

Telling Stories with SDG data

Official statistics tell the stories of our countries – on population, health, labour, the economy and many other areas. Over time, they weave a compelling narrative that charts the pace and nature of change in society, economy and environment. The *Virtual Hackathon on Telling stories with SDG data* challenges teams to produce these stories.



The Challenge

During the Hackathon, you and your team will create a product that tells a story about the younger population. The product created should be innovative, engaging, and targeted towards the general public. It could take the form of interactive fact sheets, videos, infographics, or other innovative products – the sky is the limit!

The Sustainable Development Goals (SDGs) will drive the international development agenda in the coming years. National Statistical Institutions will play a key role in monitoring and reporting on the progress towards these goals. They will also need to communicate about the SDGs in a clear and captivating way. Therefore, we have chosen SDG data to be the focus of this Hackathon.

The following SDG Indicators relate to the younger population:

- 3.7.2 - Adolescent birth rate (aged 10-14 years; aged 15-19 years) per 1,000 women in that age group
- 4.1.1 - Proportion of children and young people: (a) in grades 2/3; (b) at the end of primary; and (c) at the end of lower secondary achieving at least a minimum proficiency level in (i) reading and (ii) mathematics, by sex
- 4.3.1 - Participation rate of youth and adults in formal and non-formal education and training in the previous 12 months, by sex
- 4.4.1 - Proportion of youth and adults with information and communications technology (ICT) skills, by type of skill
- 5.3.1 - Proportion of women aged 20-24 years who were married or in a union before age 15 and before age 18
- 8.6.1 - Proportion of youth (aged 15-24 years) not in education, employment or training

Data for these indicators exist in the [UN SDGs Indicators database](https://unstats.un.org/sdgs/indicators/database/)¹. It will be mandatory to include one of the indicators listed in the product created during the Hackathon. The organizing committee will announce the mandatory indicator via email (0700 local time) on 5 September. **Products that do not use the mandatory indicator will be disqualified.**

In order to create an interesting story, you might also wish to complement these datasets with other data from OECD, Eurostat, International Labour Organization (ILO), or your National Statistical Office. The additional datasets may help you to put the narrative in your own context.

¹ <https://unstats.un.org/sdgs/indicators/database/>

Logistics

The Hackathon will take place on 5-7 September and it will be *virtual*. Teams will work in their own offices and time zones to complete the challenge. A number of mechanisms will be put in place to support teams.

‘Check In’ Meetings

- Each day, teams are expected to ‘check in’ to give a brief update on their progress and to ask questions. Experts will be available during the Hackathon to provide advice to the teams.
- The ‘check in’ meetings will take place using the Webex system.
- At least one member of each team must attend one daily ‘check in’ meeting.
- Check in meetings will be held twice a day to suit different time zones:
 - Check in for European teams: 1500 (GMT), 1600 (CET), 1700 (Finland)
 - Check in for Canada, Mexico, New Zealand teams: 1500 (Mexico), 1600 (Canada), 0900* (New Zealand) *the following day

Chat room

- A special chatroom will be set up for the duration of the Hackathon.
- This can be used for teams to talk to each other outside the ‘check in’ meetings.
- The chat room also has the facility to video chat with other guests in the room.
- The chat room will be monitored 0700 – 2300 CET.

Evaluation

The final product created by each team must be loaded to the wiki on 7 September 23.30 (local time).

Four “winning” teams will be chosen to present their product at relevant modernisation and SDG meetings. The teams will be evaluated on the following:

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| 1. Did your team follow the assignment? (For example, was the mandatory indicator included) | Maximum 1 point |
| 2. Creativity and visual appeal | Maximum 10 point |
| 3. User experience | Maximum 10 point |
| 4. The communication value of the product, is the product interesting to the targeted audience (the general public, non-specialists)? | Maximum 15 point |

The evaluation process

- The evaluation of the products will take place starting on **8 September**.
- An Evaluation Panel will judge the products based on a set of criteria.
- The Evaluation Panel consists of Stéphane Dufour (Statistics Canada), Faiz Alsuhaïn (Statistics Finland), Hanneke Imbens (Statistics Netherlands), Michael Levi (U.S. Bureau of Labor Statistics), Simon Scott (OECD) and Tiina Luige (UNECE).
- There will also be a popular vote component. Using the wiki, anyone will be able to vote on which product is the best.
- The evaluation period will be closed on **Wednesday 13 September**.
- The “winning” teams will be chosen based on combination of scores from the Evaluation Panel and the popular vote.
- The "winning" teams will be announced on **Friday 15 September**.