www.eurekathon.com

EXTRA ACTIVITIES

GET INSPIRED WITH THE ROUND TABLE & TWO TALKS



Round Table

LET'S TALK ABOUT ZERO HUNGER

Four distinguished guest speakers
discussing the main subject of Eurekathon –
hunger in the Portuguese society



Talks

HOW TO QUANTIFY THE SOCIAL RETURN ON YOUR INVESTMENT

João José Mesquita @ Porto Business School

**DOES IT ALWAYS HAVE TO BE GO
BIG OR GO HOME?** An alternative
recipe for data projects in NGOs

Catarina Farinha @ DSSG

MENTORS

RELY ON YOUR TEAM'S MENTORS



Each team will have access to **TWO MENTORS** that will be **AVAILABLE AT ANY TIME TO SUPPORT AND GUIDE** through the course of the challenge and assist with any help that may arise



Teams may also contact other available Mentors with skill sets that may **HELP IN SPECIFIC TECHNICAL DOMAINS**



Mentors are responsible to evaluate the Team's projects and do the **PRE-SELECTION FOR THE FINAL EVENT**

MENTORS

RELY ON YOUR TEAM'S MENTORS

Please bear in mind that:

- The mentors are **NOT PART OF THE TEAM**, but rather ensure that the goal is always present, that all possibilities are explored and that the team is not trapped in any specificity that may compromise the completion of the challenge
- The Team's Mentors will be **AVAILABLE DURING CHECKPOINTS AND WHENEVER NECESSARY**, by direct arrangement between the Team and the Mentors (using the **EUREKATHON PLATFORM**)
- **MENTORS' SKILL SETS WILL BE AVAILABLE IN EUREKATHON PLATFORM** for consultation. Use the Platform to directly contact other Mentors to get help in specific technical domains
- During the pre-selection for the final event, **MENTORS DO NOT EVALUATE THEIR OWN TEAMS**

EVALUATION PROCESS

THE EVALUATION PROCESS WILL BE DIVIDED INTO 4 STAGES



AT LEAST ONE TEAM MEMBER SHOULD ATTEND THE MENTOR'S CHECKPOINTS & PRE-SELECTION

FAILURE TO APPEAR WILL RESULT IN DISQUALIFICATION

EVALUATION CRITERIA

YOUR TEAM'S WORK WILL BE EVALUATED ON THREE MAIN AREAS

Eliminatory requirements

- Solves a problem related to Banco Alimentar's operations
- Uses predictive or prescriptive analytical approach to solve, at least, part of the problem

Analytical merit

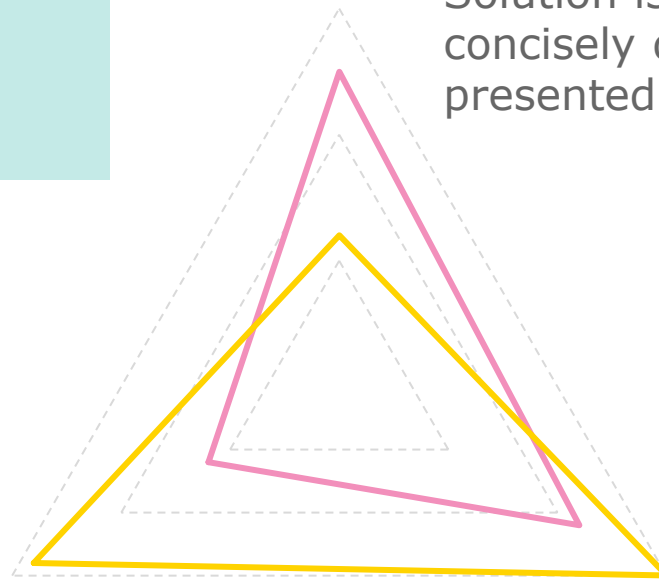
- Uses Exploratory Data Analysis (EDA) & data cleansing
- Predictive and/or prescriptive solution has merit and tests different modelling approaches
- Uses performance metrics, validation, and visualization

Quality of the deliverable

Solution is clearly and concisely documented and presented

Impact, applicability and creativity

- Problem is well framed, and the solution clearly maps to solving the identified problem
- Problem can and is solved using an analytical approach
- Solution is creative, can have a positive impact on the mission of Banco Alimentar and is general, scalable and applicable



HELPDESKS

GET ANY SUPPORT YOU NEED FROM THE ORGANIZING TEAM



Infrastructure helpdesk

This team can support you in technical, infrastructure, software and file transfer related issues



24h

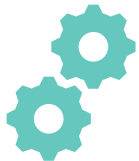


Challenge helpdesk

This team can answer to any doubt you have about the challenge of the competition



9-21h



Organization helpdesk

The organizing helpdesk is available to help you with any other general issue (e.g., team members availability, agenda doubts)



EUREKATHON

BE PREPARED

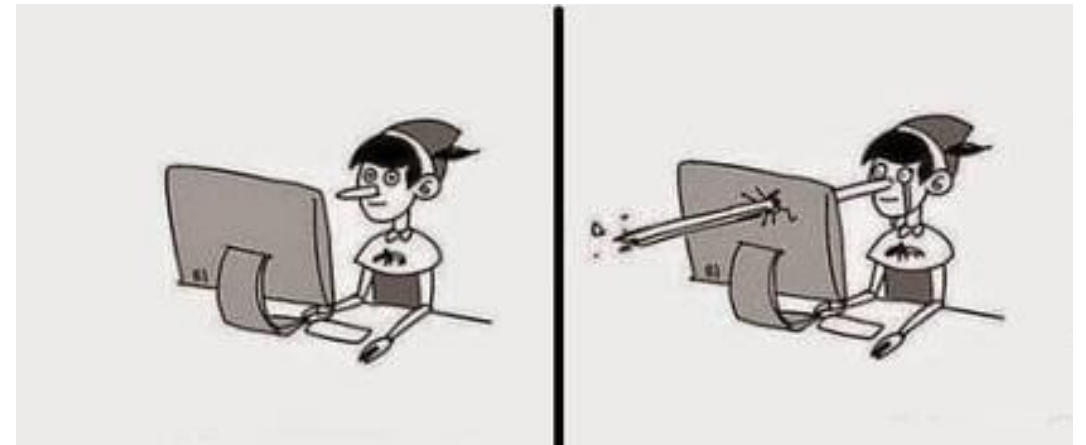
COMPETITION REGULATIONS

DON'T BLINDLY CLICK "ACCEPT THE TERMS AND CONDITIONS"

Before the competition starts, **WE WOULD LIKE TO STRESS OUT THE IMPORTANCE OF KNOWING THE REGULATIONS**, so that there are no surprises in the future.

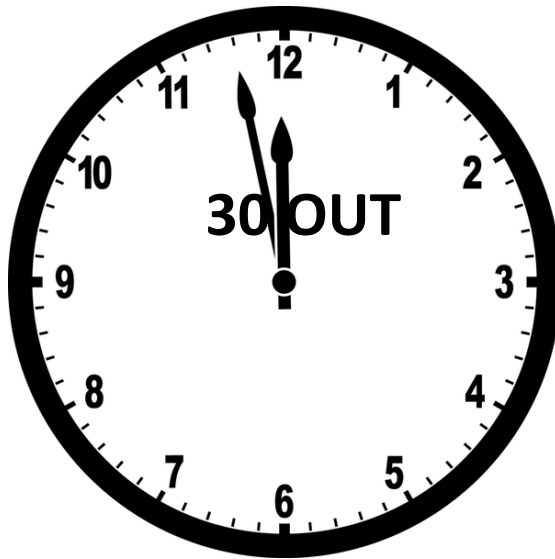
Some aspects of the regulations will be explained in this guide.

The full regulations can be found at the Eurekathon [here](#).



THE BARE MINIMUM

BE PREPARED ON TIME!



SETUP



START OF THE EVENT

THE EVENT WILL TAKE PLACE ON EUREKATHON [PLATFORM](#)

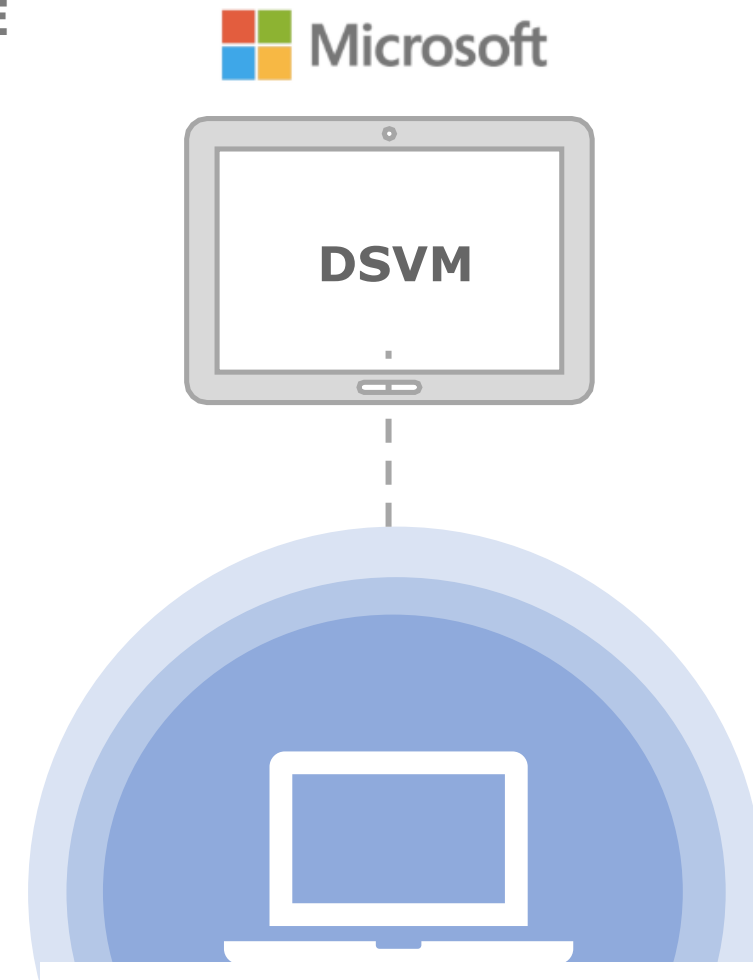
AZURE DS VIRTUAL MACHINE

BROAD RESOURCES TO SOLVE THE CHALLENGE

During the competition, each team will be assigned with an Azure Data Science Virtual Machine is available **FOR ACCESSING COMPETITION DATA AND RUNNING CODE** (some python and R packages are pre-installed)

The instructions for connecting are available in the infrastructure guide that will be shared with each team. Be sure to read them before the competition

External data sources may be imported to the virtual machine



AZURE DS VIRTUAL MACHINE

BROAD RESOURCES TO SOLVE THE CHALLENGE

Please be aware that:

- For data security issues, both the **INTERNET** and **CLIPBOARD** will be **DEACTIVATED** in the VM during the competition
- The VM will exceptionally have **ACCESS TO THE INTERNET** during the **SETUP PERIOD** and at **THE START OF THE EVENT**, up to 17h30. During this period you may transfer any files to the VM, prepare your work environment and log in into your Office 365 account – Please inform the organization if you want to use Microsoft Office but do not have a license or prefer not to use your own license
- To transfer any files after the internet is deactivated (in/out the VM) you should contact the **INFRASTRUCTURE HELPDESK**
- **EUREKATHON PLATFORM** may not be accessed through the VM
- More information and guidelines are available in the “**INFRASTRUCTURE DOCUMENTS**”, available in the Challenge Hall of the Eurekaathon platform

THE BARE MINIMUM

DURING SETUP, DON'T FORGET TO:

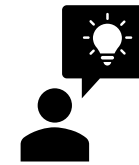
Set up your account

1. Follow the steps and **FILL IN ALL THE INFORMATION** that is requested
2. On the left panel, access "My Eurekathon", then "My Profile" and **DOUBLE-CHECK EVERYTHING**

You may also:

- Download the **INFRASTRUCTURE DOCUMENTS** and follow the guidelines to prepare and test the Azure DS Virtual Machine
- Check out the **CHALLENGE'S HALL**
- Watch **ISABEL JONET'S INTERVIEW** in 'Banco Alimentar' area

FAQ's



Do I need to stay the whole night?

No. You are free to choose your own schedule

Are the mentors' checkpoints mandatory?

Yes, the team and the mentors are free to choose the schedule

Should I use my own laptop?

Yes. You should use your own devices

I'm not understanding something. Who do I ask for help?

You can rely on our challenge and infrastructure helpdesks to ask any technical question throughout the competition

What kind of material should I have to help in the discussion?

You can have paper, pens, post-its and virtual whiteboards so you can let your imagination flow

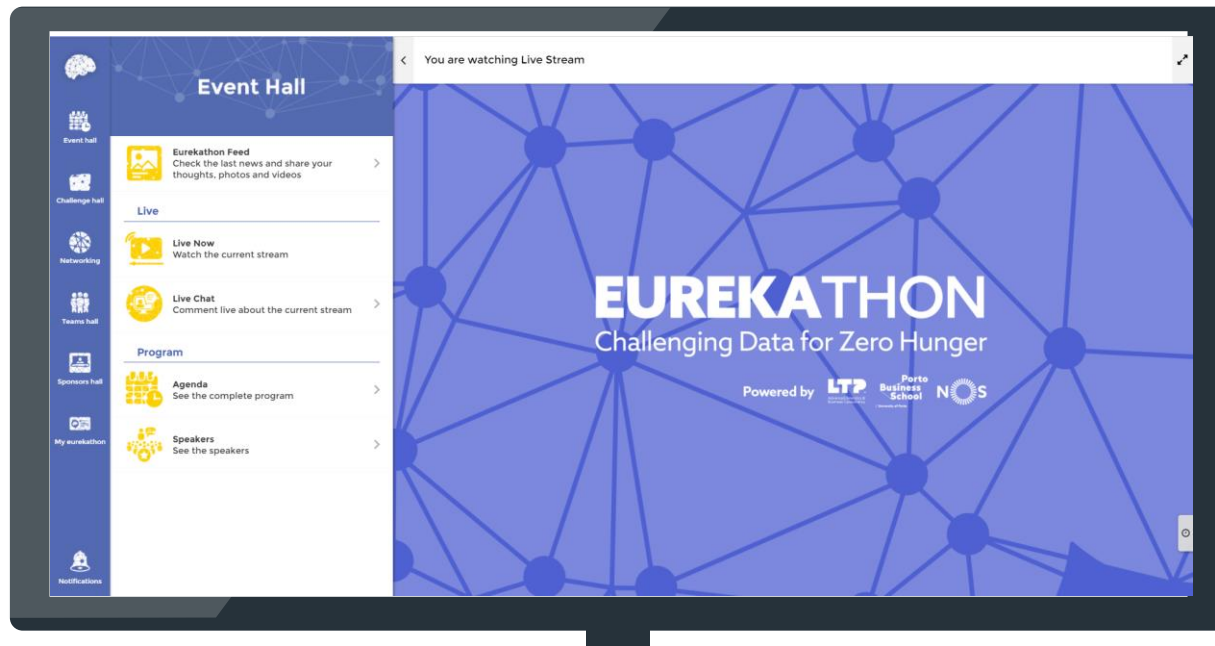


EUREKATHON

BE CONNECTED

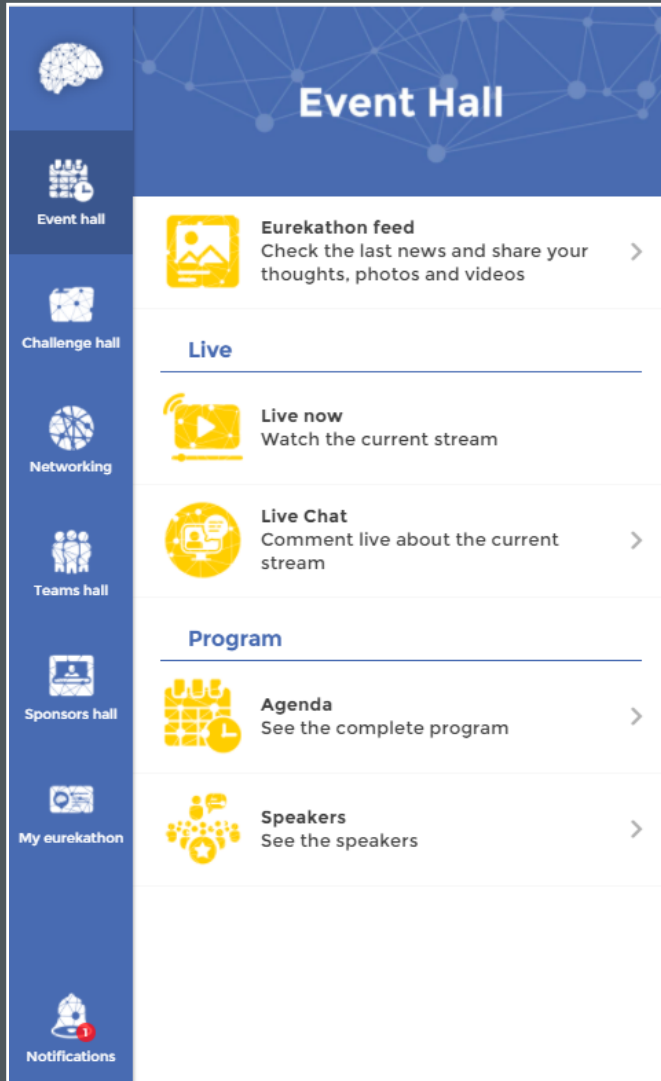
EUREKATHON PLATFORM

YOU WILL HAVE ACCESS TO A FULLY CUSTOMIZED PLATFORM
WHERE THE EVENT WILL TAKE PLACE!



You can login into the platform using your specific credentials, that were provided to you through e-mail

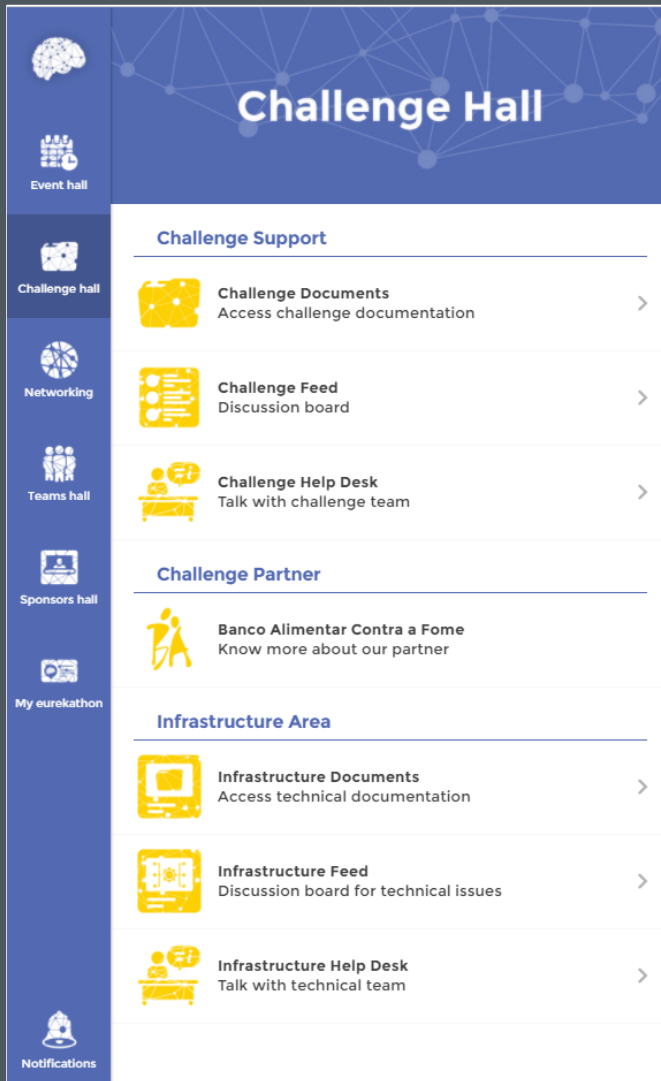
Access [here](#)



EVENT HALL

The Event hall will help you to manage through:


- The **live stream** and **live chat**, where you can seamlessly interact with the other participants and get the most of each of the programs' session;
- The **event agenda**, where you can find all the details about the competition program;
- The **speakers page**, with a short bio of each speaker and information regarding the session he/she will take part in;
- The **Eurekathon feed**, where you check the last news and share photos and videos to earn badges!





CHALLENGE HALL


The Challenge hall will help you to manage through:


- The **challenge support and documentation** pages, where your team will have all the information and resources to succeed solving the case! Some of these documents will be only available on the first day of competition. The **challenge feed** is a general discussion board. Any specific doubt can be clarified with the organization's challenge team using the **help desk**;
- The **technical area**, equivalent to the challenge and documentation pages, but specific for infrastructure issues;
- More information about our **challenge's partner**, 'Banco Alimentar Contra a Fome'.

























Networking




- 
Meet the participants
 See all the participants >
- 
Meet the mentors
 See all the mentors >
- 
Meet the juri
 See all the juri >
- 
Meet the organizing committee
 See all the organizing committee >
- 
Meet the partners
 See all the partners >

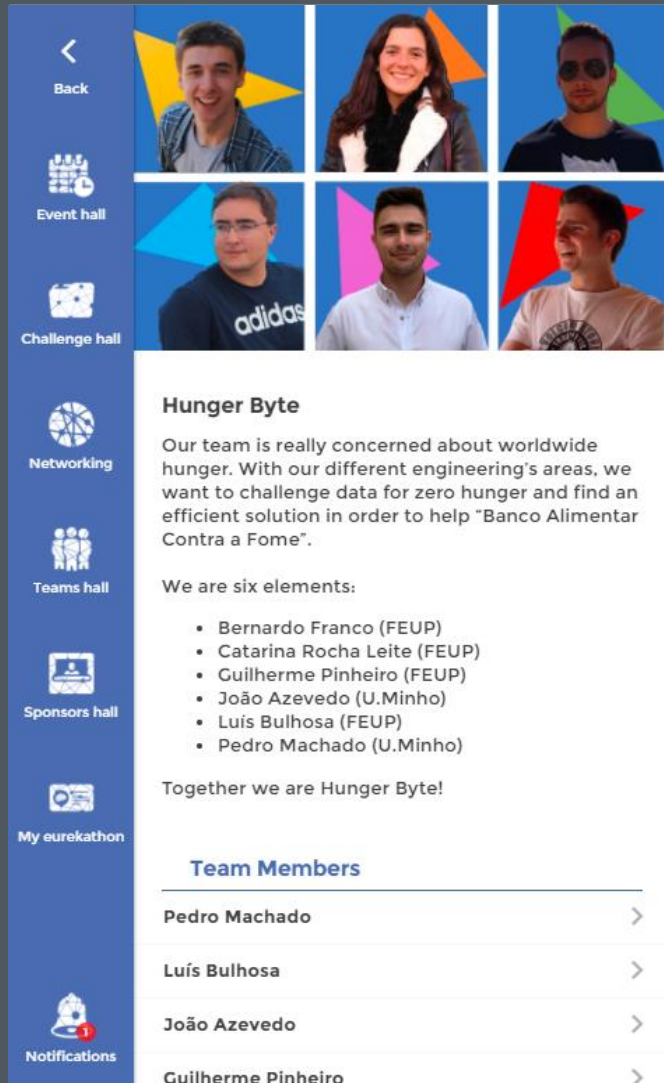
NETWORKING

In the **networking** section you may interact with any other **participant** in the competition and meet our exclusive board of **mentors, juri, organizing committee and partners!**

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TEAMS HALL

In the **teams' hall** you have access to your teams' page, where you can:

- Use the **team chat** to interact with the remaining team members and the mentors allocated to your team;
- Access to the **video chat** room to organize calls with the remaining team members and meet with the mentors allocated to your team;
- **Submit your deliverables** through 'Submit your Eureka' (only available on competition days).

Event hall

Challenge hall

Networking


Teams hall


Sponsors hall


My eureka

Notifications

Sponsors Hall

 LTP
Meet LTP profile >

 Porto Business School
Meet Porto Business School profile >

 NOS
Meet NOS profile >

Social Partner

Banco Alimentar Contra a Fome >

Strategic Partners

Ripply >

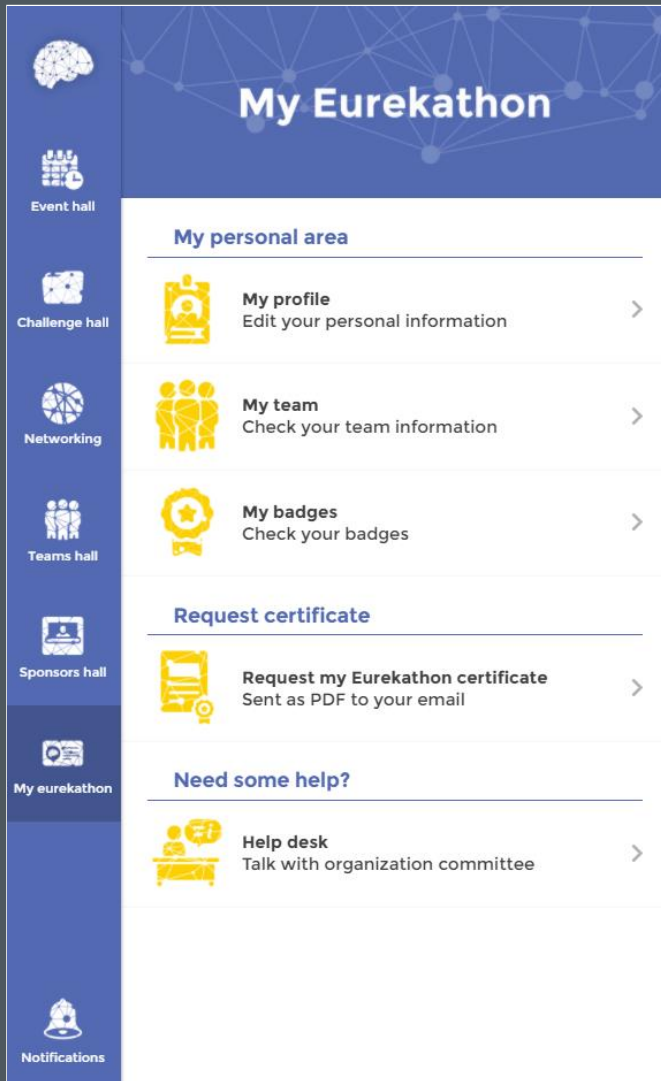
RC Input >

Data Science for Social Good PT >

DSPT >

SPONSORS HALL

In the **sponsors' hall** you can get to know the organizations powering the competition (**LTPlabs, Porto Business School, NOS**), the **social partner** 'Banco Alimentar Contra a Fome', and the other **strategic partners**.



MY EUREKATHON

Your personal area is here. In this section you can:

- Edit your **personal profile** and check **your team's information**;
- Check the **badges** earned during the competition;
- Request a **certificate of your contribution** for a better society participating in the 2020 edition of Eurekaathon (only available on the last day on November 7th);
- Get **any help you need** from the organization committee, using the appropriate helpesk.



EUREKATHON

**MEET WHO WILL BE
AROUND**

MEET THE ROUND TABLE PARTICIPANTS

A VARIED SET OF SPEAKERS WILL DEEPEN THE MAIN SUBJECT



Tatiana Mendonça is a community manager and will be the discussion moderator



Isabel Jonet is the founder and President of Banco Alimentar Contra a Fome and will give an on-field perspective of the Hunger problem in Portugal and key challenges ahead



Filipe Almeida is the President of Portugal Inovação Social and will share a perspective of how can innovation spearhead solutions to end Hunger



Ana Mendes Godinho is the current Minister for Work, Solidarity and Social Security in Portugal and will talk about the role of the state addressing Hunger



João Gunther Amaral is the Chief Development Officer at Sonae and will represent the food sector, sharing his view of how corporations can work with key agents to address the Hunger problem

MEET THE SPEAKERS

A VARIED SET OF SPEAKERS WILL DEEPEN THE MAIN SUBJECT



Catarina Farinha is an AI Engineer at Unbabel



João Mesquita is M&E Specialist at Porto Business School
Founder and managing partner of Coatl, holds a Master in Development and International Cooperation and a degree in Economics (specialization in Development Economics) by the School of Economics and Management (ISEG | University of Lisbon)



Norberto Amaral Consultant on Communication, Events, Innovation at Porto Business School

MEET THE JURY

A MULTIDISCIPLINARY JURY WILL EVALUATE THE TEAMS



Isabel Jonet is the Founder and President of Banco Alimentar contra a Fome



Pedro Brandão is an Executive Director at NOS SGPS



Bernardo Almada-Lobo is a Partner at LTPlabs



Nuno Paiva is the Head of Data Science at NOS SGPS



Rui Coutinho is an Executive Director at Porto Business School



Carlos Soares is an Associate Professor at FEUP/ Innovation Lead at Fraunhofer Portugal/ Researcher at LIACC/ Researcher at LIAAD-INESC TEC

MEET THE MENTORS

A MULTISKILLED GROUP OF SPECIALISTS WILL SUPPORT THE TEAMS



Ana Guedes
Senior Data Scientist
NOS



Beatriz Oliveira
Researcher / Invited
Assistant Professor
INESC TEC and FEUP



Carlos Gomes
Data Scientist
Freelancer



Bruno Batista
Senior Consultant
LTPlabs



Cláudio Vieira
Senior Data Scientist
NOS

MEET THE MENTORS

A MULTISKILLED GROUP OF SPECIALISTS WILL SUPPORT THE TEAMS



David Campos
Excellence Owner of IoT
Information Architecture
Bosch



Diego Esteves
DS Manager
Farfetch



Diogo Pereira da Silva
Senior Consultant
LTPlabs



Diogo Santos
Senior Data Scientist
NOS



Horácio Neri
Manager
LTPlabs

MEET THE MENTORS

A MULTISKILLED GROUP OF SPECIALISTS WILL SUPPORT THE TEAMS



Kelwin Correia
CEO
NILG.AI



Luís Guimarães
Partner
LTPlabs



Manuel Levi
CEO
Enlightenment.ai



Manuela Almeida
Senior Data Scientist
Talkdesk



Miguel Almeida
Senior Data Scientist
Daltix

MEET THE MENTORS

A MULTISKILLED GROUP OF SPECIALISTS WILL SUPPORT THE TEAMS



Miguel José Monteiro
Co-founder/Lead Team
DSSG PT



Mariana Almeida
Head of Research
Cleverly



Nuno Pedro
Senior Consultant
LTPlabs



Pedro Campelo
Manager
LTPlabs



Rita Ribeiro
Professor
INESC TEC / FCUP

MEET THE MENTORS

A MULTISKILLED GROUP OF SPECIALISTS WILL SUPPORT THE TEAMS



Raquel Ribeiro
Data Scientist
Minerva



**Sudarshan
Gopaladesikan**
Head of Data Science
SL Benfica



**Sara Guerreiro de
Sousa**
Data & Insights Associate
Social Finance



Sabina Zejnilovic
Senior Data Scientist
NOS



Susana Brandão
Senior Data Scientist
NOS



**IN CASE OF ANY DOUBT,
PLEASE REACH US AT**

eurekathon@gmail.com