

ERHVERVSAKADEMI AARHUS  
BUSINESS ACADEMY AARHUS

# Digital Citizenship

Hackathon

RACE

Hackathon: Digital Citizenship

Week 6 - 2024

DOKK1 & EAAA

Introduction

Groups

Program

Week 6: Overview

Monday: Introduction and Inspiration Day

Friday: Pitches

Hackathon Themes and Questions

1. Democratic confidence
2. Developing city services
3. Digital sense of community

Output: Bringing Ideas to Life

Pitch: Captivate, Convince, Conquer

Evaluation Guidelines

Award

RACE

# UX / UI

RACE

Senior Lecturer & Web App Developer

Web Development

Programming

Firebase

Frontend

Node.js

UX / UI

JavaScript

Backend

Teaching

React

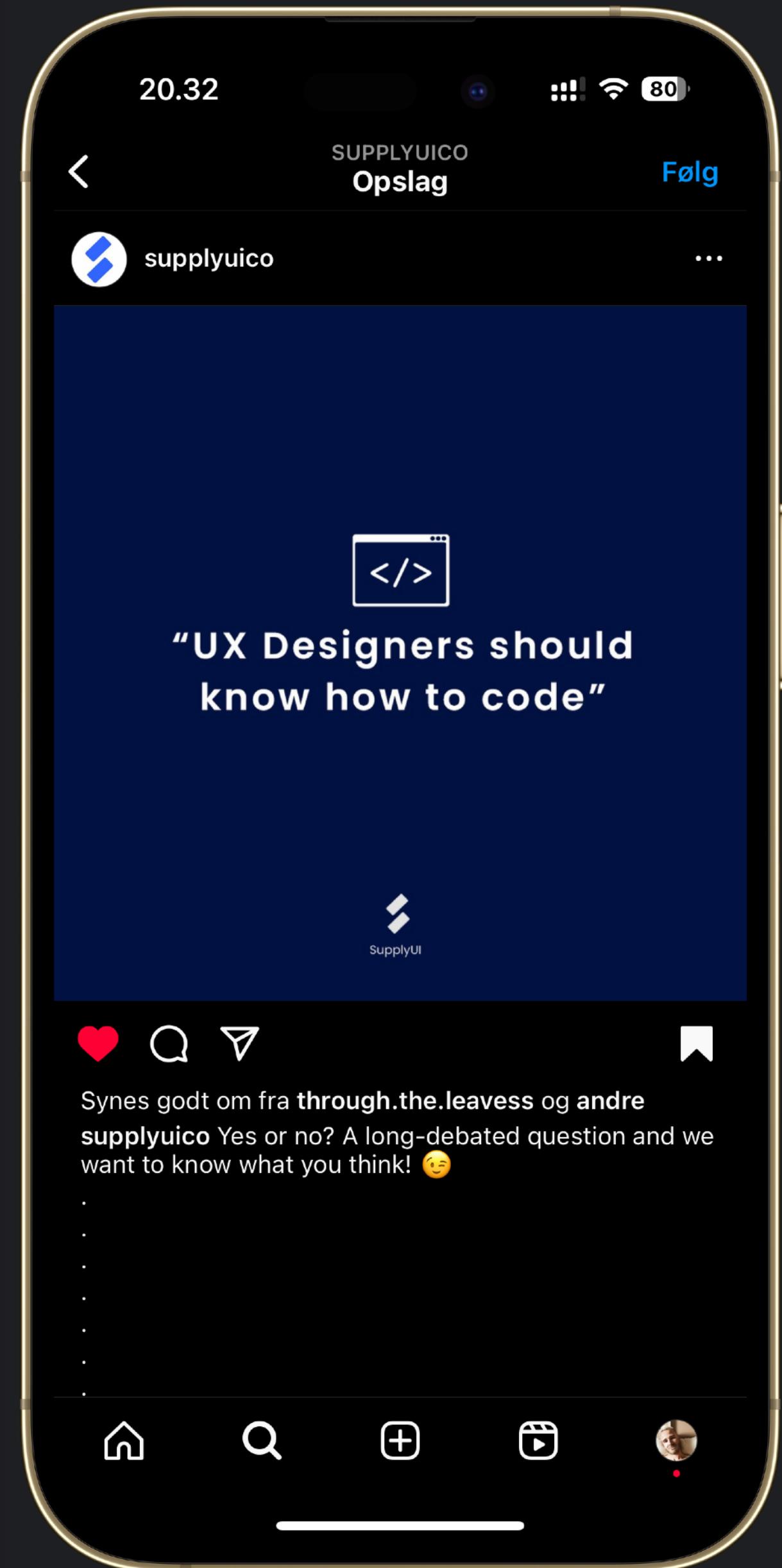
MongoDB

RACE

Senior Lecturer & Web App Developer

# RACE, please, to the point!

- It's not only about your primary skill set.
- Expand beyond your core skill set.
- To excel in any field, you need to master the related skills and competences.



Digital Concept  
Development

UX / UI

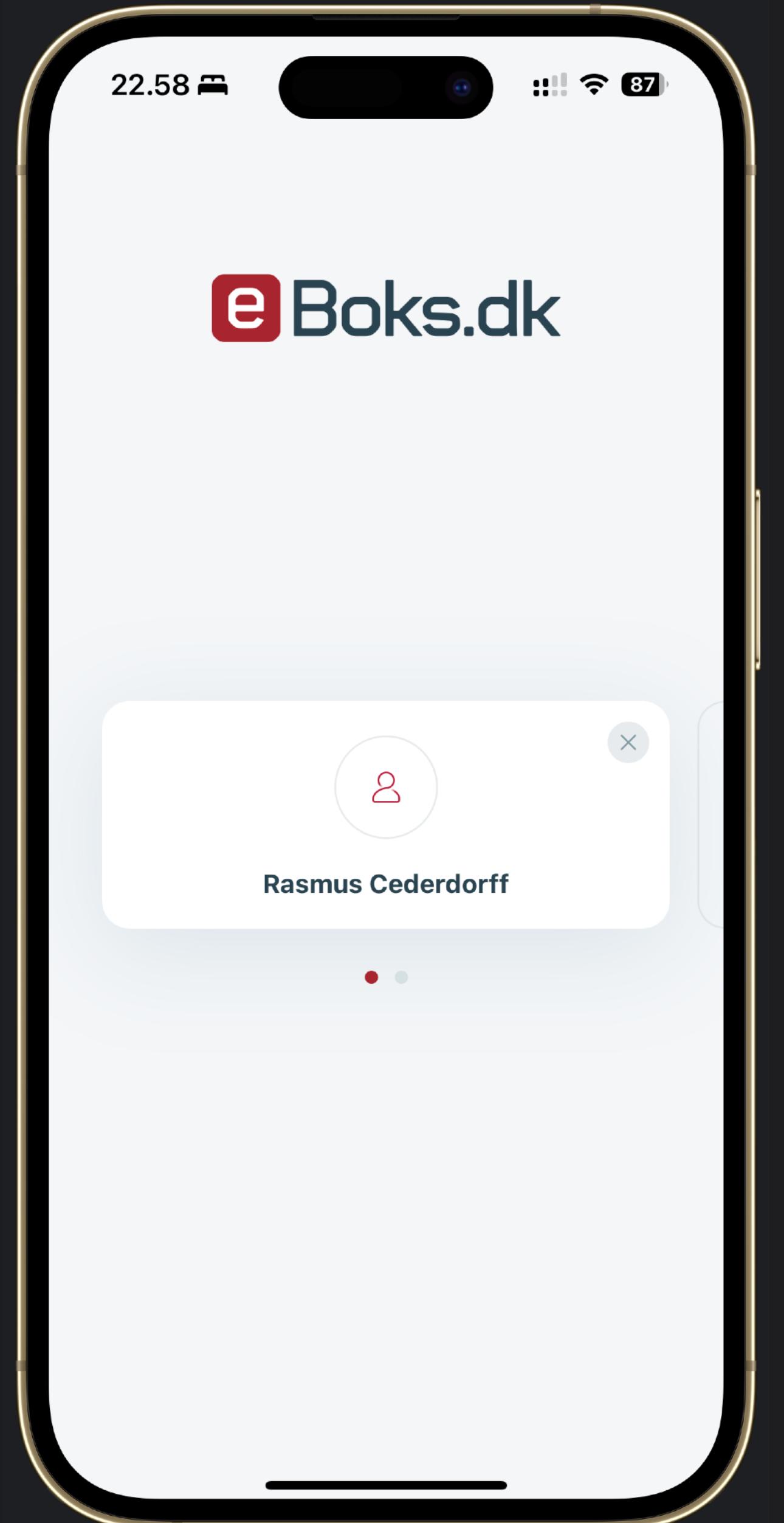
Web  
Development

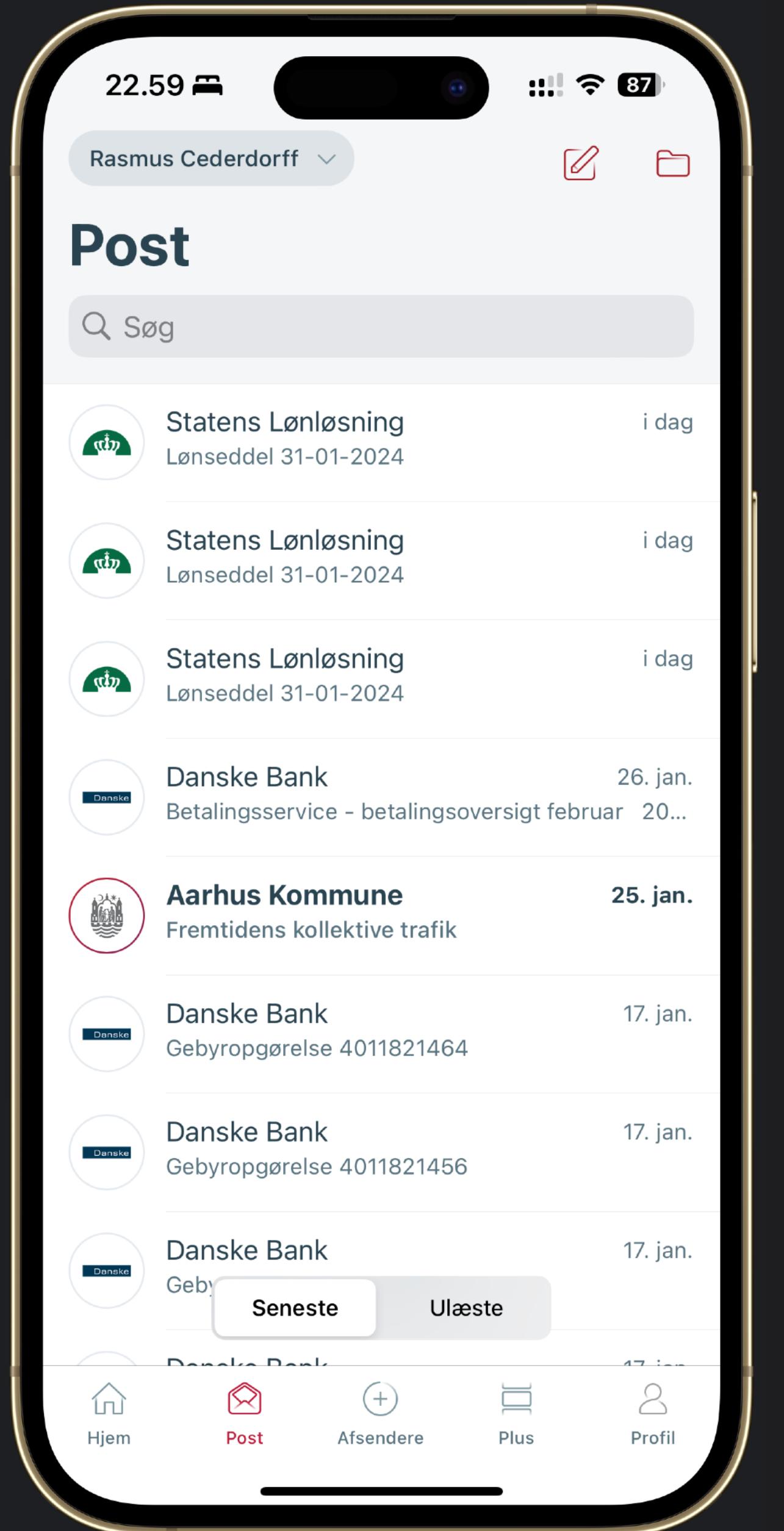
# Digital Citizenship Hackathon

- Collaborate in groups comprising students from Digital Concept Development and Web Development.
- Embrace your diverse skills and interests within your group.
- Leverage them collaboratively to generate innovative ideas, digital concepts, and prototypes this week!



How can I help  
Aarhus Kommue?

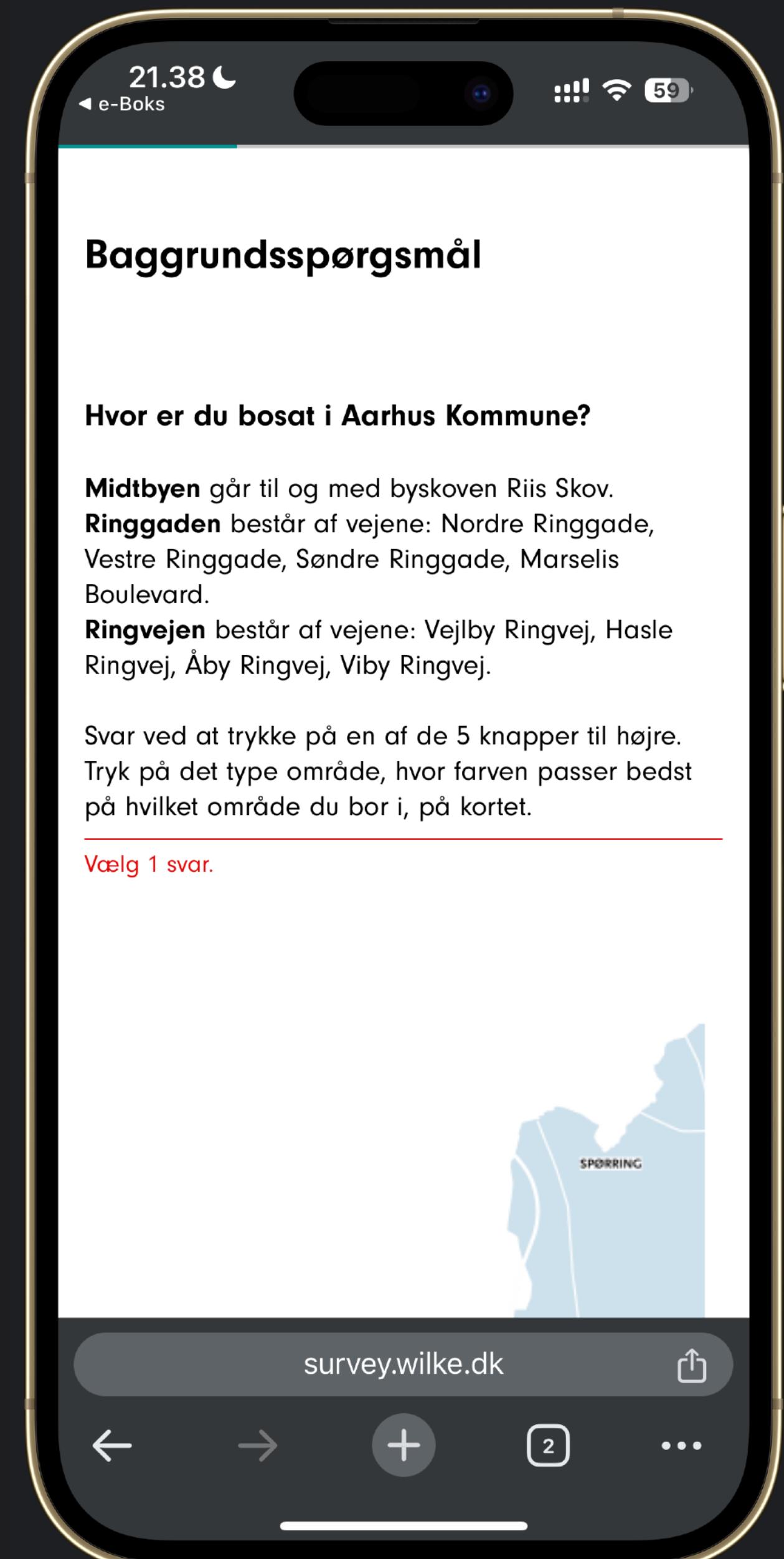






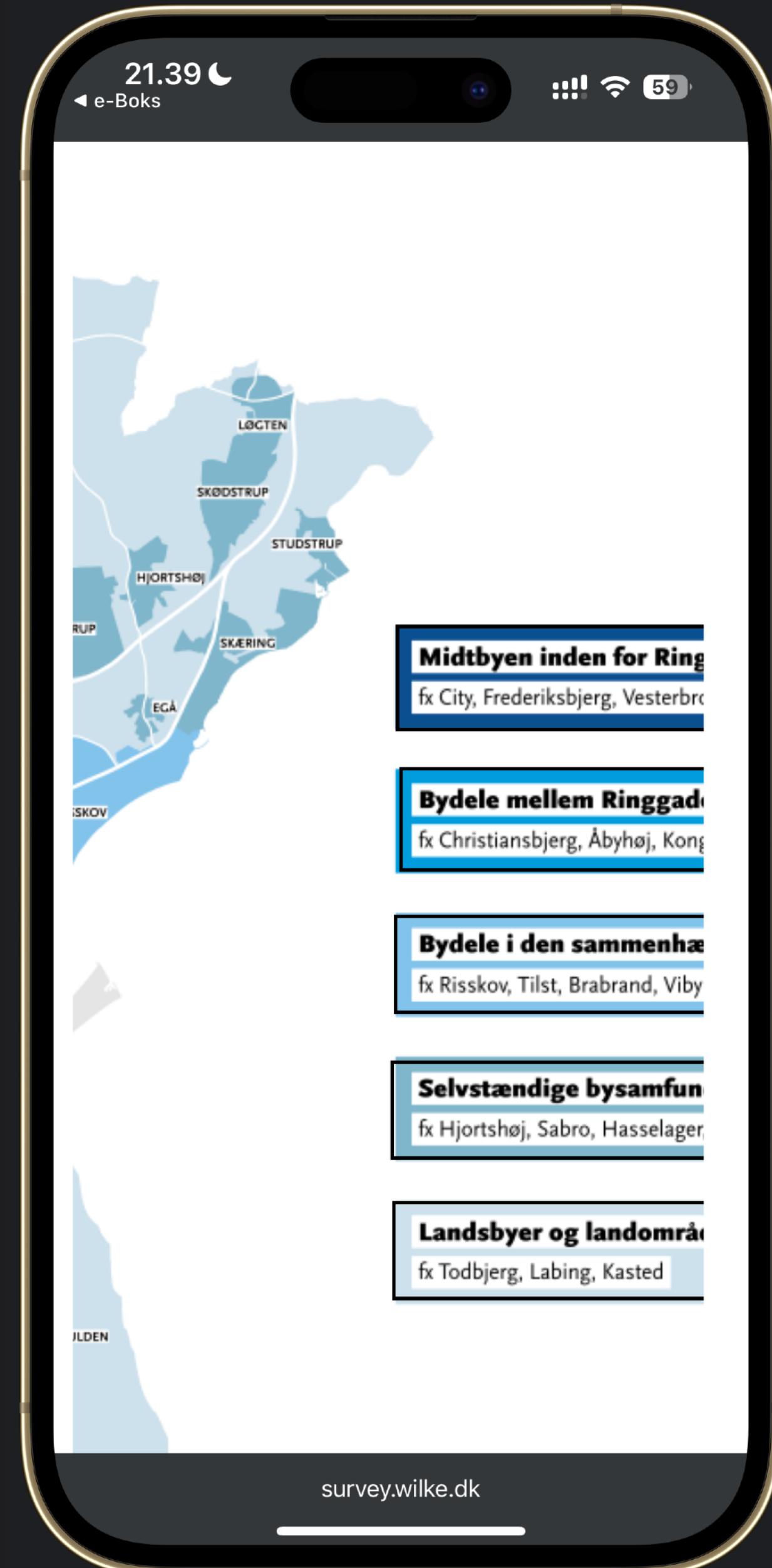
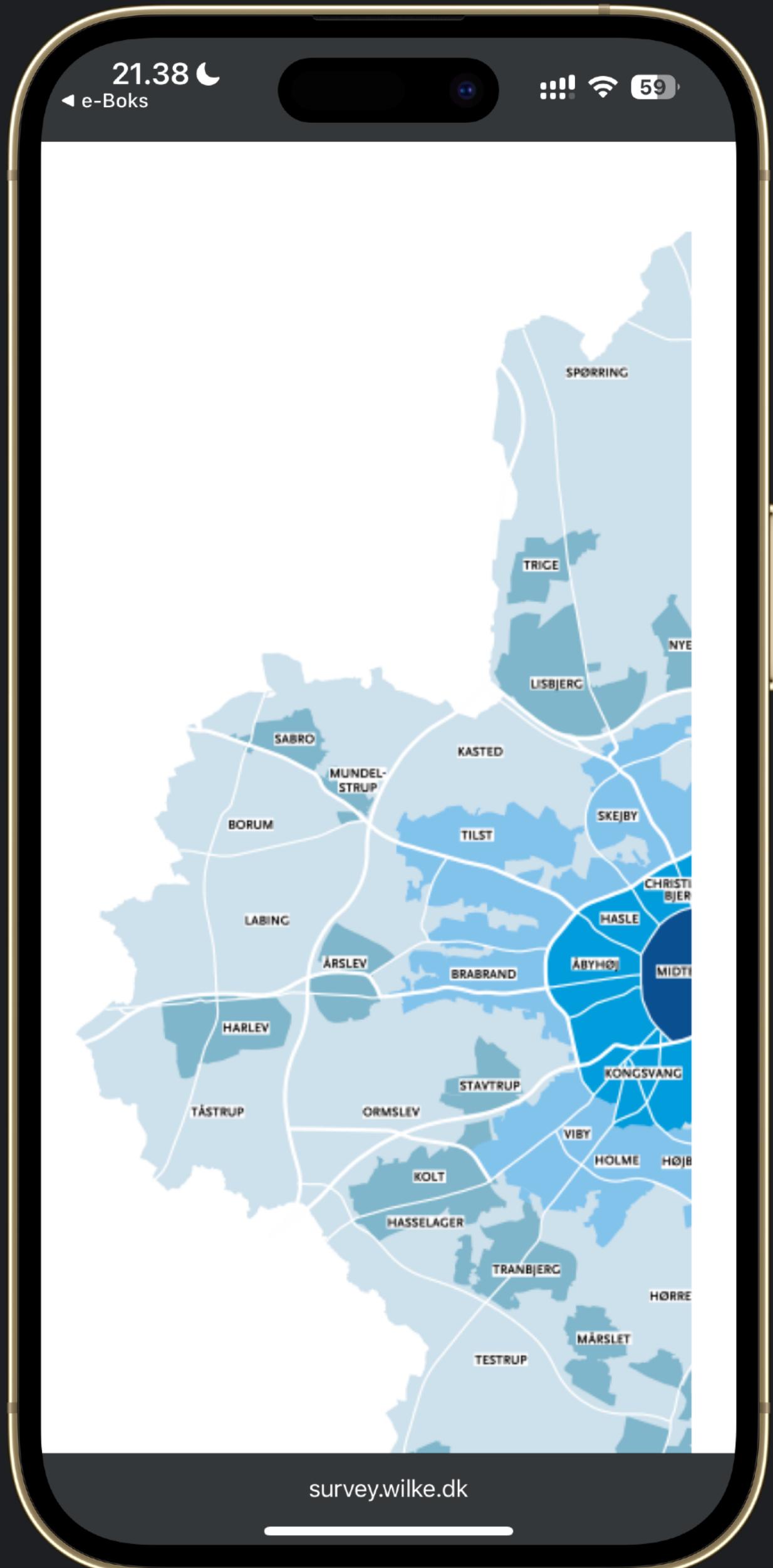
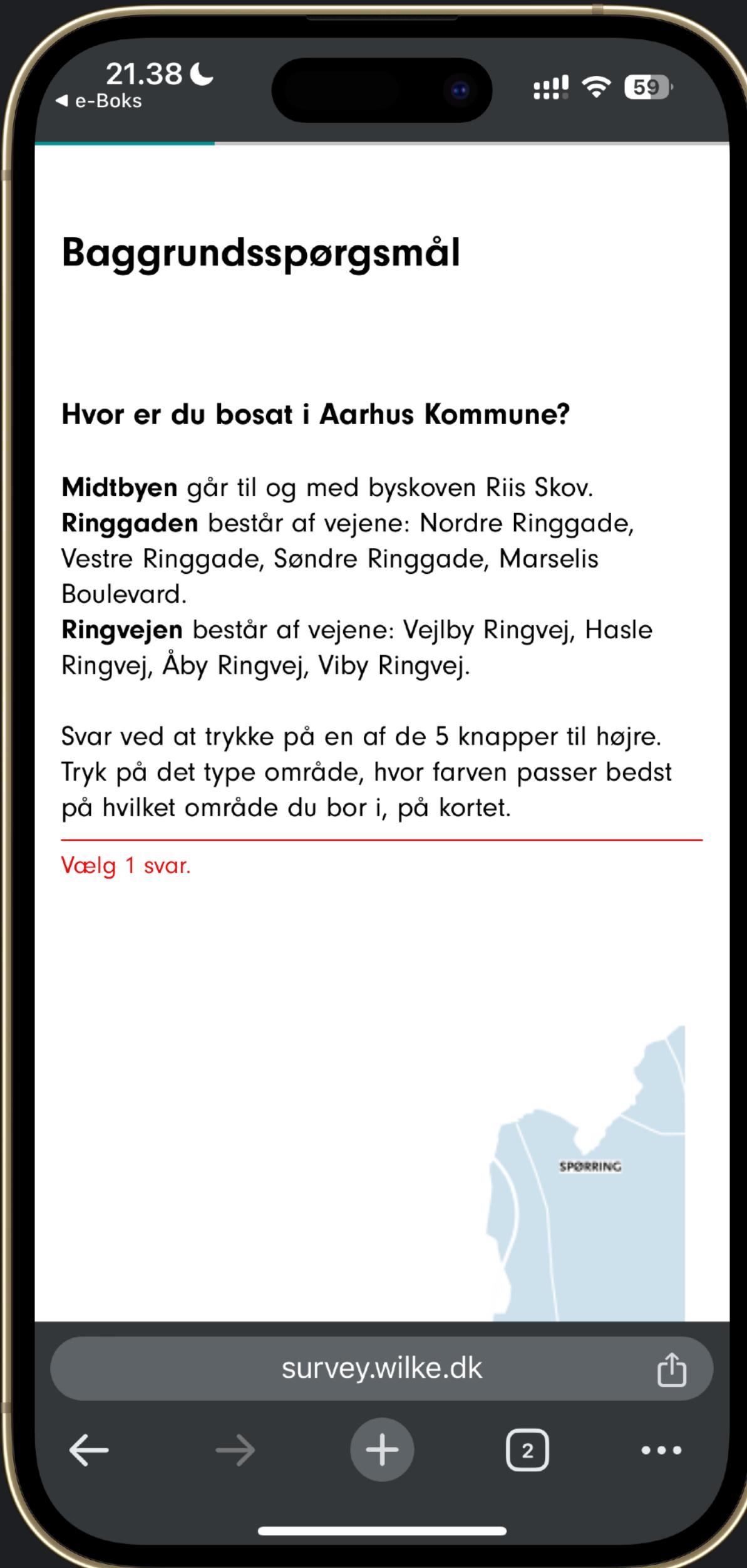
# Survey

We need your input on the  
future of public transport...



# Background Question

Where do you live in Aarhus Kommune?



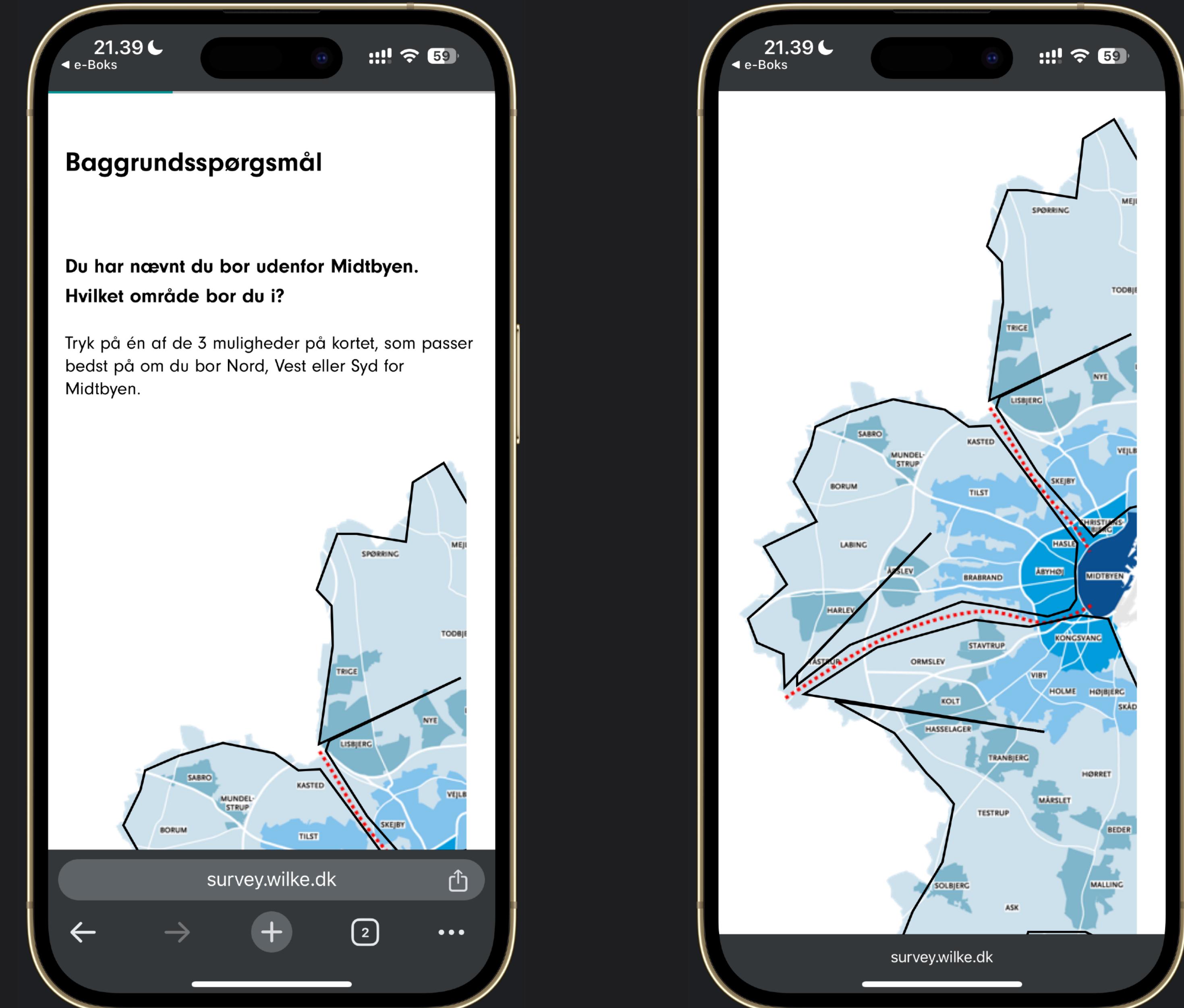
A photograph showing a group of approximately ten people of various ages and ethnicities sitting in rows, likely in a classroom or lecture hall. They are all looking down at papers or books they are holding. The background is slightly blurred.

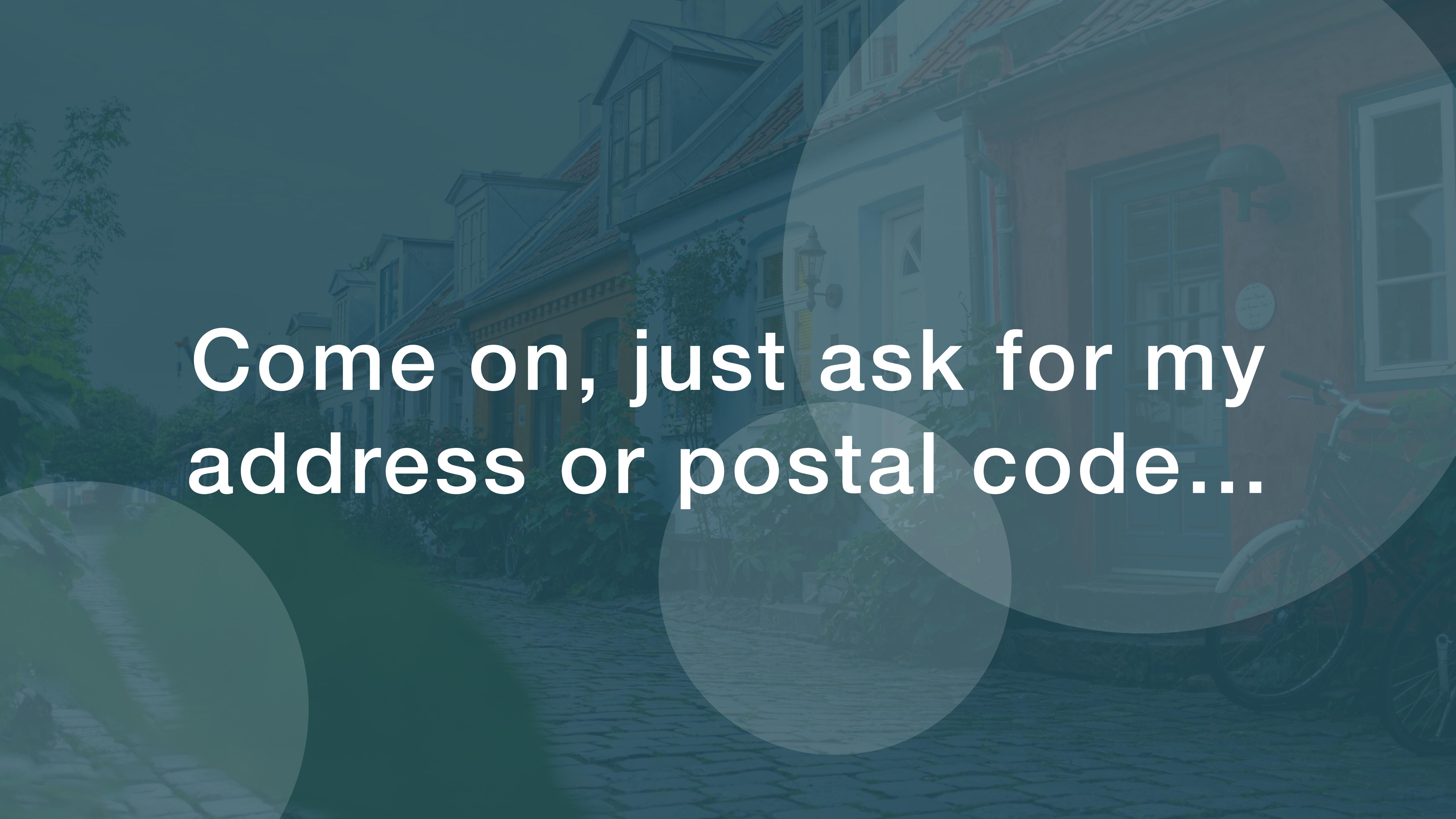
# Do you know your target group?



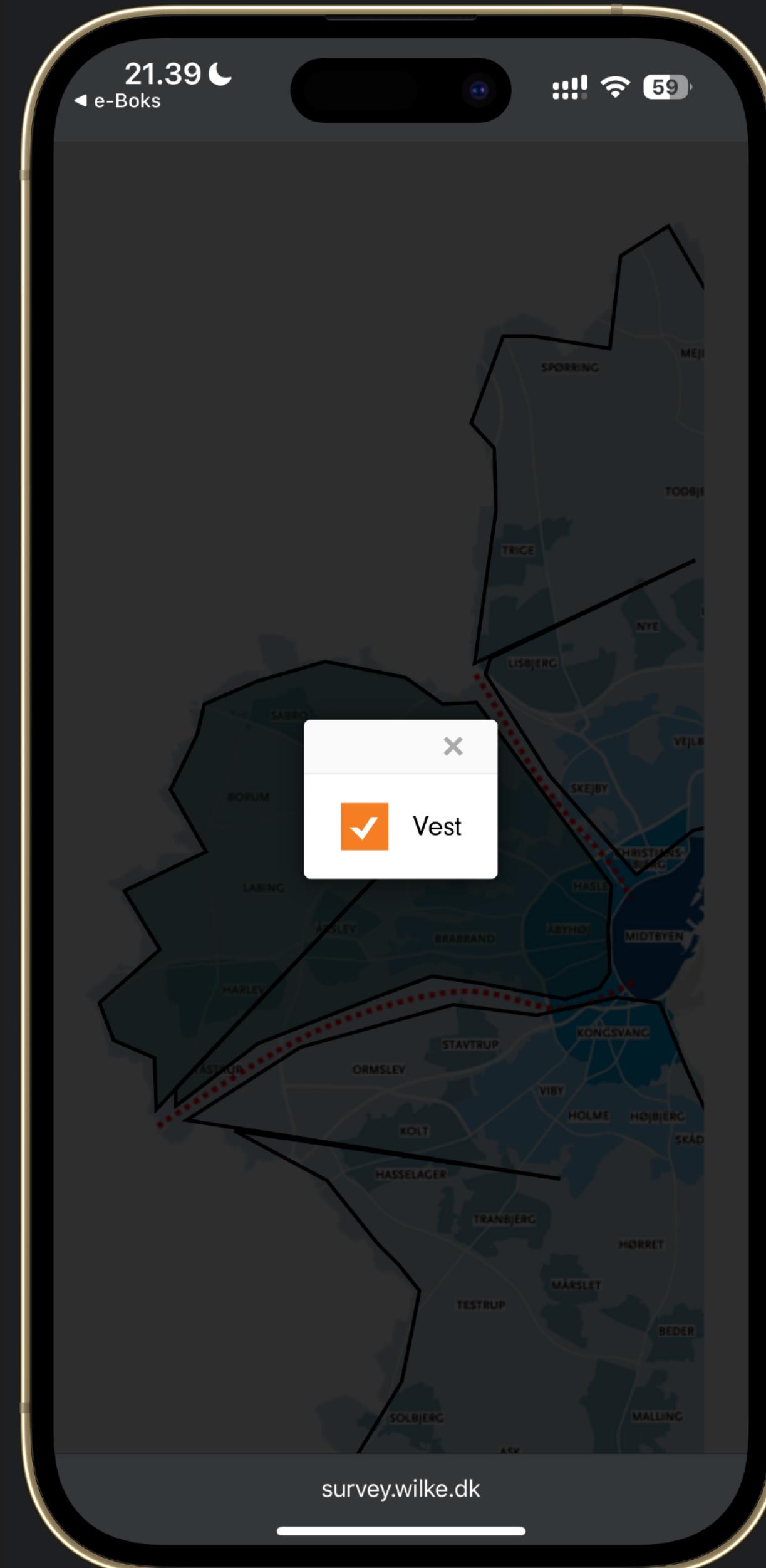
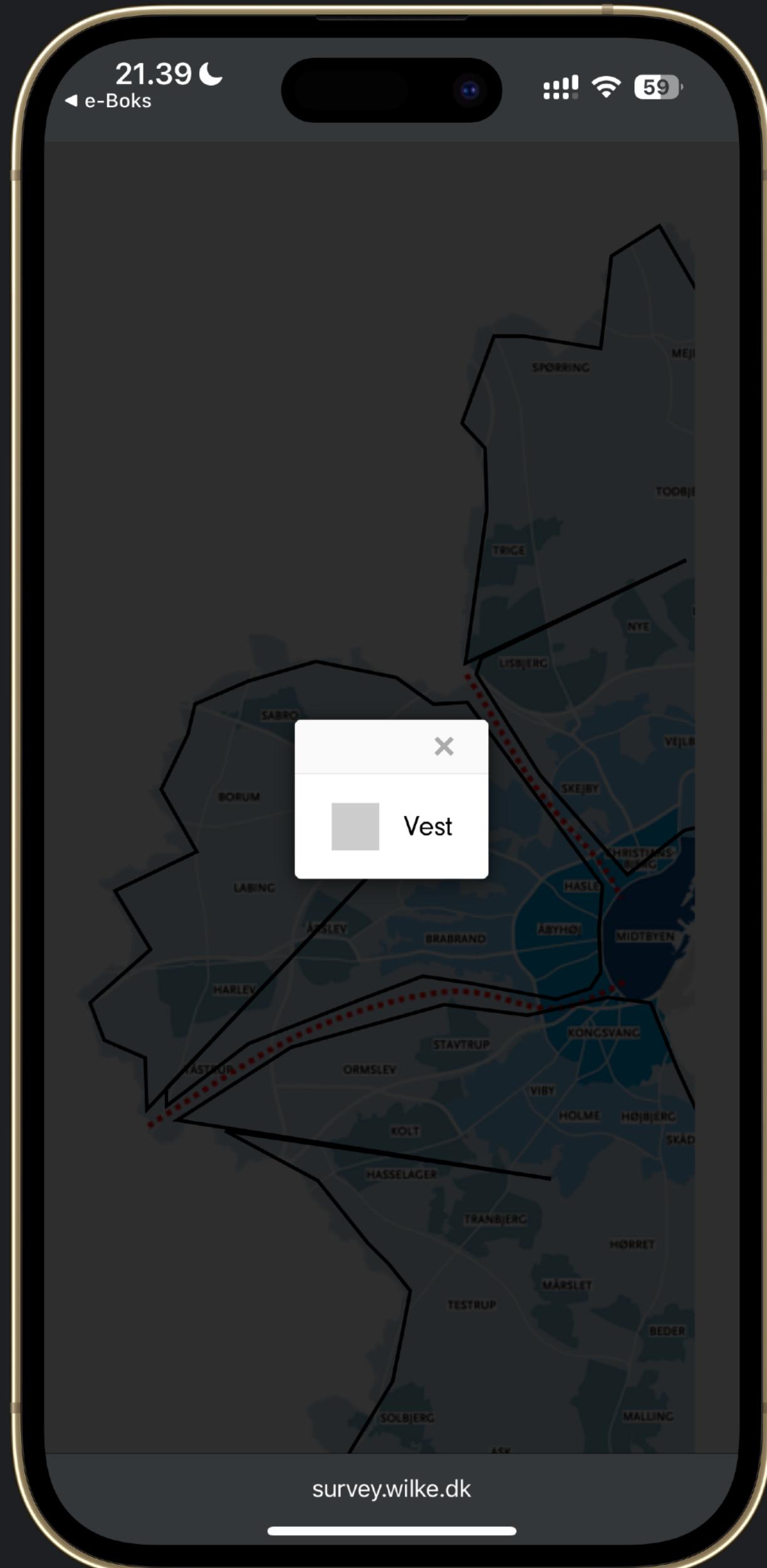
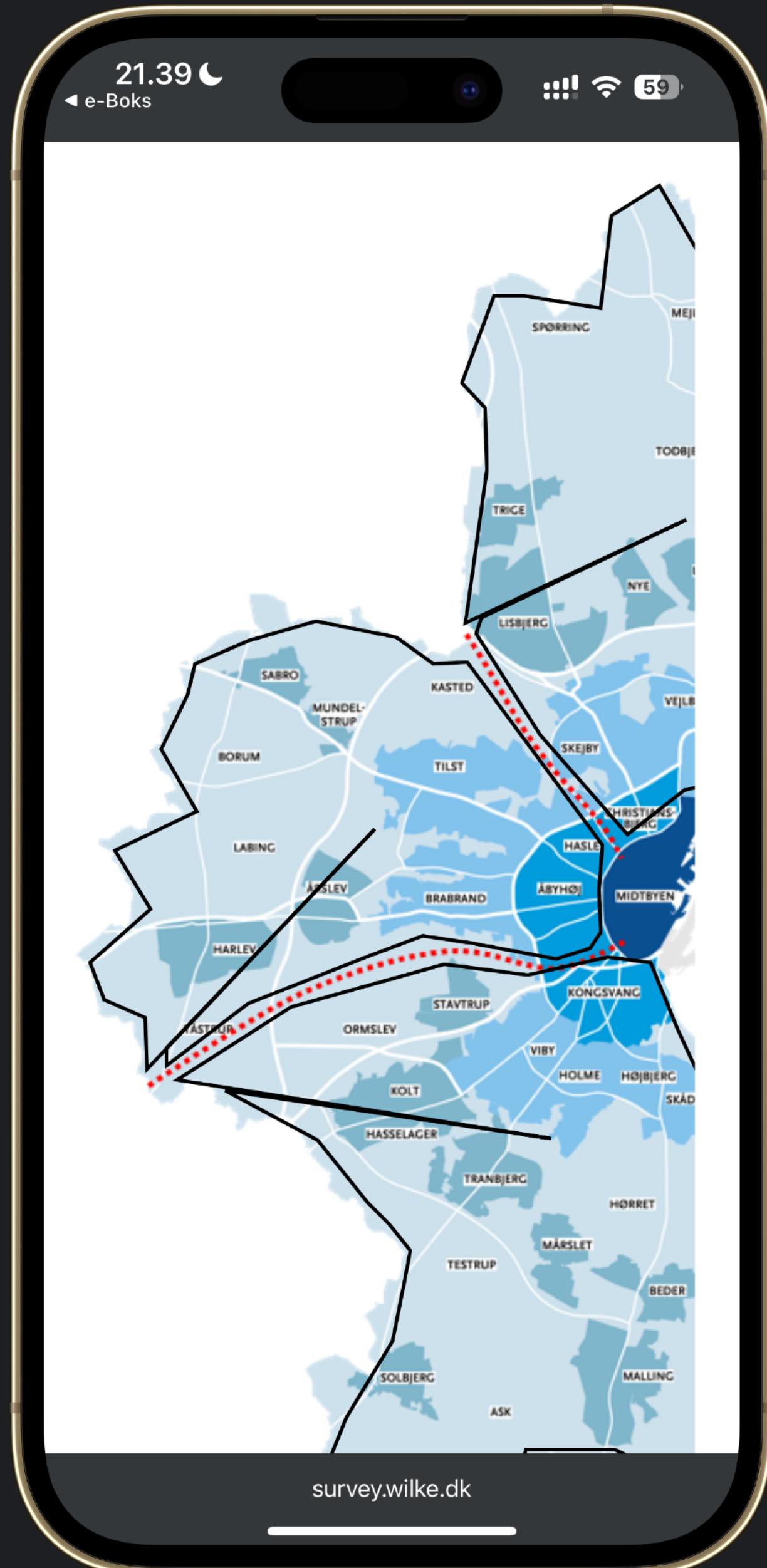
## Background Question #2

You mentioned that you live outside the city centre.  
What area do you live in?

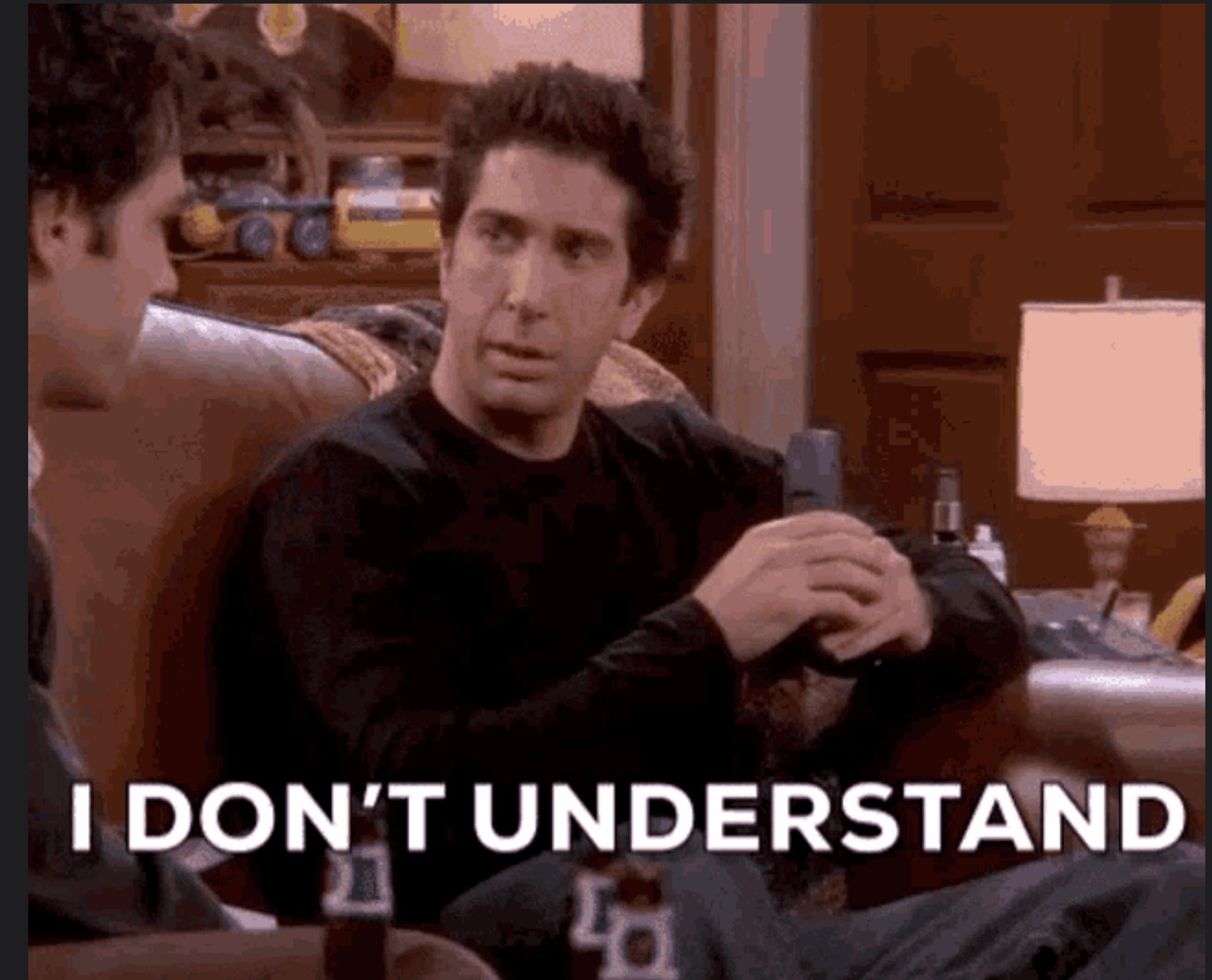


A photograph of a charming street scene, likely in the Netherlands. The foreground shows a paved path made of large grey stones. To the right, a dark brown wooden building with light-colored trim has a blue double door and a small circular plaque above it. A teal bicycle is parked against the building. In the background, there's a row of traditional houses with steep gabled roofs and various colors like white, yellow, and blue. Some houses have flower boxes or climbing plants on their walls. A street lamp is visible between the houses.

Come on, just ask for my  
address or postal code...



My UX heart  
just broke ❤️



I DON'T UNDERSTAND



# You can make a difference

... or at least initiate the innovation of  
*(public)* digital solutions to enhance Digital  
Citizenship

# Digital Citizenship

## Three Themes

1. Democratic confidence
2. Developing city services
3. Digital sense of community

# 1. Democratic confidence

- Aarhus is one of the youngest cities.
- Many young people are absent from the democratic debate.
- Explore pathways for increased youth engagement in submitting citizen proposals.
- Map different paths and propose digital solutions for easier participation in the democratic debate through citizen proposals.



How can young people be empowered to make citizen proposals?



# How can young people influence urban development in Aarhus?

## 2. Developing City Services

- Aarhus is constantly evolving.
- Buildings, parks, new roads. Various policies are helping to evolve the city.
- Identify opportunities for young people to play a role in shaping Aarhus's urban development.
- Present solutions that make city development appealing and accessible for the youth.

### 3. Digital Sense of Community

- The libraries in Aarhus have a wide range of events that invite young people into different communities.
- Find solutions for digital tools to support and extend engagement before, during, and after analogue events.
- Ensure that digital solutions enhance the overall experience, allowing more people to participate and join communities even remotely.

How can digital solutions support and extend analog interaction?

# Tools, Methods & Requirements?



```
if("No Requirements" === "No Limits"){
  console.log("Be Creative and Innovative ✨");
}
```

# But...

- Every group must deliver a 10-minute pitch.
- Followed by a 5-minute Q&A session with the jury.
- Enhance your presentation with visuals using your preferred tools such as Figma, Adobe, Keynote, Prezi, Canva, or any other creative platform.

# Proposal: Start with a plan

Daytime	Time	Location	Theme
Monday	08.30 - 14.00	DOKK1, Great Hall	Introduction and Inspiration Day
Tuesday	08.30 - 15.45	EAAA	Hackathon workday
Wednesday	08.30 - 15.45	EAAA	Hackathon workday
Thursday	08.30 - 15.45	EAAA	Hackathon workday
Friday	08.30 - 14.00	EAAA	Pitch and award ceremony

# Award



Choose between:

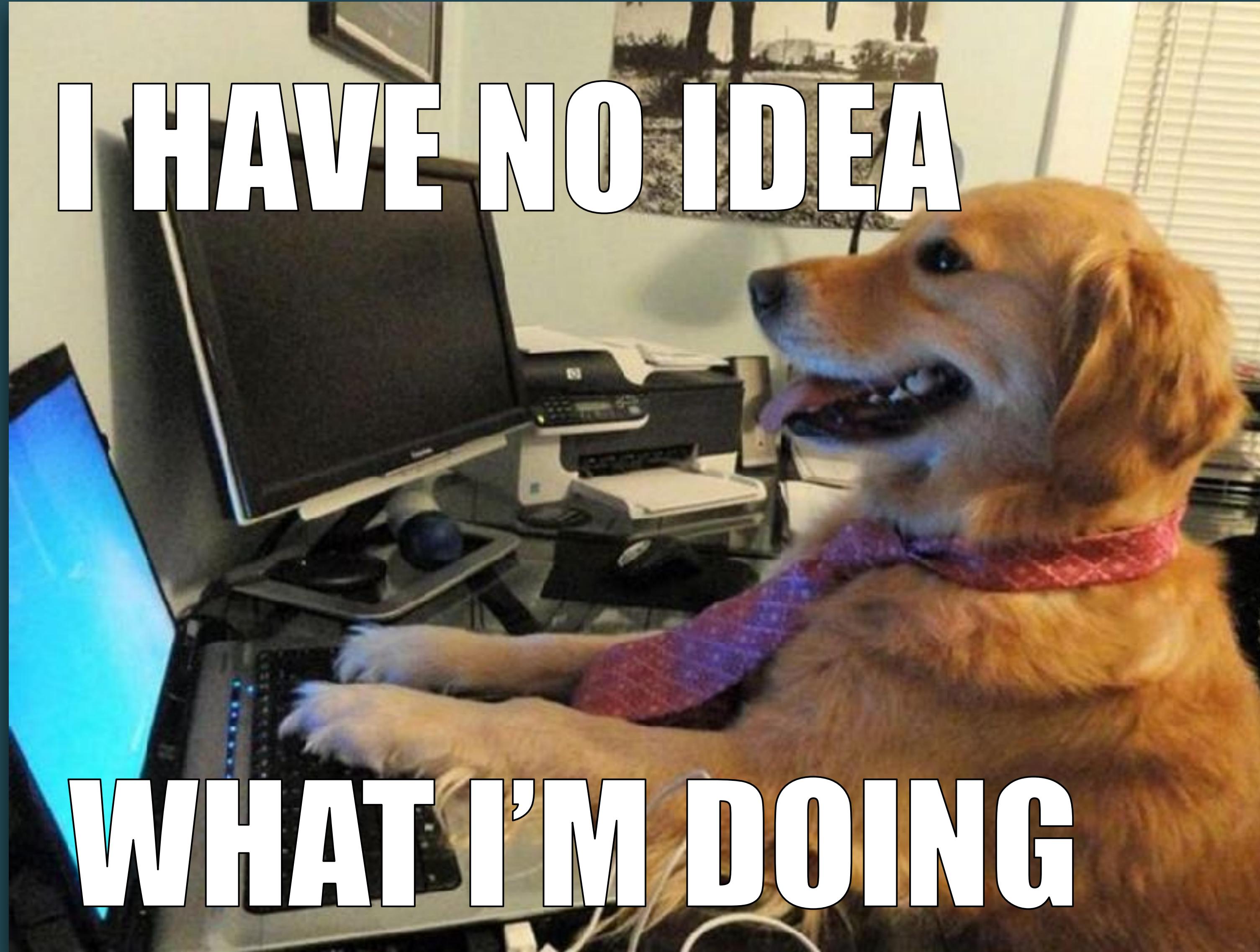
- UX Nordic 2024 pass
- AI Tool Subscription

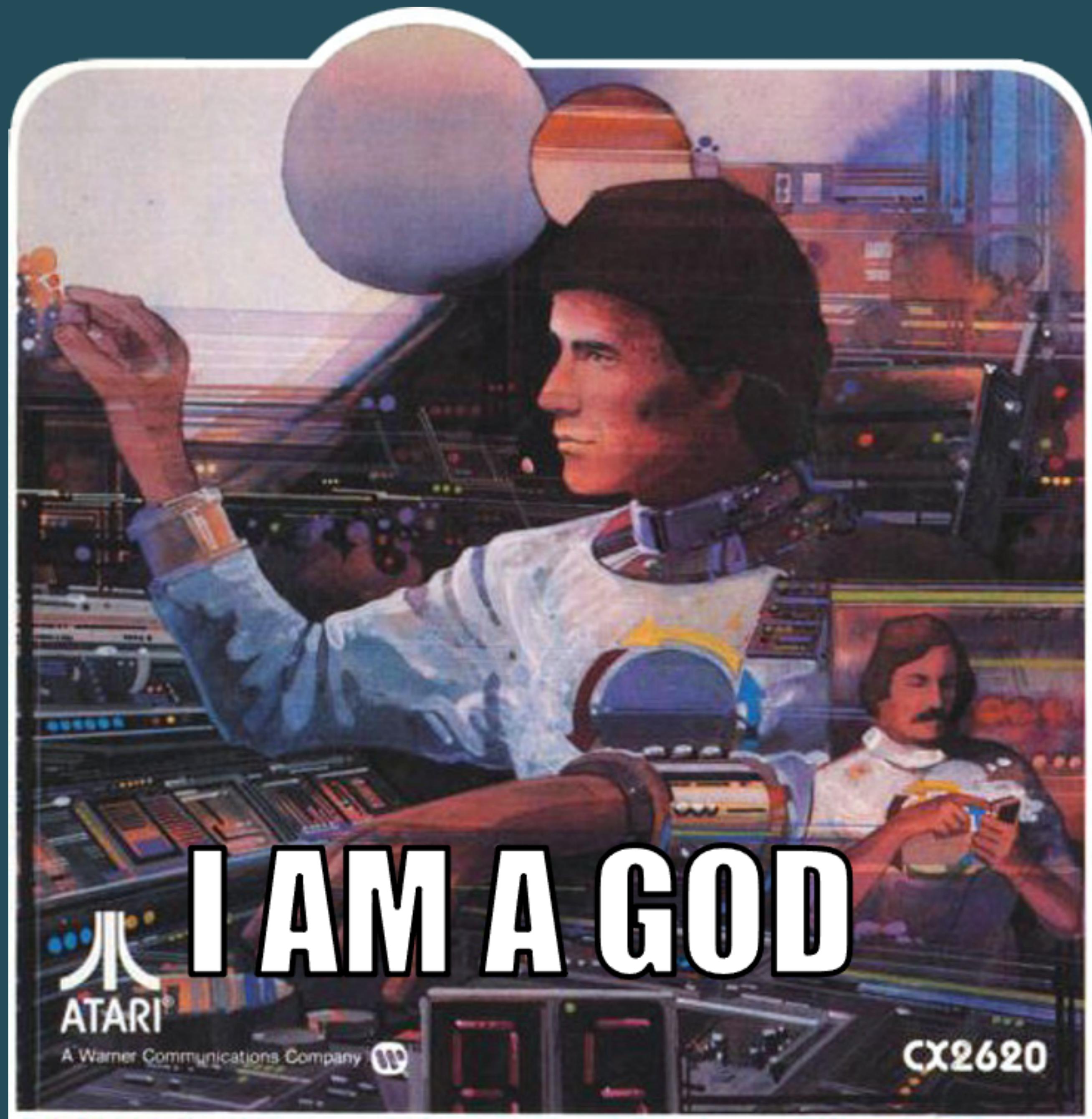
Winning groups (one per theme) get a voucher.

Voucher value: ~1000 DKK per student.

I HAVE NO IDEA

WHAT I'M DOING



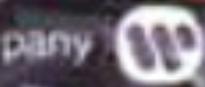


I AM A GOD



ATARI

A Warner Communications Company



CX2620