UNITED NATIONS   **INF.1**
ECONOMIC COMMISSION FOR EUROPE   01 July 2017
CONFERENCE OF EUROPEAN STATISTICIANS

Virtual Hackathon on Telling stories with SDG data
(5 – 7 September 2017)

INFORMATION NOTICE No.1

I.   PURPOSE OF THE WORKSHOP

1.   The Virtual Hackathon on Telling Stories with SDG data will take place virtually on 5-7 September 2017.

2.   Effective communication is essential for maintaining the relevance of official statistics and maximising the value to society. Increasingly, users want answers to questions based on data. Statistical organisations can produce statistics that are more effective and can add value to products by putting the data in context and telling the broader stories.

3.   A hackathon is an intensive problem-solving event. In this case, the focus is on statistical content and effective communication. Multidisciplinary teams will be challenged to **"Create a user-oriented product that tells a story about the younger population"** within the three day timeframe.

4.   The target audience for the hackathon includes senior and middle-level managers responsible for data dissemination and communication, sustainable development goals and statistical analysis.

II.   PROBLEM STATEMENT

5.   The Sustainable Development Goals[1] are a set of seventeen goals that aim to end poverty, protect the planet and ensure prosperity for all. National Statistical Offices will play a key role in reporting on the SDGs.

6.   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.

7.   Teams will create a product during the three days that tells a story about the younger population. This could include stories about youth and education, youth and poverty, youth and health, etc. The products created should be innovative and engaging. For example, the product created could take the form of interactive fact sheets, videos, public engagement platforms, infographics, or social media products.

8.   Teams will have the ability to familiarise themselves with the data before the Hackathon begins. Before the event, teams will be given a list of publicly available datasets. In addition to the datasets provided, teams will be able to use any other datasets they wish (for example, national data on youth issues). The additional datasets will help teams to put the narrative in their own context.

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[1] http://www.un.org/sustainabledevelopment/sustainable-development-goals/

9.   One of the provided datasets must be used in the product created during the Hackathon. The teams will be told which dataset is mandatory to use at the beginning of the Hackathon.

III.   METHODS OF WORK AND OFFICIAL LANGUAGES

10.   The Hackathon will be *virtual*. Teams will work in their own offices and time zones to complete the challenge. It is necessary that participants are completely focused on the Hackathon on those days.

11.   Each day a one hour 'check in' meeting will take place where teams will connect via WebEx to update and ask questions. Experts will be available during the Hackathon to provide advice to the teams.

12.   At the end of the Hackathon, each team will present their product to representatives of the High-Level Group for the Modernisation of Official Statistics. Four teams will be chosen to present their product at relevant modernisation and SDG meetings. As collaboration, not competition is the highest value of the hackathon, the prize will not be offered.

The working language of the workshop is English. All documents will be provided in English only, and all products created in the Hackathon will be in English. Documentation for the Hackathon will be made available on the meeting web site at: https://statswiki.unece.org/x/QQEZC.

III.   PARTICIPATION

14.   Hackathon participants will participate as a member of a team. Teams should include 3 -4 participants. It is important that the teams are multidisciplinary. Skills such are statistical analysis, subject matter knowledge, IT skills and communication will be required.

15.   The teams can be composed of members from one country or several countries together. Teams can include:

- members from one statistical organisation (one country)
- members from one statistical organisation plus experts from other government departments or universities within their country (one country)
- experts from different statistical organisations (multi-country)

16.   Participating statistical offices and international organizations should register their team online **by Friday 11 August 2017** by following the link: https://statswiki.unece.org/x/PAEZC

IV.   FURTHER INFORMATION

1.   For further information, please contact:

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