Report Template

This appendix describes the table template designed for documenting hackathon activities within the AIDOaRt project, and it can be adapted to any multi-partner project. It includes columns for ID, Challenge, Context, Goal, Use Case scenario, Related deliverable, Use Case providers, Solution providers, Tools, Architectural components, Status, Difficulties, Vote, Winner, Continuity, and Hackathon Edition.

ID	Challenge	Context	Goal	Use Case scenario	Related deliverable
ID1	Challenge Name	Challenge Context Description	Challenge Goal Description	Reference Use Case Scenario (id) considered in the Challenge	Deliverable Name and Section (if any) Deliverable containing the description of the results included in this challenge

Fig. 24. Hackathon Report Template (Part 1).

Figure 24: The ID column assigns a unique identifier to each challenge. The Challenge column contains the name, context, and goal of the challenge. The Context column indicates the reference scenario description, while the Goal column reiterates the main objectives. The Use Case scenario and Related deliverable columns further detail how the challenge aligns with specific project scenarios and documentation.

Use Case providers		Solution providers		
Partner	**Members**	**Partner**	**Members**	**Tools**
Partner 1 Acronym	Name1, Name2, ...	Partner 1 Acronym	Name1, Name2, ...	Tool1, Tool2, ..
Partner 2 Acronym	Name1, Name2, ...	Partner 2 Acronym	Name1, Name2, ...	Tool1, Tool2, ..
...	...	...	...	...

Fig. 25. Hackathon Report Template (Part 2).

Figure 25: The Use Case Providers and Solution Providers columns list the partner organizations and their respective team members, distinguishing who provides the use case and who delivers the solution. The Tools column notes the technologies or software employed.

Architectural components	Status	Difficulties
List of Project Architectural Components Implemented realized/implemented in the challenge results (if any)	Hackathon status of the results at the end of the hackathon	Hackathon difficulties found during the hackathon (e.g., collaboration, input data availability, integration, ...)

Fig. 26. Hackathon Report Template (Part 3).

Figure 26: The Architectural Components column highlights which parts of the project architecture were implemented or integrated. The Status column describes the results' progress by the end of the hackathon, and the Difficulties column records any issues encountered, such as limited data or collaboration hurdles.

Vote				Winner	Continuity	
Technical innovation	**Exploitation potential**	**Readiness**	**Entertainement (fun)**		**New challenge**	**Continuos of:**
Likert (From 1 to 5)	Likert (From 1 to 5)	Likert (From 1 to 5)	Likert (From 1 to 5)	YES/NO with positions (First, Second, Third, ...)	TRUE/FALSE	Hackathon Past Challenge Name/Number
						Hackathon Edition

Fig. 27. Hackathon Report Template (Part 4).

Figure 27: The Vote column uses Likert scales from 1 to 5 to rate technical innovation, exploitation potential, readiness, and entertainment. The Winner column indicates whether the challenge was awarded a position, while the Continuity column specifies whether the challenge will continue beyond the hackathon or refers to a previous challenge. The Hackathon Edition field identifies the edition of the hackathon to which the challenge continues.

Overall, this template ensures a standardized, comprehensive record of hackathon activities, enabling consistent reporting, easier collaboration among partners, and clear tracking of progress and outcomes throughout the project lifecycle.