



Reimagine Workplace Learning With Al

Aug 20, 2025, 8:30 - 19:30, Stockholm Waterfront

Welcome, And Thank You For Joining!



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The Challenge

Tackle one of today's biggest challenges for employers: helping people grow at work.

Traditional learning is expensive, time-consuming, and often too generic.

With LLMs, we can flip the script, automatically identifying individual needs, generating tailored content on the fly, and even building simulations for team-based learning on complex organizational topics.

Evaluation Criteria

If you were responsible for workplace learning at a fast-growing software company, how eager would you be to look into purchasing a production-ready version of this solution?

1 - 5 points, where 1 means not eager at all and 5 points means it would be at the top of my priority list.



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THE JURY



Katarina Noen Head of Learning & Functions Ericsson



Patrik Hedljung Manager, Al Adoption Scania



Johanna Bolin Global Head of Talent Growth & Learning Spotify



Ebba Hedelius Phd Researcher & Content Creator Al Sweden



Frida Monsén Global Head of L&D Strateg



Jarleskog Head of Future of Work Sodexo



Amir Elion Think Big Leaders





Attervd Head of AI & Automation Tele2





The winners get a
2-day trip to
Cambridge
University, including
a visit to their Al
Lab.

Flights, hotels and meals paid. For up to 6 persons.





In-Person Event, August 20

08:30 - Registration and Breakfast

09:00 - Welcome Keynote

09:30 - Start Coding!

12:00 - Lunch

14:30 - Team Presentations and Fika - Finalist Selection: Each team presents for 2 minutes. Our expert jury selects two teams to advance to the final.

16:30 - The Grand Final - The top two teams will take the main stage to present their projects in front of 1,200 B2B software founders and executives. Each team gets 4 minutes. The audience will vote via app to crown the winner.

17.00 - Dinner: Celebrate the day's achievements and enjoy a well-deserved feast.

19:00 - Closing remarks and acknowledgements

Team Presentations

Introduce the team members (30 s)

Business case: What activity are you helping users succeed better with? Why is this activity important to succeed better with? (1 min)

Demo: Show how your app helps users with this activity. (3 min) minutes to show examples of the prompts and code generated.

Indication of future: What will the future look like if your prototype was been developed into a full scale application. (1 min)

Feedback and questions from jury. Duration of this part depends on how many teams will present.

Have fun on stage and share your enthusiasm for what you have created. If you are not having fun giving the presentation, the audience isn't either.

Share your passion and explain why you think what you are showcasing is interesting.

Help the audience see how your demo is a proof of concept that has interesting implications.

Let the executives learn from your experience! They are here to gain insights! Share the insights that you've gained during the hackathon. What worked well, what didn't and why.

Tech Resources & Support

Al credits \$5 from Google Cloud
https://trygcp.dev/e/nsh Posted on Discord in the #gcp-guidance channel.

Virtual Machines: If you need a virtual machine, send direct message to @Peder Linder (Cillers) on Discord with your public ssh key so we can give you access.

Post your support inquiries in the #support channel.

Discord

One of the top keys to success in a hackathon is communication responsiveness. Slow responses hold the team back and kills team inspiration and progress. Please check your team channel at least once per day.

All of our communication and support goes through the Discord Server so you will miss information if you are not active there. Use your real name as display name.
Include your company name if you want to represent. E.g. my display name is "Peder Linder (Cillers)"

Tags

@cillers: call attention to Cillers staff regarding general support, team formation and miscellaneous questions or concerns.

@<team-name>: call attention from all
of your team mates.

Team Formation

Solo participants will be placed in a team after joining Discord, by @Ellinor Nilsson.

Let @Ellinor Nilsson know if you want to merge with another team.

Let @Ellinor Nilsson know if one of your team members is not adding value to your team, so we can help!

Feel free to change your team name if you like. Please let @Ellinor Nilsson know.

How To Be A Hackathon Rockstar!

Team Work

Be responsive on Discord, at least once per day. Join <u>before</u> <u>Aug 7</u>.

Discuss and agree what to build. Submit your project description <u>before Aug 11</u>.

Technology

Get familiar with the tools and infrastructure that you will use by building something simple and playing around with it. Submit a link to your team's git repository with a functional hello world app <u>before Aug 18</u>.

Required Deadlines

You will be replaced by someone on the waitlist if you do not meet one of the deadlines specified above.

Get Motivated

There is no better way to enhance your development skills than to work hard in a hackathon. And, it's an amazing opportunity to make friends and showcase your ability and drive to peers and executives. This is your chance to shine and make an impact!

Build An Interesting Demo

Consider how you are going to present what you are building. Consider if the part of the demo you are building will really make a difference in the presentation.

Focus on one really interesting aspect of a highly business-critical use-case. You won't have time to demo a comprehensive solution.

Change your approach when gaining insights. This is the way to win a hackathon!

