Call for Challenge Template

.1 Goals and organization of the Hackathon

.1.1 The Hackathon aims at:

(1) Creating positive synergies between Use Case (UC) Providers and Solution Providers.
(2) Helping Solution Providers to define and develop specific solutions by allowing them to work collaboratively and directly with the UC providers.
(3) The best demos/presentations will be selected as showcases and promoted at the official review.

This one-day Hackathon will be organized in the following way.

.1.2 Before the Hackathon:

- The organizers will publish the hackathon goal and the "Call for challenges"
- UC and Solution providers will create working teams. Each team will include at least:
  - 1+ technical person(s) from the UC provider, who will reply to all the technical questions and provide detailed insights about the case study and the challenge
  - 1+ technical person(s) from the concerned Solution provider(s) to create a small demonstrator in 4 hours
- The teams will publish their "challenge": a general problem that can be experimented with within 4 hours of joint work.
  - Alternatively: UC or Solution providers without a team can publish the challenge and ask for interested partners (in "Request for additional members"), while partners can answer in "Expressions of interest".
- The teams will volunteer to work on the proposed solution and show progress during the plenary meeting.

.1.3 During the Hackathon (day 1 of the Plenary meeting):

- The challenge and teams will be pitched with a 5-minute presentation.
- The teams will move to separate virtual rooms to start the work.

.1.4 After the hackathon (Day 2 of the meeting):

- The teams will pitch the result with a 7-minute demo/presentation showing the progress.
- The participants will all vote via live polls online (e.g., mentimeter.com) to rank the presentations.
- The organizers will present the results of the Hackathon and 2 winners will give their pitches to the Plenary.

.2 Deadlines

- To specify challenges by "SELECTED DATE" (2 weeks before the meeting)
- To eventually indicate interest in a specific challenge and to create teams by "SELECTED DATE" (1 week before the meeting)

.3 Agenda for the Internal Hackathon

Time	Activity	Lead	Duration (min)
	Day1: Internal Hackathon		
10:30	Welcome and organizational intro (challenges, pitches, instructions)	Lead Names	30
11:00	Hackathon Part 1	Teams	120
13:00	Lunch		30
13:30	Hackathon Part 2	Teams	120
	Day2: Internal Hackathon		
9:30	Presentations	Teams leaders	90
11:00	Voting and prize ceremony	Lead Names	30

Table 8. Internal Hackathon Schedule

.4 Call for Teams Challenges

Dear UC and Solution providers you are invited to create working groups (Teams) and provide a "challenge" for the "EDITION NUMBER" Internal Hackathon on "SELECTED DATE".

The objective of the hackathon is to develop experimental solutions that contribute to the project. In particular, each solution will be an instance of the project architecture (if any) or part of it. A challenge is a well-defined and limited experiment related to a Use Case that can be explored/conducted in 4 hours approximately.

On the day of the event, it is fundamental to have concrete materials/artifacts that can be used to implement the experiment: actual models, source code, used tools/environments, etc. Each team has to be composed of at least one technical person from UC who can participate in the hackathon, provide input, and reply to related questions, as well as technical persons from solution providers who can participate in the hackathon and develop the experiment.

Possible topics related to the challenge:

- Topic 1
- ...
- Topic N
- … or anything that belongs to the scope of the project!

Please specify challenges by "SELECTED DATE" and teams by SELECTED DATE" here: "Link to upload materials and hackathon information by participants".

.5 Challenge specifications

(1) Team: TEAM NAME
(2) Challenge: CHALLENGE NAME
    (a) Context
    (b) Goal
    (c) Required Inputs (baseline artifacts, e.g. actual code/models/etc. are needed)
    (d) Member contacts (to be present at the Hackathon)
    (e) Request for additional members
    (f) Expressions of interest