REPORT OF THE EVENT

Seminar and workshops "Organizational of the student hackathons" and "Capacity building and organizational matters",

Stationary Meeting of the CHAIN project in Poland (UPWR - Wroclaw)

24th -27th September 2024

Authors of the report:

Stanislaw MINTA, Arkadiusz DYJAKON, Michał POL

Co-funded by the European Union

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

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1. General data about meeting

The meeting was a part of the project "**C**ooperation for **H**olistic **A**griculture Innovation **N**ests in Sub-Saharan Africa" co-funded by the European Union from ERASMUS+ programme (project acronym: CHAIN, number of the project: Erasmus+CBHE Project CHAIN – 101082963).

Main goal of the meeting was to build teacher capacity at 6 African partner HEIs from rural and remote areas to promote learning methods and use teaching methodology prone to entrepreneurial thinking and innovation, with emphasis of a hackathon as an educational method. The meeting was done as part of work package 3 (WP3: Innovation of learning methods & teaching methodology) and as part of the introduction to the work package 4 (WP4: Creation of C(ollaborative) H(olistic) A(griculture) I(nnovation) N(ests)).

Base place of the meeting was: Wroclaw (city), Poland (country), UPWR (Uniwersytet Przyrodniczy we Wrocławiu - Wroclaw University of Environmental and Life Sciences). Additional places were: Wierzchowice (village) and Milicz (town) during study visits in the Barycz Valley.

The meeting was divided into two parts:
Part 1. Organization of student hackathons (2 days)
Part 2. Capacity building and organizational matters (2 days)

Total meeting working days: 24-27th September 2024.

Number, gender and nationality of participants: (9 from Kenya, 7 from Nigeria, 8 from Togo, 3 from Romania, 1 from Germany, 8 from Poland) – total 36 persons – including 9 women (25%) and 27 men (75%).

2. Agenda of the CHAIN meeting in Wroclaw (UPWR, Poland)

Sunday and Monday (22-23.09.2024)
Travel time to Poland and accommodation in Wrocław

Tuesday (24.09.2024)

Hall IC, the building of the Faculty of Technology and Life Sciences, UPWR, ground floor, Grunwaldzki Square 24A

10:00 – open ceremony of the seminar and workshop of CHAIN (Vice-Rektor UPWR for Student Affairs and Education – Dr hab. Anna Czubaszek, associated professor)

10:20 – 10:30 – a few words about organization of the CHAIN seminar and workshop (Dr Stanisław Minta, Department of Applied Economics, UPWR)

10:30-11:30 – Hackathon – theoretical background (Prof. Dr hab.inż. Arkadiusz Dyjakon, Energy, Environment and Society Center, UPWR)

Hall III M (the building of the Faculty of Environment Engineering and Geodesy, ground floor, entrance from the Grunwadzki Square (next to adress Grunwaldzki Square 24A)

11:45-12:00 – coffee break

12:00 – 12:30 – Hackathon – case studies (Dr Krzysztof Rutkiewicz, Department of Applied Economics, UPWR)

12:30 -13:30 – Tools and tips needed in making a student's hackathons (Dr Natalia Szulc, Department of Physics and Biophysics, UPWR

13:30-14:30 – LUNCH

14:30-17:00 – Hackathon – PART 1 (practical CHAIN workshop with participation of seminar attendees)

19:00 – … – Gala dinner

Wednesday (25.09.2024)

Hall III M (the building of the Faculty of Environment Engineering and Geodesy, ground floor, entrance from the Grunwadzki Square (next to adress Grunwaldzki Square 24A)

09:00-10:30 – PART 2 (practical CHAIN workshop with participation of seminar attendees)

10:30 – 10:45 – coffe break

10:45-13:30 – PART 3 (practical CHAIN workshop with participation of seminar attendees)

13:30-14:30 – LUNCH

14:30-15:45 – Hackathon – presentations of the teams work results

15:45 – 16:00 – coffe break

16:00-17:00 – Jury decision and the hackathon award ceremony

17:00 -17:30 – organizatinal issues of the CHAIN project

Thursday (26.09.2024)

Study visit in the Barycz Valley – building of the food value chain (FVC), creation of the local product and activity of the Association "Partnership for the Barycz Valley) as an example of the regional nest for innovation and entrepreneurship support on the high natural value territory

08:45 – 09:45 – car transfer from Wroclaw to Wierzchowice (Fruit Farm and processing of the fruit and vegetables – case study of the farm „Z Chaty Łaniaków", Wierzchowice, Sadownicza Street 23)

09:45 – 10 15 – multimedia presentation (Elżbieta Laniak), tasting of the products and discussion with owners of the enterprise

10:15-10:30 – car transfer from Wierzchowice to Milicz (KOM – Creative Multifunctional Facility, street: Jarosława Dąbrowskiego 3)

10:30 – 12:30 – Multimedia presentation about the Association „Partnership for Barycz Valley" as an example of innovation and enterpreneureship support nest and about creation of the local products with the local trade mark "Dolina Baryczy Poleca" (*Barycz Valley Recomends*), (President of theAssociation Inga Demianiuk-Ozga)

12:30 – 13:30 – LUNCH

13:30 – 14:30 – visiting of the Museum of the Christmas Baubles and Bolek Bro

14:30 – 15:30 – car transfer from Milicz to Wrocław and finishing of the study visit

Friday (27.09.2024)

Hall IIC, UPWR, ground floor, Grunwaldzki Square 24A

09:00 – 09:45 – discussion and agreement about a scope and timeline of the WP3 trainings – a work among teams – leaders HSWT, IULS, UPWR)

09:45 – 10:45 – time for IULS (Iassi, Romania – Prof. Dr Dan Bodescu, Prof. Florin Lipsa)

10:45 – 11:00 – coffee break

11:00 – 12:00 – next steps and challenges in CHAIN project (Coordinator of the CHAIN project Dr Bernd Muller

12:00 – 13:00 – certification ceremony and summary of the CHAIN project meeting in Wroclaw (Dr Stanislaw Minta - leader of the UPWR CHAIN-team)

After 13:00 – start of the departure from Wroclaw

Saturday (28.09.2024)
Departure from Wroclaw and return travel

3. Training "Organization of student hackathons"

The first part of the meeting in Wroclaw was focused on seminars and workshops on organizing student hackathons. The main topic of the training hackathon was the problem of food waste and ways to reduce it. This task was done in 2 working days (Tuesday and Wednesday - September 24-25, 2024) on the UPWR campus in Wroclaw. 36 people trained in the hackathon (including 25% of women). Additionally, 3 academic staff from UPWR helped as jury members and 4 students provided technical and catering assistance.

The training on organizing student hackathons were prepared and delivered by UPWR staff. Purpose of the training was to acquaint teachers with hackathons as form of competition and practices of European HEIs in organizing hackathons as a form of entrepreneurship boosting extracurricular activity.

The training was divided into 2 parts. The first part provided theoretical background, and the second part was a practical workshop. The training was cover the following topics:

a) concept of hackathons,
b) role of organizers,
c) roles of jury,
d) role of competitors,
e) how to make agreement with business sector to participate in jury,
f) awards and fundraising,
g) winning solution and production of blueprint and prototype.

At the beginning of the training in the form of a seminar, the following multimedia presentations were shown:

1) Hackathon – theoretical background (Prof. Arkadiusz Dyjakon - Energy, Environment and Society Center, Dr Stanislaw Minta – Department of Applied Economics, UPWR)
2) Hackathon – case studies (Dr Krzysztof Rutkiewicz, Department of Applied Economics, UPWR)
3) Tools and tips needed in making a student's hackathons (Dr Natalia Szulc, Department of Physics and Biophysics, UPWR).

After ending the seminar with theoretical background, the training attendees were divided into 4 working teams and began the workshop part. On the first day (Tuesday, 24th September, 2024), they focused on the hackathon problem and tools that can be used to help find solutions. On the second day of the workshop (Wednesday, 25th September, 2024), the participants continued this work, but more in terms of proposing solutions and preparing a competition presentation. The workshop results were 4 competition presentations (1 from each team) that were shown to the jury. As a result of the workshops, 4 competition presentations were created on the following issues:

1) Food Waste Reduction in Schools/Universities

2) Food Waste Reduction in Markets and Shops

3) Food Waste Reduction in Households

4) Food Waste Reduction in Restaurants

After each team's presentation, the jury asked additional questions, and then the judges assessed all the proposals and at the end awarded prizes for participating in the hackathon.

4. Capacity building and organizational matters

During the stationary meeting in Poland, various activities were carried out to build the capacity of the teams implementing the CHAIN project. On Wednesday, after the hackathon training, a tour of the Old Town in Wroclaw was organized for those interested. Then there was a gala dinner, during which the participants of the meeting had the opportunity to get to know each other better and talk about their interests - especially scientific, didactic and related to other matters of the CHAIN project.

On Thursday, the entire day was used for study visits to the Barycz Valley, located approximately 60 km north of Wroclaw. The purpose of the study visits was related to building capacity for meeting participants and, due to their subject matter, also served as an introduction to the tasks in the WP4 project package. The topic of the study visit in the Barycz Valley were following: building of the food value chain (FVC), creation of the local product and activity of the Association “Partnership for the Barycz Valley” as an example of the regional nest for innovation and entrepreneurship support on the high natural value territory. Cars were used for transport, and the drivers were employees of UPWR. On the way, the CHAIN group visited the monastery complex of the Sanctuary of Saint Hedwig of Silesia in Trzebnica near Wroclaw. After that, the first study visit was to the village of Wierzchowice, to a family farm specializing in fruit growing and processing fruit and vegetables. The trade name of this farm is "Z Chaty Łaniaków", which comes from the surname of the owners, the Łaniak family. At the beginning of the visit, Elżbieta Łaniak (daughter of the farm owner) showed and discussed a presentation on: “An example of building the value of the food chain and cooperation for the development of agribusiness – a case study of the Fruit Farm “Z Chaty Łaniaków”.

After presentation, the attendees had an opportunity for discuss with the owner of the farm and tasting and buying the farm's products.

The second point of the study visit was KOM (Creative Multifunctional Centre) in Milicz. The participants of the trip met there the president of the association working for the development of the Barycz Valley, Mrs. Inga Demianiuk-Ozga. She gave a presentation on the topic: "Association „Partnership for Barycz Valley" as an example of innovation and enterpreneureship support nest and creation of the local products with the local trade mark "Dolina Baryczy Poleca" (Barycz Valley Recomends)". After a discussion on the activities of the association, the participants could visit the Museum of the Christmas Baubles, and familiarize themselves with original Lower Silesian ornaments and folk designs. After that was finishing of the study visit and made a car transfer from Milicz to the accommodation places in Wrocław.

Last of the working days (Friday, 27th September, 2024) was focused on many organizational matters related with CHAIN project. First part was for a discussion and agreement about a scope and timeline of the other trainings from WP3 (leaders were participants from EU universities from HSWT, IULS, UPWR). The next point of the meeting is a discussion on the implementation of tasks from WP1 and WP2 and preparation for the stationary meeting in Iassi (leaders Prof. Dr. Dan Bodescu, Prof. Florin Lipsa, IULS, Romania). The third point of the meeting was the next steps and challenges in the CHAIN project (discussion led by project coordinator Dr. Bernd Muller). The last point of the meeting was the ceremony of awarding certificates to participants and summing up the entire CHAIN project meeting in Wroclaw.

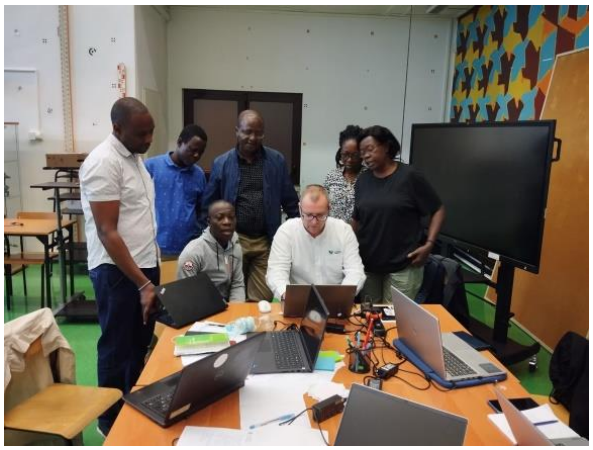
5. Photo report of the meeting

Photo 1. Group photo of the CHAIN meeting participants on "the UPWR green wall" – Campus GRUNWALDZKI, Faculty of Technology and Life Sciences.

Photo 2. Group photo of the CHAIN meeting participants in front of the building of Faculty of Environmental Engineering and Geodesy – Campus GRUNWALDZKI of UPWR.

Photos 3. Theoretical background of the students hacathons organization.

Photos 4 and 5. Workshop part of the hackathon training.



Photos 6 and 7. Workshop part of the hackathon training - contuined.

Photo 8. Presentations of solutions by hackathon teams.

Photo 9. Study visit in Barycz Valley. Fruit Farm "Z Chaty Łaniaków", the village of Wierzchowice,

Photos 9-10. Elżbieta Łaniak - presentation of Fruit Farm "Z Chaty Łaniaków".

Photos 11-12. Study visit in the Barycz Valley - Creative Multifunctional Facility (KOM, the town of Milicz, Lower Silesia, Poland).

Photo 13. Presentation led by Inga Demianiuk-Ozga about Association Partnership of Barycz Valley as an example of a nest of innovation on rural area.

Photos 14-16. CHAIN project members at the Museum of the Christmas Baubles and Bolek Bro (KOM, Milicz, Lower Silesia, Poland).

6. Evaluation results of the meeting

After the stationary CHAIN meeting in Poland in Wrocław, an evaluation of the event was carried out. The evaluation was made by 27 people, including 74% men (20 people) and 26% women (7 people). The respondents gave very good or good grades to most of the questions, which indicates a relatively high level of satisfaction with the participation in the meeting in Wrocław, with particular emphasis on the opinions on the conducted hackathon as a potential didactic method for use in students learning.

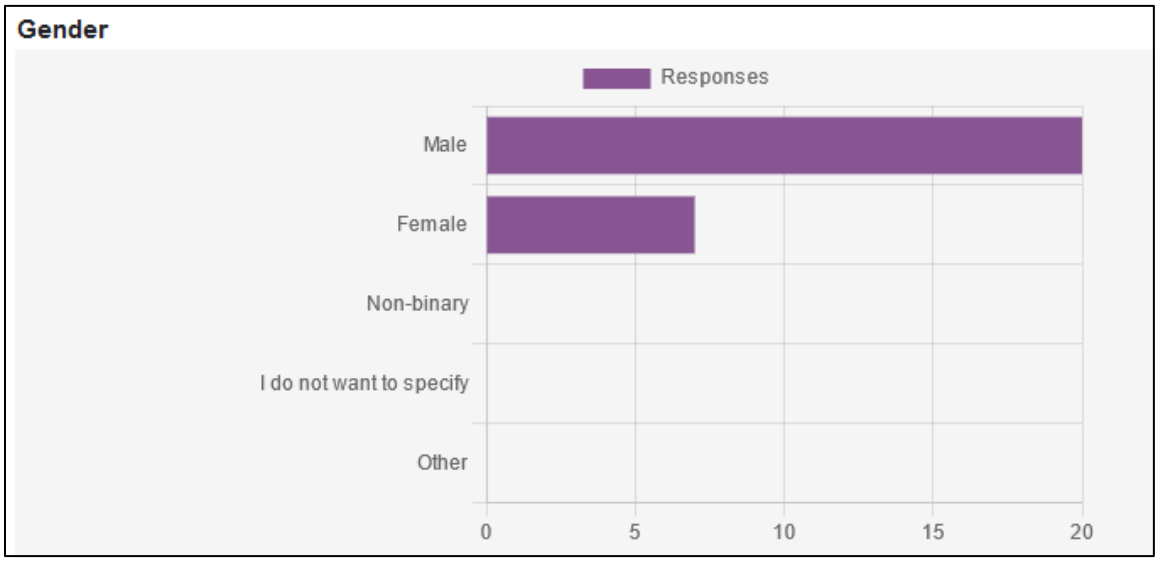
The majority of respondents had no reservations regarding the organization and conduct of the meeting in Wrocław, and even the majority of opinions confirmed the participants' satisfaction with the substantive and organizational level. The few people who reported neutral or negative assessments indicated the high intensity of the meeting in a relatively short time, or problems with Internet access at the place of accommodation (such a situation occurred on the first day due to the risk of flooding and the need to shut down servers, but Internet access was restored in the following days). In addition, reservations concerned logistical difficulties during study visits to the Barycz Valley. However, it should be explained that transport problems and delays of some people were caused by random factors (illness of one of the drivers and late opening of the car rental office due to an employee's error, and part of the project group traveling to the study visit had to use rented cars).

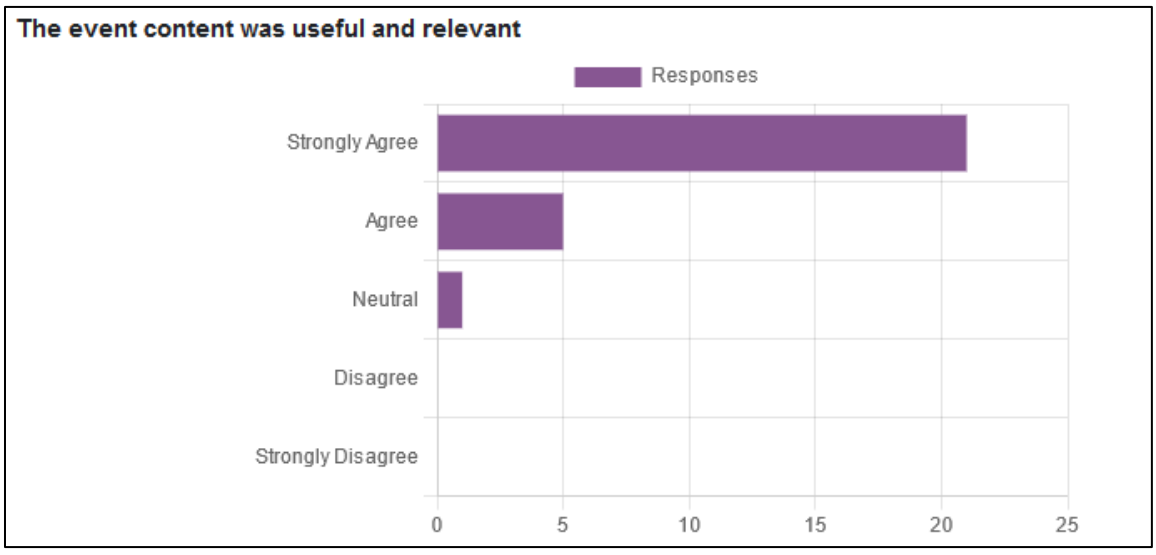
At the end, the participants of the evaluation could submit additional comments, reservations or ideas. Additional comments and ideas included, among others: the following suggestions:

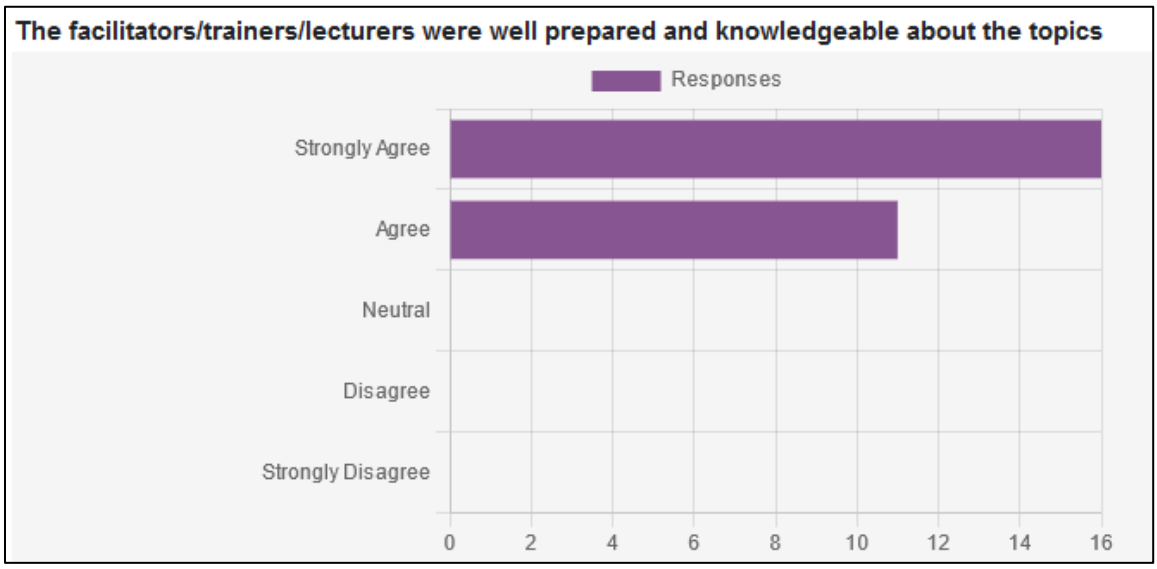
a) such projects should be continued and as many universities from the sub-Saharan zone as possible should be included in their implementation,

b) when planning the budget of the project from the Erasmus+ program, it is worth considering generating some funds for external services, which are related to field study trips and a cultural program in the country hosting the project participants, which will complement the organizational and educational elements.

A detailed breakdown of answers to individual evaluation questions can be found below (indications are given according to the number of marked answers), and the full evaluation report is attached on the Moodle platform managed by the university coordinating the CHAIN project, i.e. HSWT from Germany.






The facilitators/trainers/lecturers were well prepared and knowledgeable about the topics
Responses
Strongly Agree
Agree
Neutral
Disagree
Strongly Disagree
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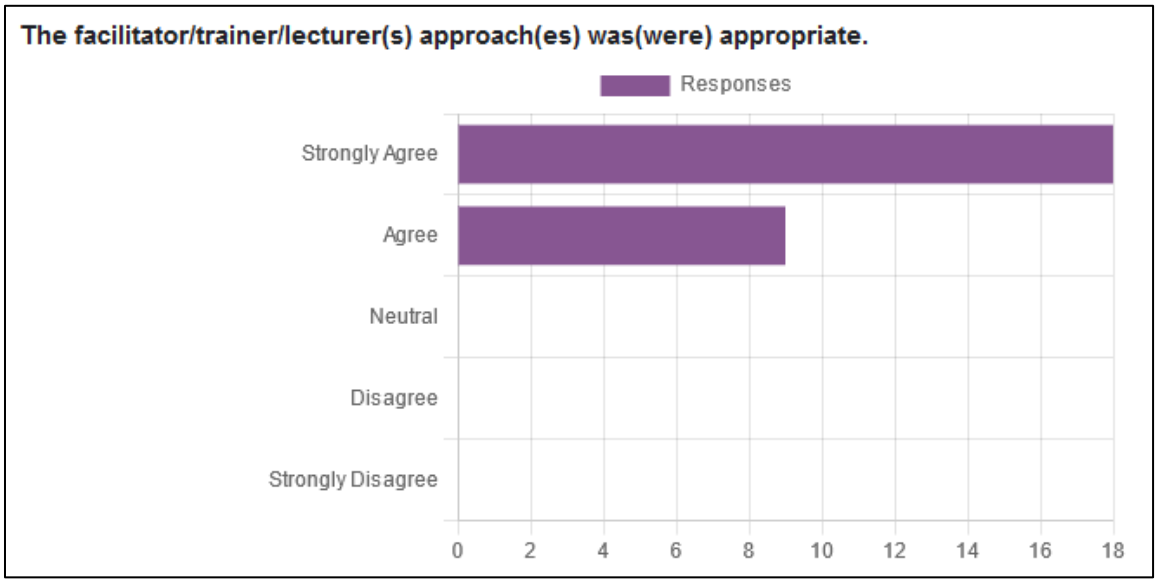
The facilitator/trainer/lecturer(s) approach(es) was(were) appropriate.
Responses
Strongly Agree
Agree
Neutral
Disagree
Strongly Disagree
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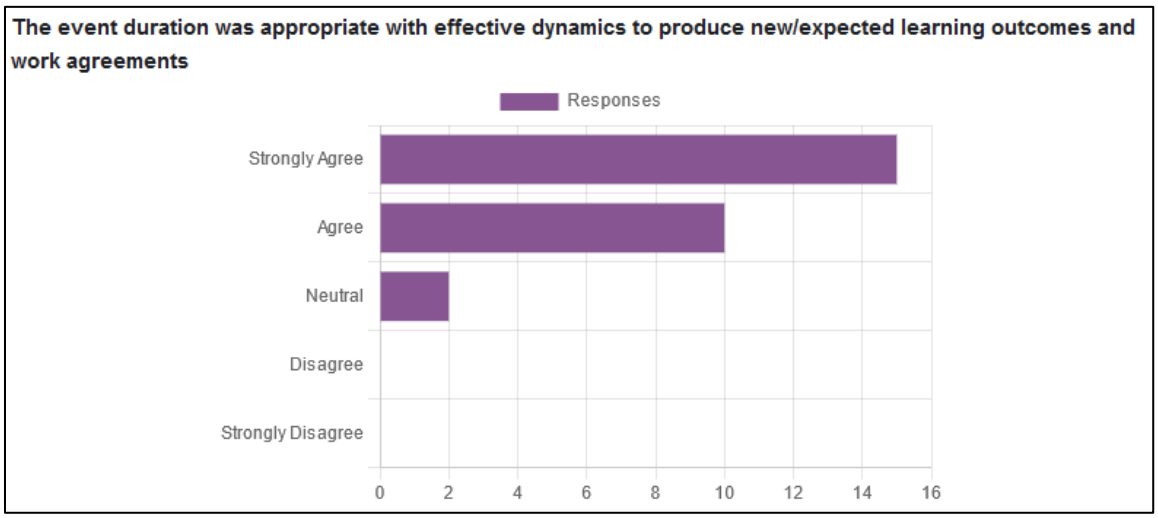
The event duration was appropriate with effective dynamics to produce new/expected learning outcomes and work agreements
Responses
Strongly Agree
Agree
Neutral
Disagree
Strongly Disagree
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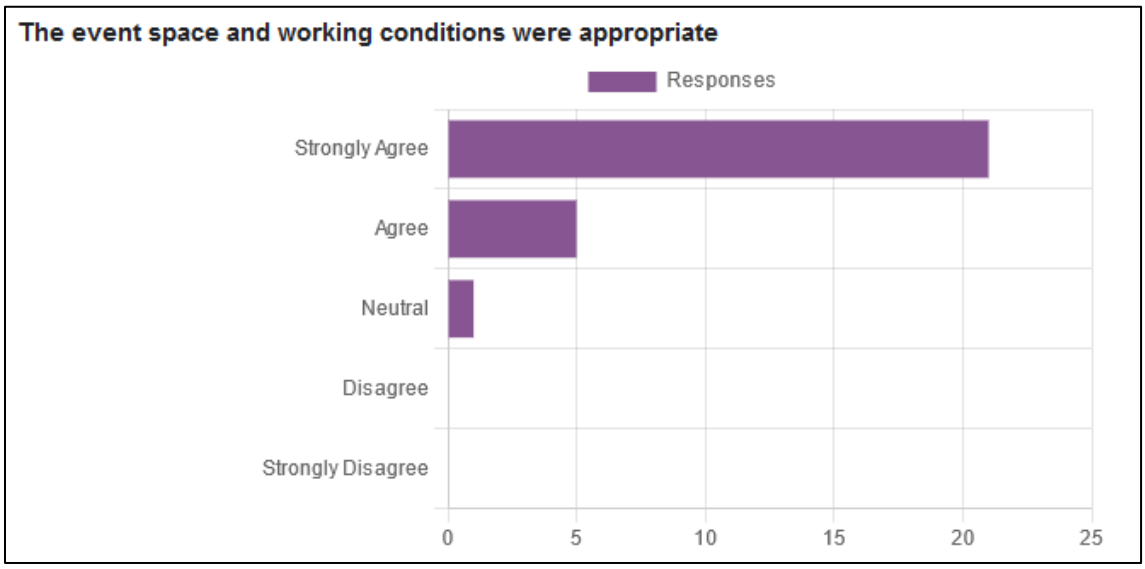
The event space and working conditions were appropriate
Responses
Strongly Agree
Agree
Neutral
Disagree
Strongly Disagree
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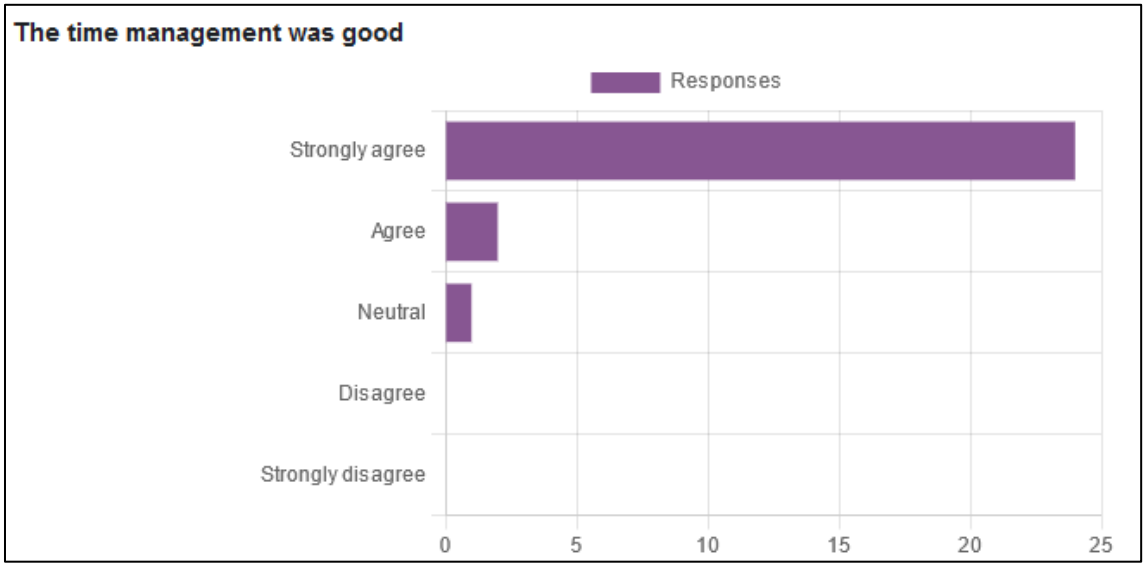
The time management was good
Responses
Strongly agree
Agree
Neutral
Disagree
Strongly disagree
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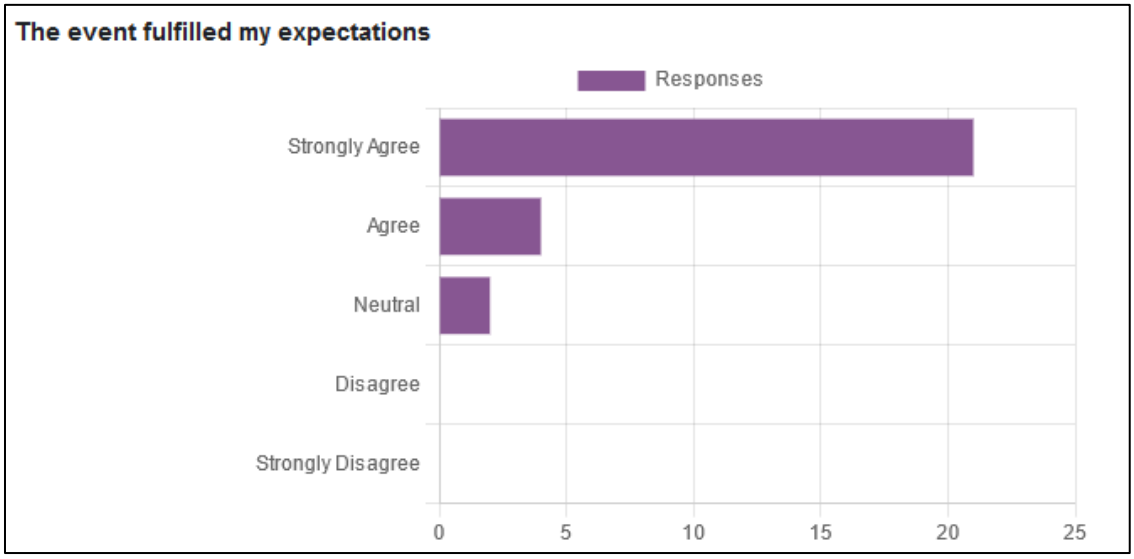
The event fulfilled my expectations
Responses
Strongly Agree
Agree
Neutral
Disagree
Strongly Disagree
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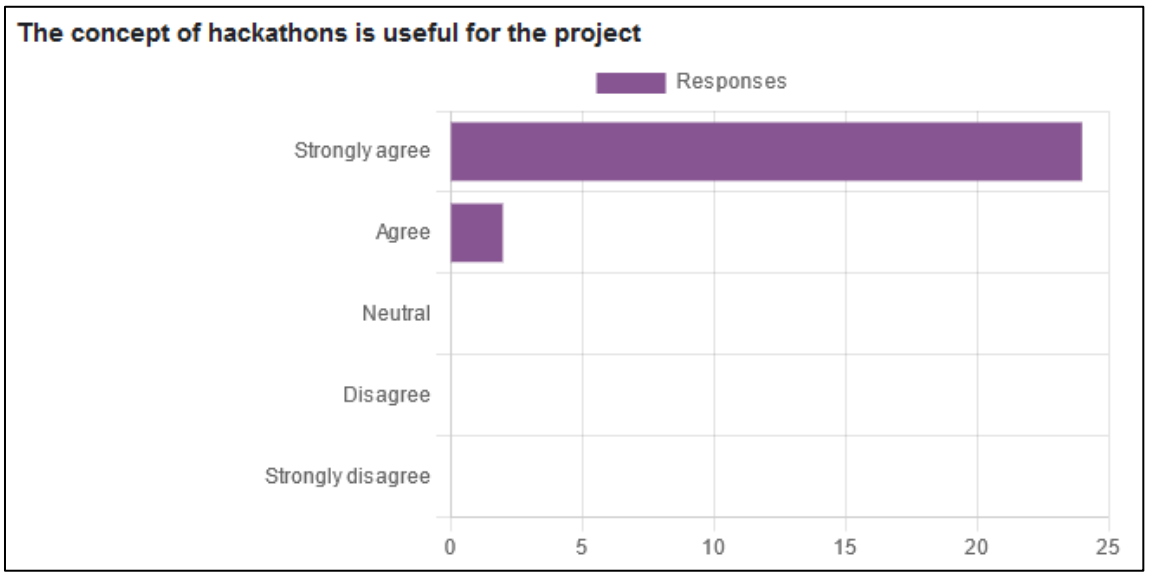
The concept of hackathons is useful for the project
Responses
Strongly agree
Agree
Neutral
Disagree
Strongly disagree
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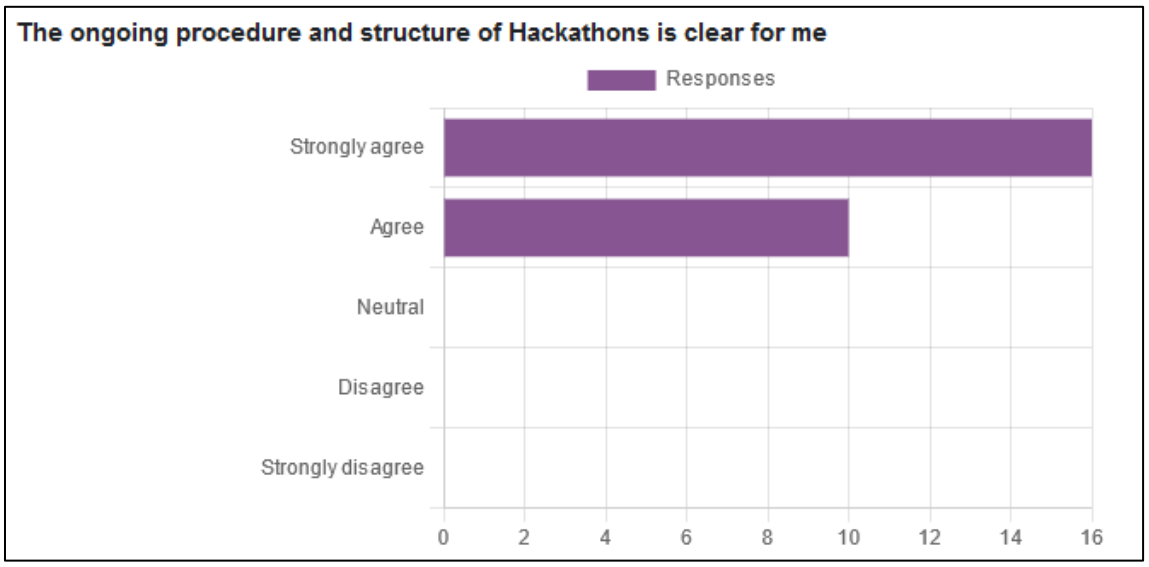
The ongoing procedure and structure of Hackathons is clear for me
Responses
Strongly agree
Agree
Neutral
Disagree
Strongly disagree
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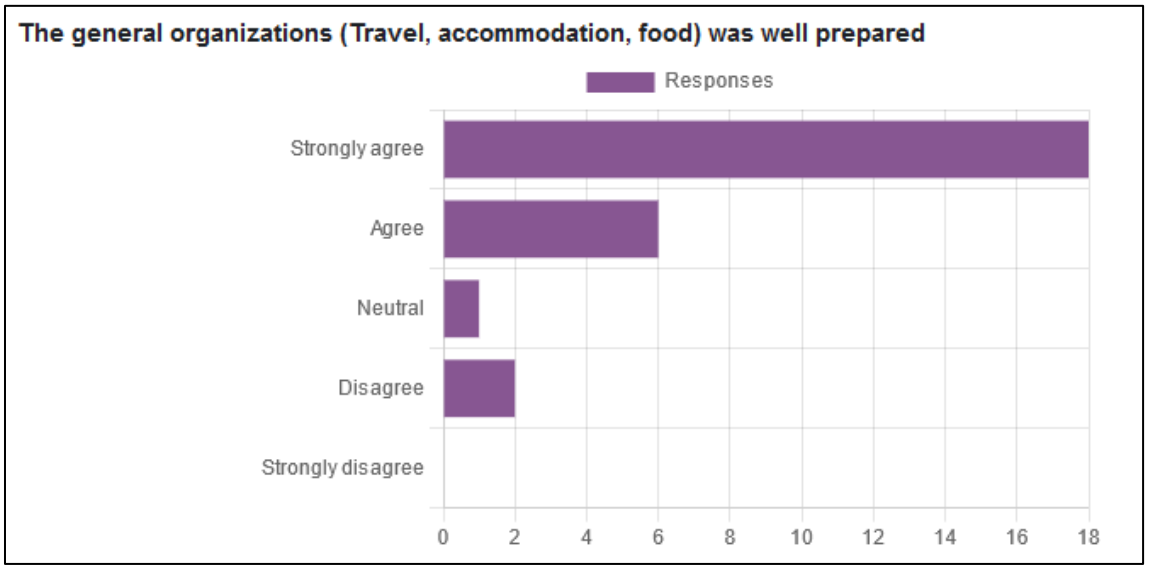
The general organizations (Travel, accommodation, food) was well prepared
Responses
Strongly agree
Agree
Neutral
Disagree
Strongly disagree
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7. Summary

The stationary meeting of the CHAIN project took place on September 24-27 in Wrocław, Poland. The host of the meeting was UPWR (Wroclaw University of Environmental and Life Sciences). During the meeting, seminars, workshops and study trips were held. The main goal of the meeting was to provide theoretical knowledge on the organization of student hackathons, and then to implement the practical part in the form of educational workshops, where the participants of the meeting were divided into working teams participating in a training hackathon on the topic of reducing food waste in various elements included in the FVC (Food Value Chain). Thanks to the lectures, seminars and workshops, participants from CHAIN partner universities were able to gain relevant experience in the organization of student hackathons. The effect of the teamwork were 4 proposals for reducing food waste in households, restaurants, trade and food processing.

The meeting was complemented by 2 study visits to the Barycz Valley (approx. 60 km north of Wrocław), which are an introduction to the WP4 work package related to the creation of nests for supporting innovation and regional economic development – especially related with FVC. The CHAIN group had the opportunity to meet farmers running a family fruit farm and the head of a non-governmental organization acting as a local development and innovation nest in the Barycz Valley based on regional social, natural and economic potential. A large part of they activity concerns activities related to the FVC. It is consistent with the assumptions of the CHAIN project and is a valuable source of information and ideas that can be used both in the further stages of project implementation, as well as for changes and activities serving economic development in CHAIN partner countries.

The last day of the meeting was devoted to organizational matters and discussion of the next steps in the project implementation. Particular attention was paid to the organization of the CHAIN stationary meeting in 2025 in Romania (hosted by IULS from Iassi). In addition, the status of the implementation of tasks from the WP1, WP2 and WP3 packages was discussed and the scope and division of responsibilities for the organization of online training (especially related to WP3) was determined. The meeting ended with success, and the participants received special certificates for active participation in the seminars and workshops held during the meeting in Wrocław.

8. List of attendance

CHAIN Project Meeting - Wroclaw, POLAND

Attendance List

No	Surname and Name	Country / institution acronim	SIGNATURE			
			Tuesday 24.09.2024	Wednesday 25.09.2024	Thursday 26.09.2024	Friday 27.09.2024
1	Kenneth WAMUGA	Kenya / FSK				
2	Erick Otieno Arieda OKUTO	Kenya / JOOUST				
3	Mary Akinyi ORINDA	Kenya / JOOUST				
4	Matilda Auma OUMA	Kenya / JOOUST				
5	Christopher Obel GOR	Kenya / JOOUST				
6	Benjamin Kimwele MULI	Kenya / SEKU				
7	Joseph Ngonde NZOMOI	Kenya / SEKU				
8	Matheus Kioko KAUTI	Kenya / SEKU				
9	Grace Mumbi MUTIA	Kenya / SEKU				
10	Emenekwe Chukwuemeka CHINOSO	Nigeria / AE-FUNAI				
11	Chinenye Judith ONYENEKE	Nigeria / AE-FUNAI				
12	Johnny Onyema OGUNJI	Nigeria / AE-FUNAI				
13	Safiya JIBRIN	Nigeria / FUTMINNA				
14	Ladi Yunusa BELLO	Nigeria / FUTMINNA				
15	Abdullahi Muhammad ORIRE	Nigeria / FUTMINNA				
16	Ezekiel Salawu YISA	Nigeria / FUTMINNA				
17	Atti TCHABI	Togo / KARA, UK				
18	Nazer FAMAH SOURASSOU	Togo / KARA, UK				
19	Nafadjara Abouwaliou NADIO	Togo / KARA, UK				
20	Marie-France Nini BAKAÏ	Togo / KARA, UK				

No	Surname and Name	Country / institution acronim	SIGNATURE			
			Tuesday 24.09.2024	Wednesday 25.09.2024	Thursday 26.09.2024	Friday 27.09.2024
21	Alfassassi AROUNA	Togo / LOME, UL				
22	Adjiwanou ATIGLO-GBENOU	Togo / LOME, UL				
23	Tchamye Tcha-Esso BOROZE	Togo / LOME, UL				
24	Bayi Reine DOSSOU épse ATIVON	Togo / LOME, UL				
25	Florin LIPSA	Romania / IULS				
26	Dan BODESCU	Romania / IULS				
27	Vlad Nicolae ARSENOAIA	Romania / IULS				
28	Bernd MüLLER	Germany / HSWT				
29	Stanisław MINTA	Poland / UPWR				
30	Arkadiusz DYJAKON	Poland / UPWR				
31	Natalia SZULC	Poland / UPWR				
~~32~~	~~Magdalena PALECZNA-SAREŃCZA~~	~~Poland / UPWR~~				
32	~~33~~ Małgorzata KROTOWSKA	Poland / UPWR				
33	~~34~~ Michał POL	Poland / UPWR				
34	~~35~~ Grzegorz KULCZYCKI	Poland / UPWR				
35	~~36~~ Piotr CHOHURA	Poland / UPWR				
36	~~37~~ Krzysztof RUTKIEWICZ	Poland / UPWR				

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Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

UNIWERSYTET PRZYRODNICZY WE WROCŁAWIU

Project CHAIN

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

Project meeting – seminar and workshop

21-24 September 2024, Wroclaw, Poland

Prof. Dr. Arkadiusz DYJAKON

Dr. Stanisław MINTA

AGENDA of the Hackathon – Food waste minimization/reduction in the value chain

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

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HACKATHON – AGENDA

24 September 2024 (Thuesday)

Time	Topic	Who
10.00 – 10.30	Welcome	UPWr
10.30 – 11.30	Hackathon – theory part 1	UPWr
11.45 – 12.00	Coffee break	
12.30 – 13.30	Hackathon – theory part 2	UPWr
13.30 – 14.30	Lunch	
14.30 – 15.45	Let's start Hackathon – Teams formation	UPWr
15.45 – 16.00	Coffee break	
16.00 – 17.00	Hackathon - Teams' work – looking for a solution	Teams
19.00 - ……	Project CHAIN Dinner	ALL

HACKATHON – AGENDA

25 September 2024 (Wendesday)

Time	Topic	Who
09.00 – 10.30	Hackathon - Teams' work (practical part continuation)	Teams
10.30 – 10.45	Coffee break	
10.45 – 12.15	Hackathon - Teams' work (practical part continuation)	Teams
12.15 – 12.30	Coffee break	
12.30 – 13.30	Hackathon - Teams' work (practical part continuation)	Teams
13.30 – 14.30	Lunch	
14.30 – 15.45	Final presentation of the results by teams – Jury evaluation	Teams, Jury
15.45 – 16.00	Coffee break	
16.00 – 17.00	Award ceremony of the Hackathon	Teams, Jury
17.00 – 17.10	Group photos	ALL

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Thank you for the attention:)

Project meeting – seminar and workshop
21–24 September 2024, Wroclaw, Poland

Prof. Dr. Arkadiusz DYJAKON
Dr. Stanisław MINTA

AGENDA of the Hackathon – Food waste minimization/reduction in the value chain

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

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Project CHAIN
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Hackathon – Theoretical background

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HACKATHON – GENERAL INFORMATION

A **hackathon** is an event (typically lasting several days) where people come together to collaborate in order to solve a problem, find a solution or identify new opportunities.

HACKATHON – GENERAL INFORMATION

The term **hackathon** is a combination of "**hack**" and "**marathon**" offering initially a special event - marathon for hackers, as originally it was an IT coding competition happening.

The goal of a hackathon is often to build a working prototype, or proof-of-concept, of a product or feature in a short amount of time, and to have fun, improve skill sets, and network while its realisation.

HACKATHON – GENERAL INFORMATION

Hackathons can be focused on a particular theme, technology, or programming language, and can be open to anyone interested in participating, often including developers, designers, product managers, entrepreneurs, intrapreneurs, and project managers, collaborating towards a common goal.

Many hackathons are competitive events where teams compete to create the best solution to a problem or set of problems in a fast paced environment.

HACKATHON – GENERAL INFORMATION

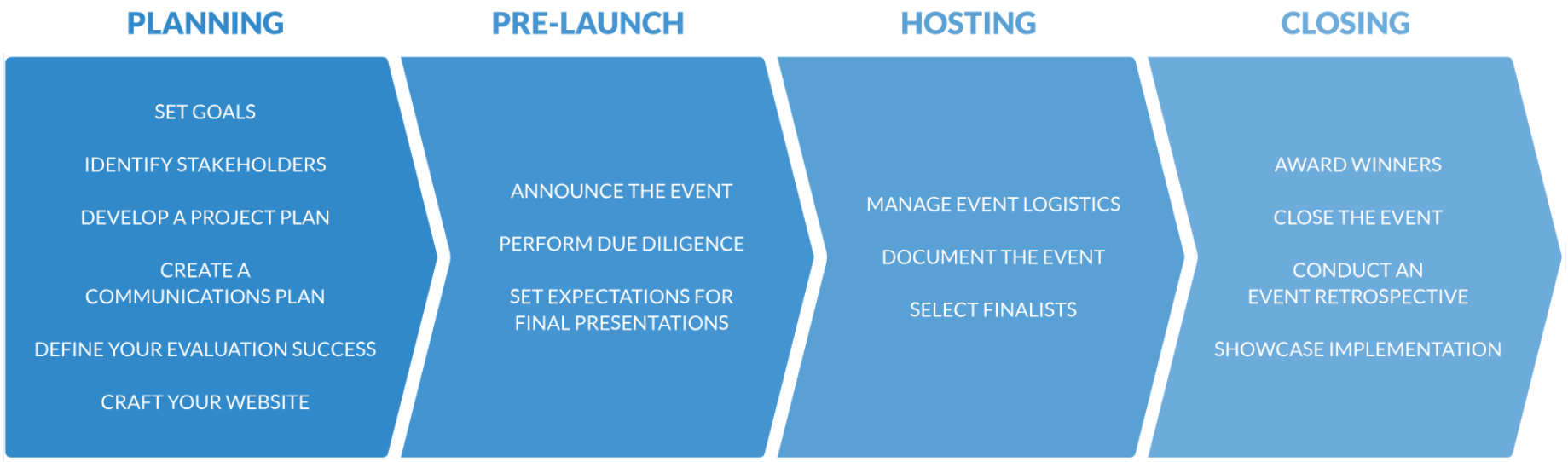
Typically, mentorship is available for teams as they experiment and iterate towards a viable solution.

Each team then presents their solution to a panel of judges for prizes, recognition, and a chance for implementation by the sponsoring company.

This can be a fun and exciting way to motivate participants and encourage them to push their limits.

HACKATHON – GENERAL INFORMATION – ROADMAP

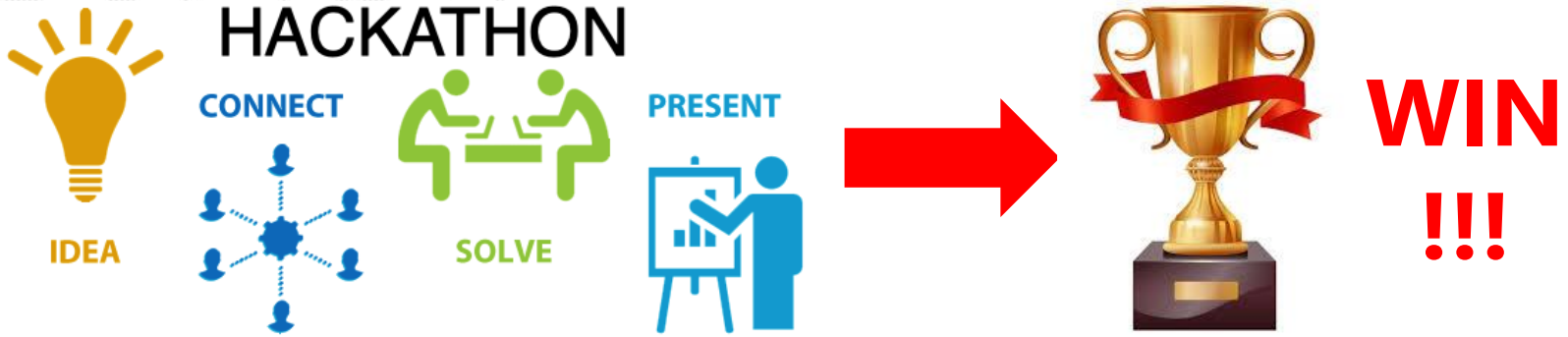
A hackathon typically takes several months of planning and several days or weeks after the event to bring it to a close.



Source:www.brightidea.com

HACKATHON – GENERAL INFORMATION – MAIN ACTIONS DURING VENUE

How to proceed?



- Present the topic/topics
- Create a TEAM,
- Use a teamwork,
- Accept one of the defined Challenges,
- Formulate an idea/plan/solution
- Develop a prototype/raw version
- Pitch it – show it to Jury
- Win!

HACKATHON – GENERAL INFORMATION – REPRESENTATIVES

SPONSOR
Provides strategic direction, secure budget and resources to support the Hackathon.

OWNER/PM
Manage planning and execution of the challenge, including budget resources, scheduling and transition to proof of concept.

CORE TEAM
Directly support the Sponsoring team; planning, organizing, communicating and implementing concluding projects.

EXTENDED TEAM
Provide specific support at key times.

EVALUATORS
Engage in evaluation for identification of the most promising and valuable to the business.

JUDGES
Provide final recommendations and select top teams for award.

PARTICIPANTS
Apply for consideration and the opportunity to build a proof of concept.

Source:www.brightidea.com

HACKATHON – GENERAL INFORMATION – IMPORTANT HINTS

1. Clearly define your hackathon theme and challenge

Clearly defining the theme and challenge will help you focus your efforts and make sure that everyone is on the same page.

Ask yourself, what do you want to achieve with the hackathon?

Do you want to focus on a specific technology or a particular problem or challenge?

REMARK:

If you don't frame the hackathon correctly, it's unlikely that you'll attract your desired participants and yield the results you're looking for. These goals should be reflected on the hackathon scorecard.

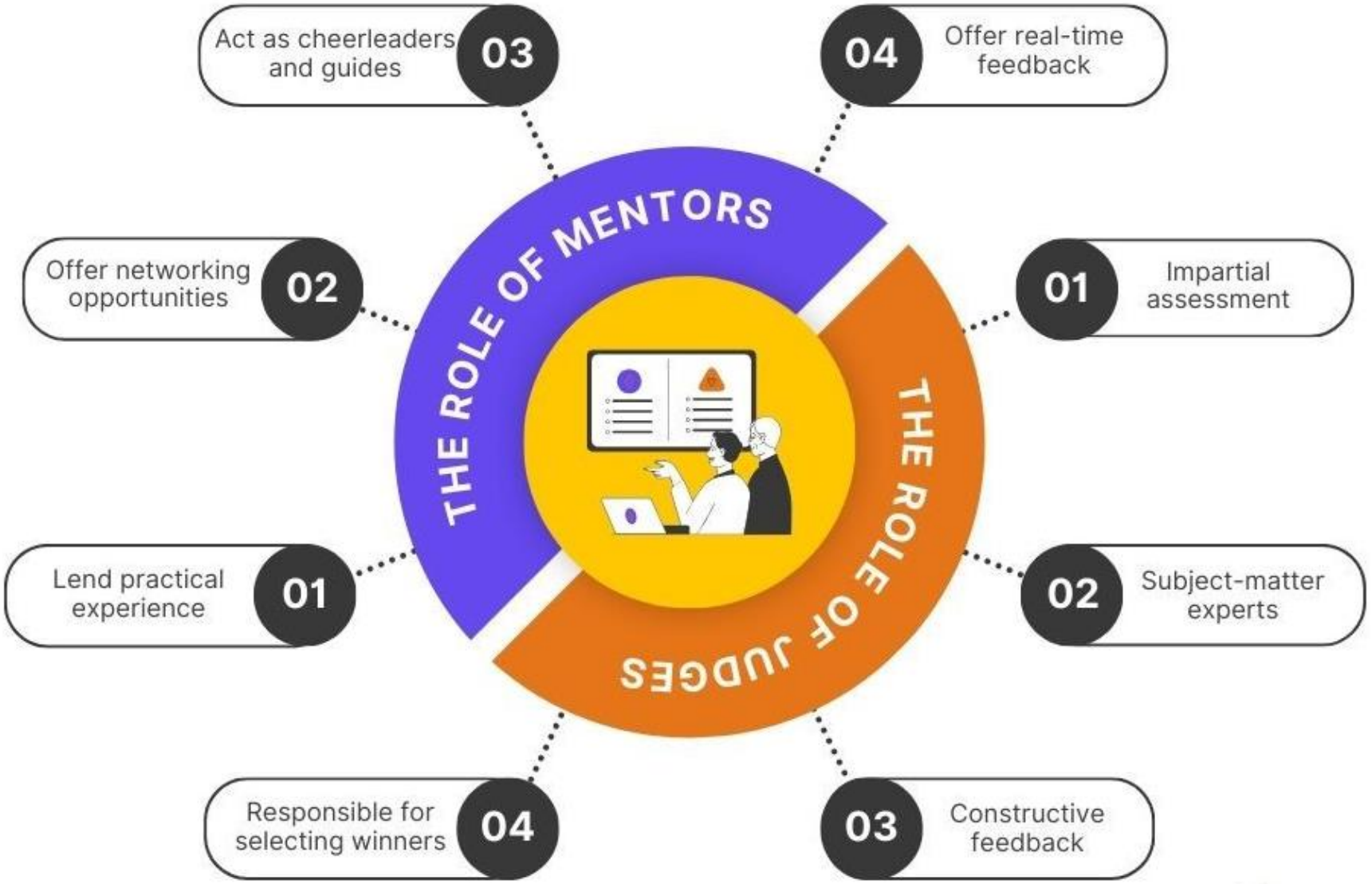
HACKATHON – GENERAL INFORMATION – IMPORTANT HINTS

2. Set SMART goals

Goals are critical in providing guidance and direction to your Hackathon and will help focus the efforts for all involved. What are you trying to achieve? How will you measure progress and, eventually, success?

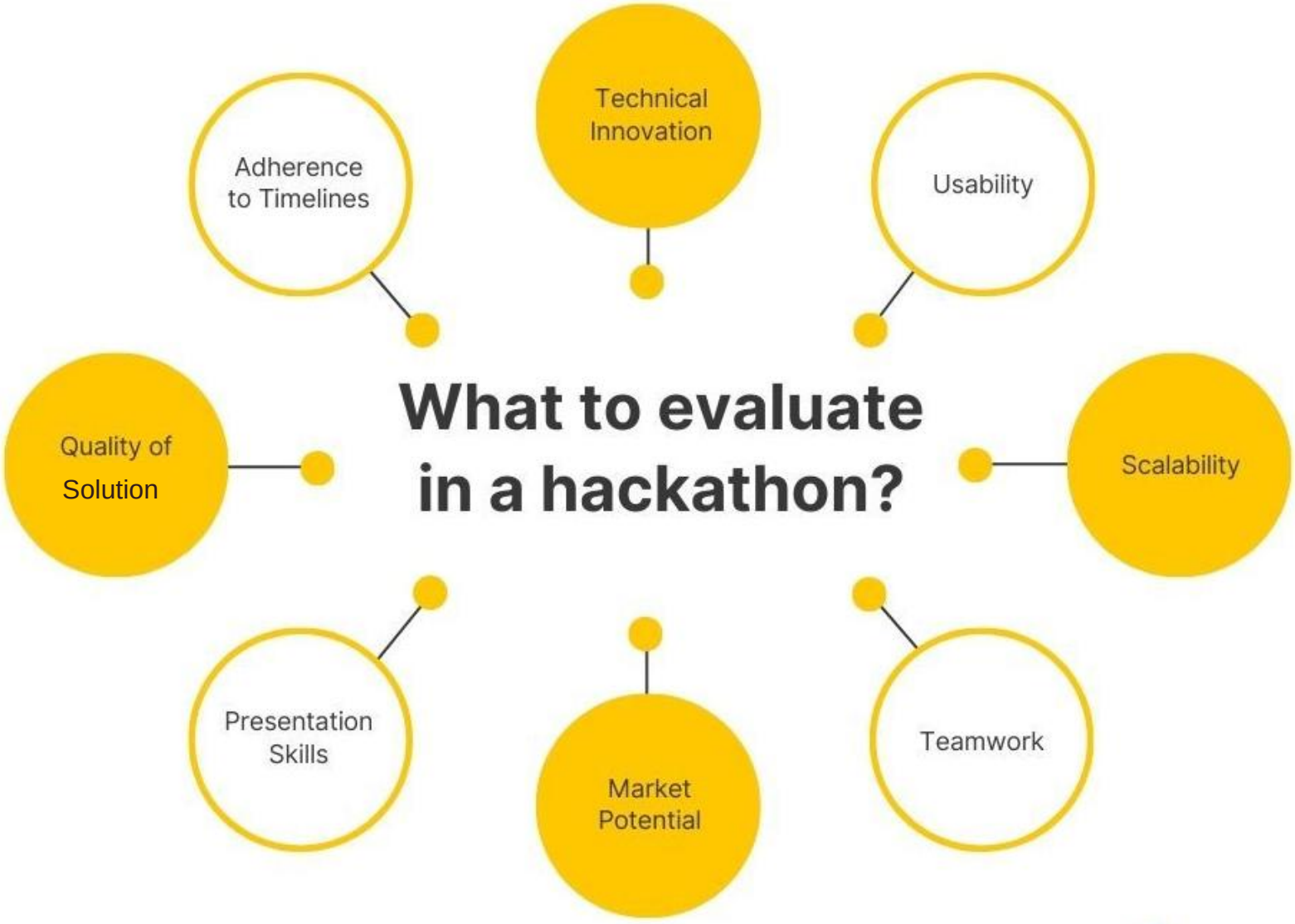
The goals should be:

HACKATHON – GENERAL INFORMATION – MENTORS AND JUDGES



Source:www.unstop,com

HACKATHON – EVALUATION CRITERIA



Source:www.unstop,com

IDEA OF THE HACKATHON

Hackathon can be focused on a particular theme, technology, or programming language, and can be open to anyone interested in participating and collaborating towards a common goal.

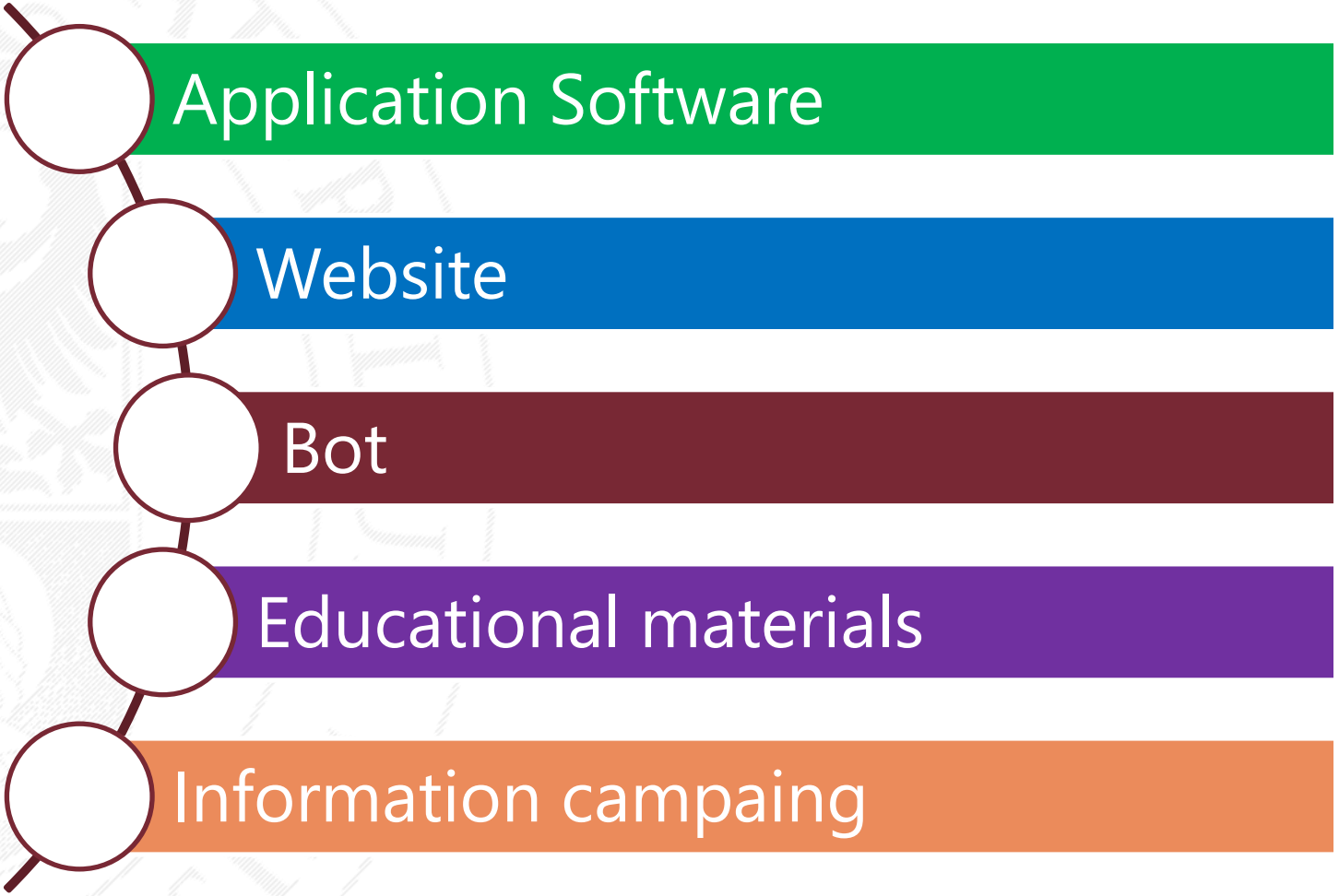
Many hackathons are competitive events where teams compete to create the best solution to a problem or set of problems in a fast paced environment.

IDEA OF THE HACKATHON

During a hackathon, teams can benefit from mentoring (if necessary), specific types of assistance to keep them focused on their idea and defined problem as they experiment and iterate toward a viable solution.

Each team then presents their solution to a panel of judges for prizes, recognition, and a chance for implementation by the sponsoring company. This can be a fun and exciting way to motivate participants and encourage them to push their limits.

RESULT OF THE HACKATHON



The result of the hackathon can be the APP or other things.

RESULT OF THE HACKATHON *(the APP)*

- **APPLICATION SOFTWARE** – it is a type of computer program that performs a specific personal, educational, and business function. Each application is designed to assist end-users in accomplishing a variety of tasks, which may be related to productivity, creativity, or communication.
- **WEBSITE** – it is a place on the internet where you can keep information for others to see. This can be information about yourself, your business, or even topics of your interest. Based on the website category, people can also use them to shop, chat, study, and get entertained.
- **BOT** - it is a software application that is programmed to do certain tasks. Bots are automated, which means they run according to their instructions without a human user needing to manually start them up every time. Bots often imitate or replace a human user's behavior. Typically they do repetitive tasks, and they can do them much faster than human users could.

RESULT OF THE HACKATHON *(other)*

- **EDUCATIONAL MATERIALS** can replace or supplement a textbook, enabling the implementation of a curriculum. Educational materials can be in paper or electronic form and are, for example, guides, books, resources shared on the web (e.g. text, infographics, blog, vlog, MOOC).

- **INFORMATION CAMPAIGN** consists of informing a specific group of people about a certain problem (social, ethical, environmental, technical, economic or other) and gaining the support of these people through information, not persuasion. An information campaign helps to notice and publicize, increase awareness of it and gain public support.

RESULT OF THE HACKATHON

The result, according to the Hackathon idea and rule should be characterized by:

- ✓ a large impact,
- ✓ an implementation plan,
- ✓ a visuable output,
- ✓ solution to the existing problem.

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Hackathon CHAIN at UPWR – challenges, action, organization of the workshop, jury and evaluation.

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PROJECT CHAIN HACKATHON – CHALLENGES

1. Food waste reduction in schools/universities
2. Food waste reduction in markets/shops
3. Food waste reduction in hotels
4. Food waste reduction in households
5. Food waste reduction in restaurants

PROJECT CHAIN
ACTIONS DURING THE HACKATHON

Make an app to reduce/monitor/donate food waste

How to proceed?

- Create 4 TEAMs (one representative from University in each Team),
- Get to know your TEAM,
- Use a teamwork and accept one of the defined Challenges,
- Formulate an idea/plan/solution
- Develop a prototype/raw version
- Pitch it – show to Jury
- Win!

HACKATHON – JURY

The Jury:

- Jan den Boer (UPWr)
- Anna Laskowska (CBR – Centrum Badawczo-Rozwojowe / EU Green)
- Anna Szczypka (CBR – Centrum Badawczo-Rozwojowe / EU Green)
- Przemysław Kobel (UPWr)

Criteria for Jury:

- Potential of the solution in food waste reduction
- Is it an adequate solution for solving the problem?
- Chances for implementation in practice
- Impact on final user
- Overall impression

HACKATHON – JURY EVALUATION FORM

	Team 1	Team 2	Team 3	Team 4	Team 5
Parameter / Topic					
1. Foodwaste prevention potencial					
2. Is it an adequate solution for solving the problem?					
3. Chances for implementation in practice (costs, effort, range of action)					
4. Impact and importance for the user (client, quest, inhabbitant etc.)					
5. Presentation and appearance					
6. Overall impression					
Total					

Each category rated from 1 to 5 points.

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Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa
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Dr. Krzysztof Rutkiewicz

Hackathon – case studies

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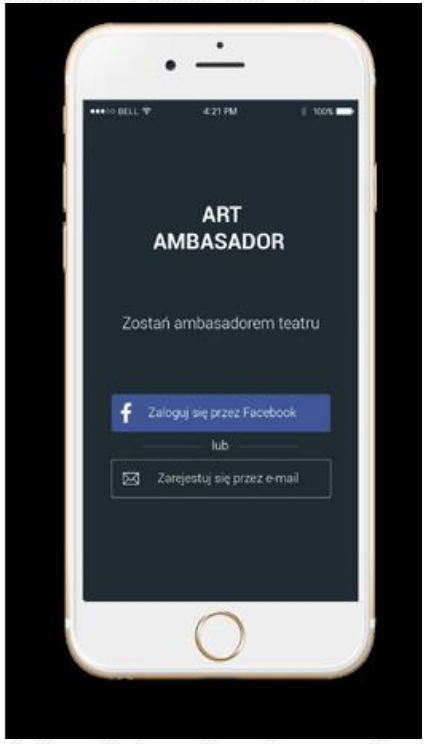
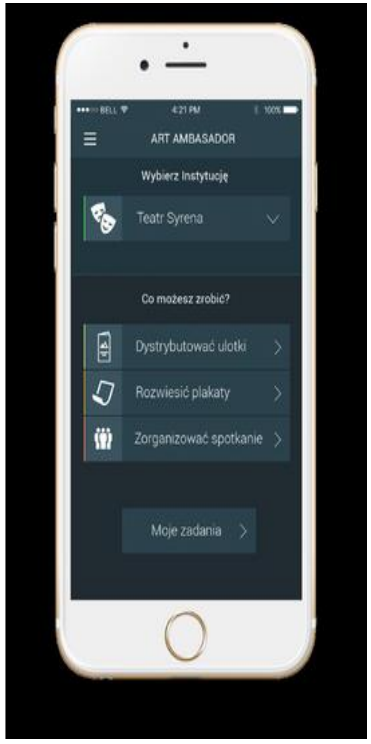
The art of engaging the youth – HackArt online hackathon

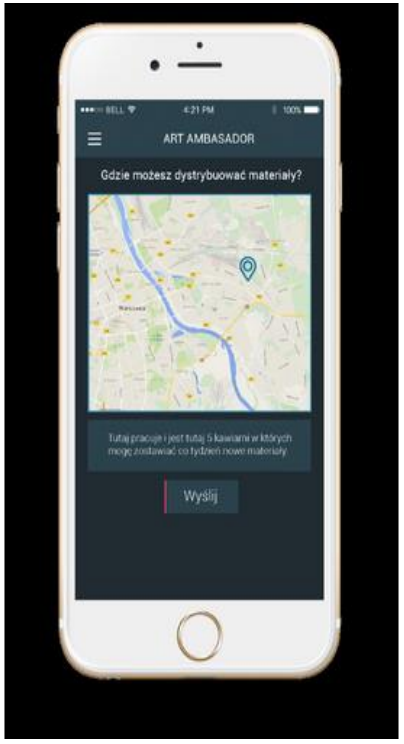
Source: https://challengerocket.com/hr-blog/hackart-online-hackathon-case-study

The winning project – Art Ambassador

- It's a mobile app that **creates a bridge between cultural facilities**, like theatres, and volunteers willing to help in promotion of events.
- The system is based on a simple premise that, in exchange for help towards the facilities, volunteers are given entrance tickets to events of their choice.



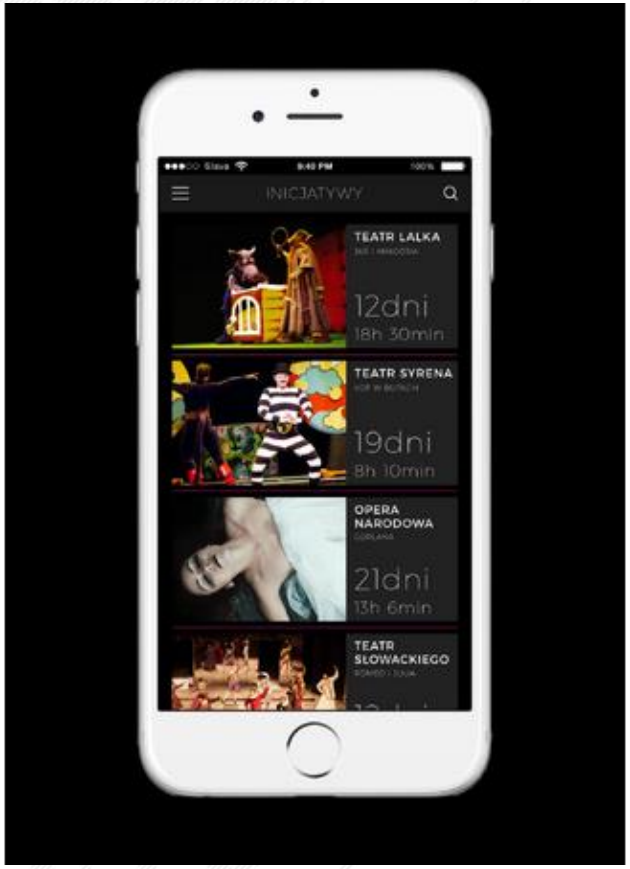


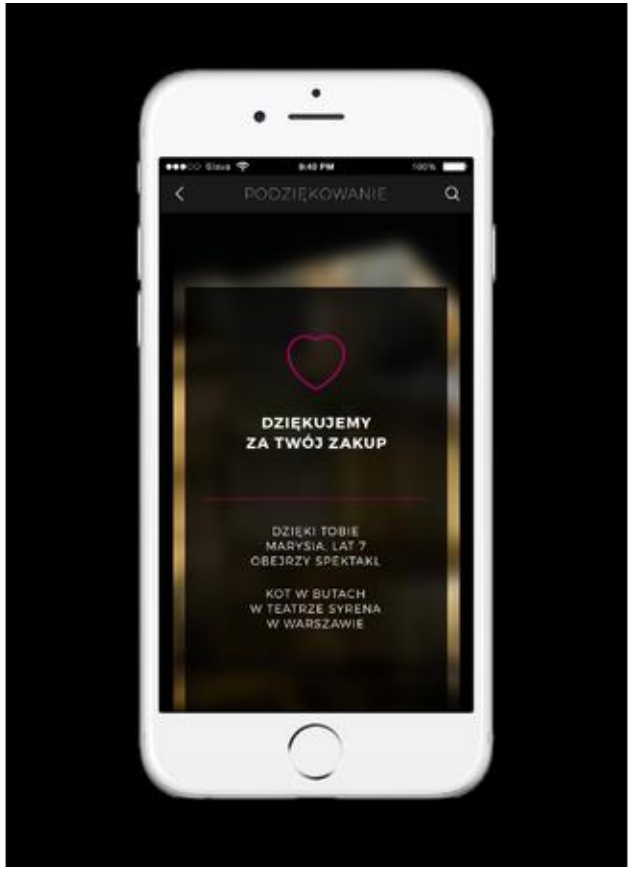


Source: https://challengerocket.com/hackart/works/art-ambasador_772a10

Second place – Art Charity

- It takes the concept of **“paying it forward”** to the realm of artistic world.
- The app promotes buying an extra ticket to a show a person is attending.





Source: https://challengerocket.com/hackart/works/art-charity_64b905

Third place – We Recommend Good Art

- Have you ever tried to **find an accurate recommendation** for a movie based on a short quiz?
- This mobile app takes the same approach to art performances!

https://challengerocket.com/hackart/works/polecamy-dobra-sztuke_c69e4e

Fourth place – 360° of culture

- It **offers a 360° view of the venue of a cultural event** in a live stream format using just a smartphone.
- The users can select many perspectives, like front seat, balcony, or even get a behind the scenes look.

Source: https://challengerocket.com/hackart/works/360-kultury_9fb3e9

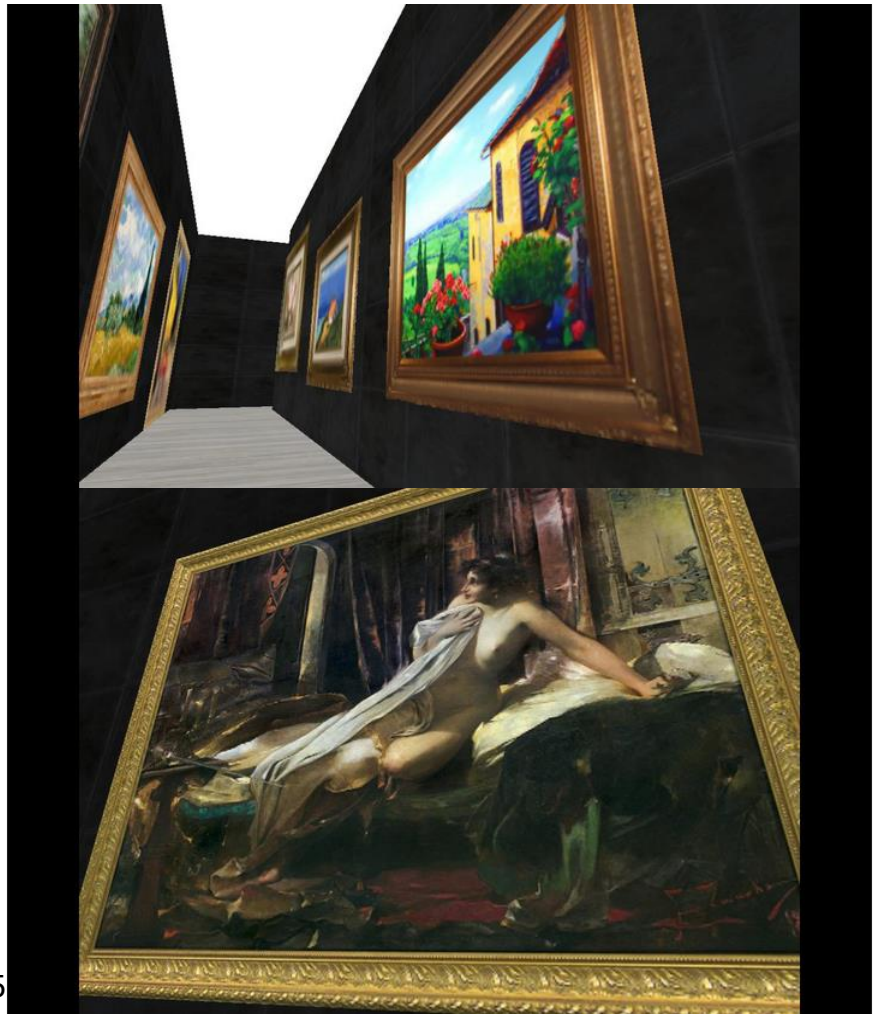
Fourth place – Culture Trailer (Ex aequo)

- It's a mobile app that makes the user decide what cultural events to take part in on the basis of first impression.
- The application presents little information about a given event and makes the user decide whether they're interested or not.

Source: https://challengerocket.com/hackart/works/tropiciel-kultury_cedd0b

Public choice award – Virtual Tour

- It's a desktop application that **enables exploring museums, theatres, concert halls.** Users can control it with either the mouse and keyboard combination, or with a virtual reality headset.



ource: https://challengerocket.com/hackart/works/virt our_5

Partners and sponsors

- **IBM** was the technological partner of the event, which enabled the participants' experience to be on the highest level.
- The event had also gathered valuable sponsors, such as **Alior Bank** or **SALESManago**.

SALESmanago

Source: https://challengerocket.com/hr-blog/hackart-online-hackathon-case-study

Project C.O.D.E. — A Hackathon Case Study
Providing differently-abled children equal education opportunities

- In 2019 organized VanHacks Hacathon in Vancouver, Canada.
- The social-good project was in aids of C.O.D.E. Initiative, a non-profit organization that provide programming education for students with special needs.

PROJECT C.O.D.E

C.O.D.E Initiative

INDEX

- Meet the Client Organization
- Meet the Team

1. Problem
2. Research
3. Solution
4. UX/UI Design
5. Web Development
6. Presentation + Next Steps
7. Lessons Learned

Serving differently-abled students of ages 8-18

Supplemental to traditional learning environment

Equipping students with highly sought-after skills

Source: https://uxplanet.org/project-code-7934f4cc87bd

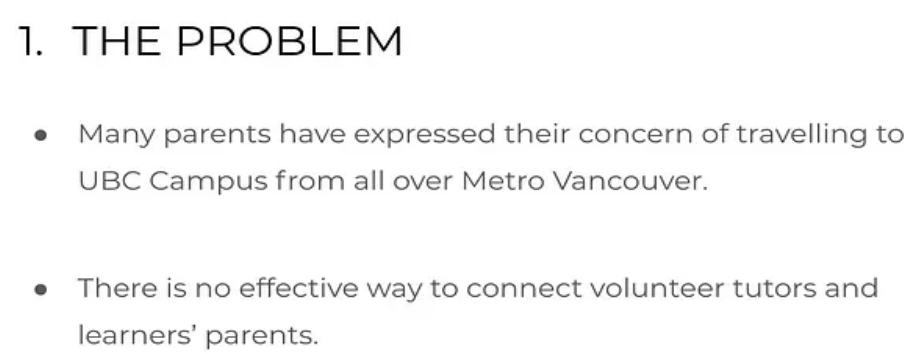
The C.O.D.E. Initiative

- is a non-profit organization founded to **Create Opportunities and Define Education**. Their mission is to provide opportunities for and open doors to youth who may struggle in traditional educational settings by offering them a supplemental experience.
- The organization's primary focus is helping children with Autism Spectrum Disorder (A.S.D.), and other differently-abled youths find a passion and an interest in coding.
- By sparking this passion, C.O.D.E. hopes to introduce them to a highly sought after skill in today's job market and bring them a step closer to independence.
- The whole organization is deeply devoted to finding, celebrating, and scaling the strengths of all children, and enabling them with the appropriate tools to build on those strengths.

Source: https://uxplanet.org/project-code-7934f4cc87bd

1. The problem

- As C.O.D.E. Initiative raises more awareness in the differently-abled learner community, more and more parents have expressed their concern about travelling to UBC Campus, where C.O.D.E. is located, from all over Metro Vancouver.
- The organization finds a connection gap between parents and volunteer tutors. There is no practical way to connect parents and volunteer tutors for learning session arrangements. C.O.D.E. admin doesn't have an efficient means to oversee and manage all the activities either.



Source: https://uxplanet.org/project-code-7934f4cc87bd

2. Research

Due to the nature of hackathon event, paricipants worked with limited information.

2.1 Initial Client Meeting

Frustrations in motivating C.O.D.E wanting to develop their own system:

- Many parents have expressed their concern about travelling to UBC Campus from all over Metro Vancouver.
- There is no effective way to connect volunteer tutors and learners' parents.
- No current software client allows C.O.D.E to effectively match or allow continuity of tutoring.

2.2 Determining Goals

- Determined MVP (Minimum Viable Product) is to first have the base of how a Leaner, Volunteer and Admin is able to manage booking times in Metro Vancouver.

Source: https://uxplanet.org/project-code-7934f4cc87bd

User Goals

- To be able to match volunteers with learners based on their location.
- Admin is able to modify, add or cancel sessions.
- Volunteers are able to select/cancel their available time slots.
- Learners are able to book/cancel their bookings.

Business Goals

- Provide value-added education to people who are differently-abled.

App Goals

- Having an intuitive system that aids the matching process for all relevant stakeholders (admin, learners and volunteers).

Source: https://uxplanet.org/project-code-7934f4cc87bd

2.3 Contextual Inquiry

- Timothy have volunteered for the C.O.D.E Initiative before and had a great time teaching 1 on 1 with children who is in the autism spectrum.
- By being a volunteer, Timothy was able to get a sense of:

-How the C.O.D.E operates its workshops sessions (with physical locations).

-Talking with parents and understanding their experience with the program.

-How to get along with children during workshops.

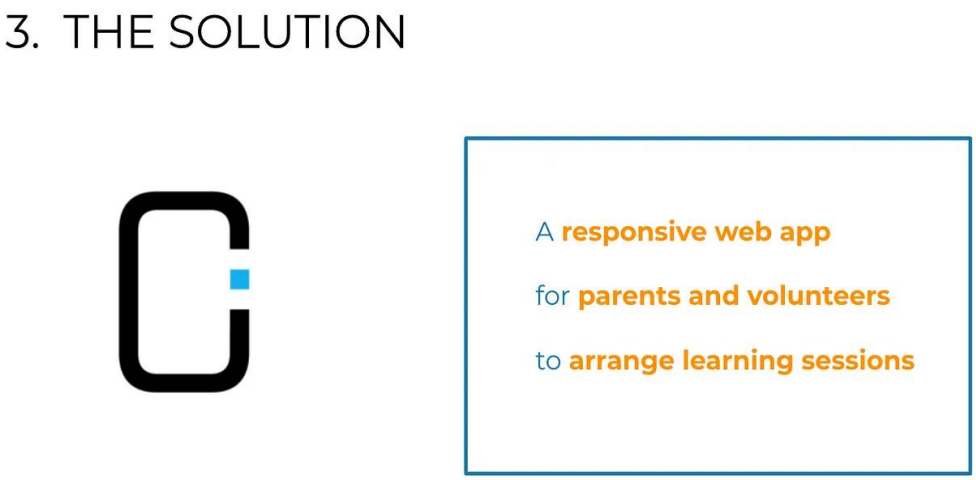
Source: https://uxplanet.org/project-code-7934f4cc87bd

3. Solutions

To C.O.D.E. Initiative's current technical problems, the solution is a responsive web app for parents & volunteers to arrange learning sessions.

This web app can be used to:

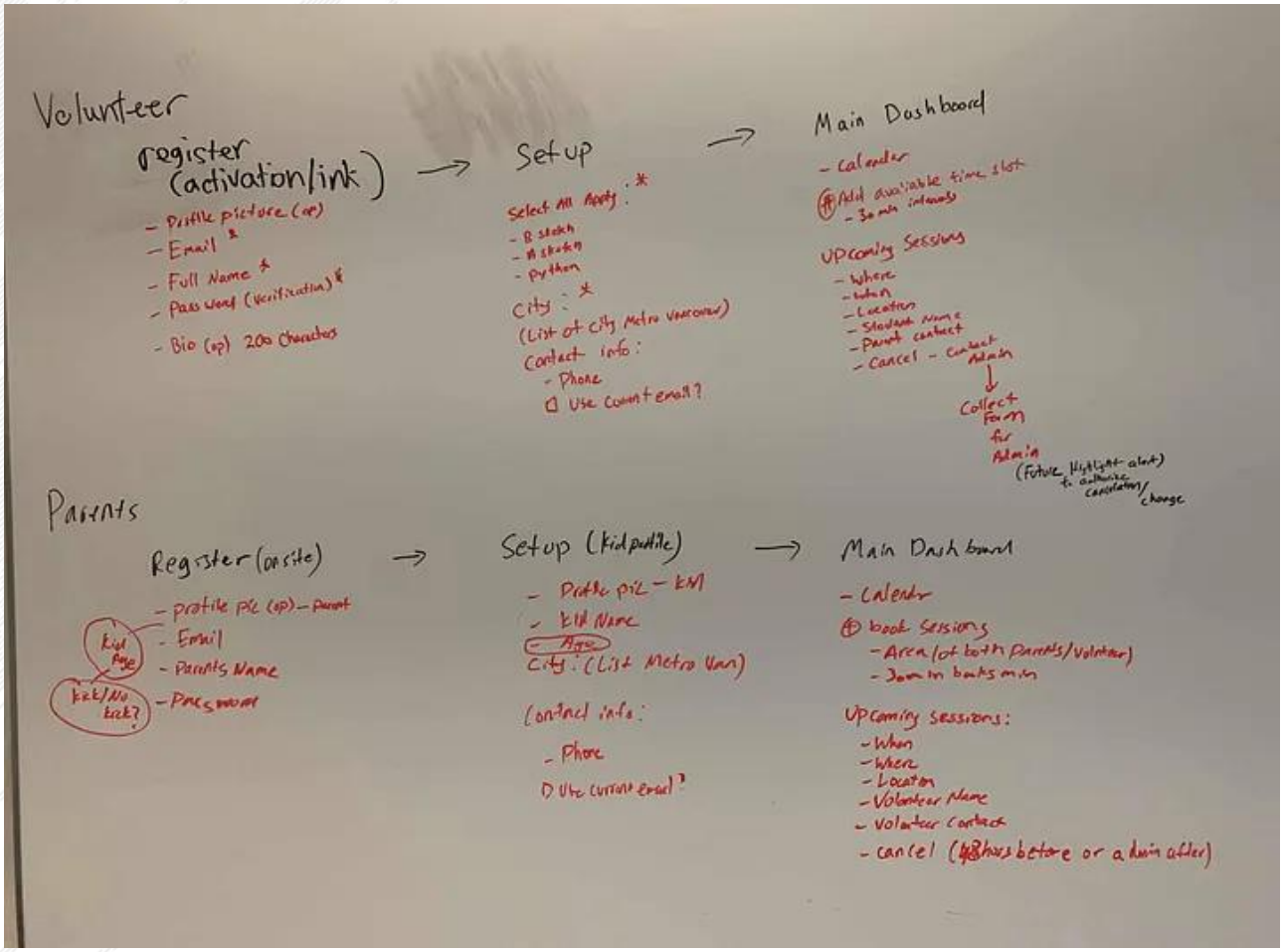
1. **Sign up** for new accounts.
2. **Book sessions** with volunteer tutors in certain cities.
3. **Manage bookings** on the dashboard.



Source: https://uxplanet.org/project-code-7934f4cc87bd

4.1 UX Design

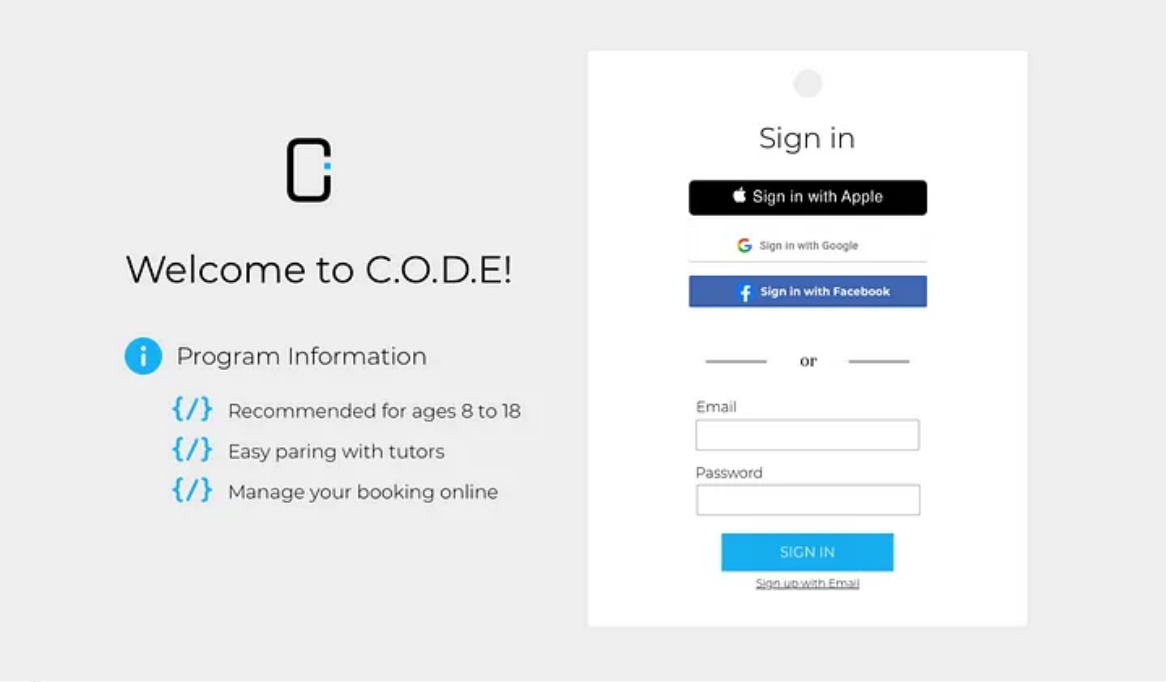
With a clear objective of this web app, the team divided into four main user flows: parents, learners, volunteers, and admin.



Source: https://uxplanet.org/project-code-7934f4cc87bd

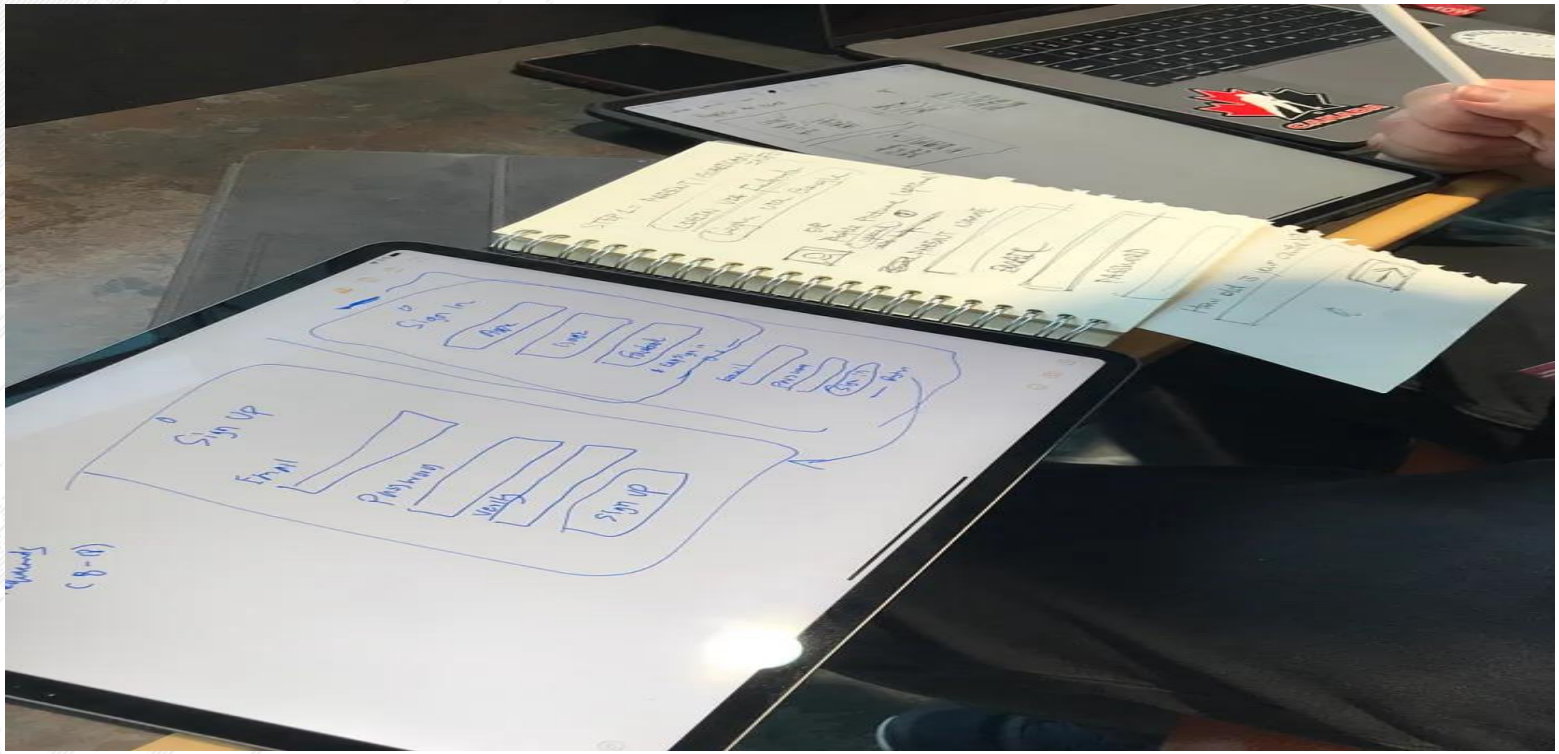
Step 1: Sign-up

- For each flow, there is a sign-up/registration process.
- Using research about confidentiality and liability, it was decided the best way to register accounts (for parents and learners) is through 3rd party login authentication, e.g., Google, Apple, and Facebook.
- 3rd party authentication can help increase security, achieve compliance, and improve user experience with password-free login.



Source: https://uxplanet.org/project-code-7934f4cc87bd

- For volunteers, C.O.D.E. will have an onboarding training session with them before emailing them a link to register accounts.
- The internal link sends their registration information to a separate database away from the learner database.
- This internal link method can avoid confusion on the website if it shows both learner and volunteer registration flows. As for sign-in, volunteers and learners/parents can all sign in from the same page.



Source: https://uxplanet.org/project-code-7934f4cc87bd

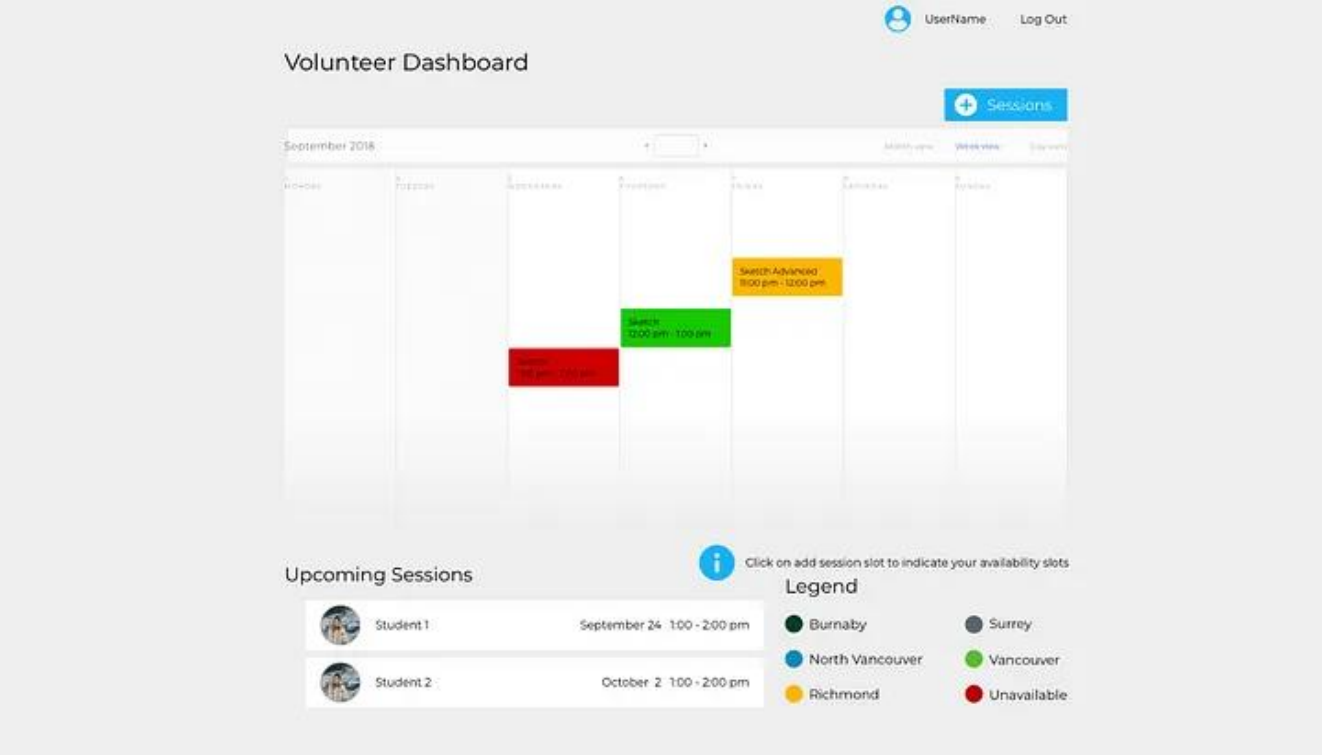
Step 2: Setup

- After both parties have registered an account, they will be redirected to a setup page, where they will fill out more information according to their roles and preferences. They can come back to this page anytime if they want to change anything.
- In the design process, we should find out the most critical aspects of each party and made sure all the questions are asked for a specific reason. This way, we came up with a minimal setup page for all parties.

Source: https://uxplanet.org/project-code-7934f4cc87bd

Step 3: Dashboard

- The dashboard can be considered the most critical part of the web app, **as this is where all the bookings happen.**
- It was used volunteer management systems Better Impact as a reference for the dashboard. Both parents and volunteers would want to see schedules straightforwardly.



Source: https://uxplanet.org/project-code-7934f4cc87bd

Responsive Web App

- To make sure this web app can be used with ease, it was designed for both mobile and desktop.
- Nielsen Norman Group's research has shown that even though there is a trend of people completing more tasks with their phones, most people still use a desktop to complete essential transactions.

Source: https://uxplanet.org/project-code-7934f4cc87bd

4.2 User Interface Design

- Given C.O.D.E.'s website design, adhered to the platform UI to its existing style and aesthetics.
- **Fonts**: Montserrat, Old Standard TT, and Arapey.

Montserrat 48pt

Montserrat 30pt

Monteserrat 24pt

Montserrat 18pt

Arapey 48pt

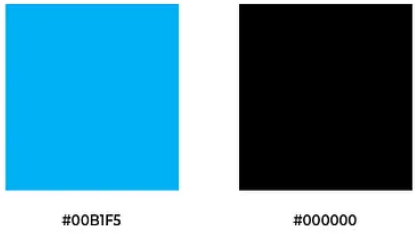
Arapey 30pt

Arapey 24pt

Arapey 18pt

Source: https://uxplanet.org/project-code-7934f4cc87bd

- **Colour scheme**: C.O.D.E. has clean, minimal colours on its website. For the web app this style is consistent.
- As for city colours in calendar and list views, the colours were picked from each city government's website.



Source: https://uxplanet.org/project-code-7934f4cc87bd

Wireframing & High-fidelity Prototyping

- To help the developers understand how the web app would look like, the ideas put into hi-fi prototypes through Sketch.
- 26 desktop and 10 mobile user interfaces were created during the hackathon, including four user flows, respectively, for parents, independent learners, volunteer tutors, and admins.

Source: https://uxplanet.org/project-code-7934f4cc87bd

5. Coding (B)ack-end, Front-end & Stylings

- When part of the team was designing the user flow and hi-fi prototypes, at the same time started building the back-end database. It was used Graphcool to build the database, which included the following:

Users *— Uid, Email, Password hash, Type*

Parents *— ParentID, Uid, Name, Photo, Email, Phone, Preferred contact method, List of LearnerID*

Learners *— LearnerID, Photo, Uid, ParentID, First name, Last name, Age, City, Accessibility needs*

RegisteredEvents *— LearnerID, EventID*

Volunteers *— VolunteerID, Name, Location, Phone, List of what they teach*

Events *— VolunteerId, Date, Location, Time*

Source: https://uxplanet.org/project-code-7934f4cc87bd

6. Presentation

- The hackathon project with the design process and platform design outcome was presented.
- Both competition judges and C.O.D.E. Initiative executives were present to give constructive feedback.

Source: https://uxplanet.org/project-code-7934f4cc87bd

Thank you for attention:)

Project meeting – seminar and workshop
23-27 September 2024, Wroclaw, Poland

Dr. Krzysztof Rutkiewicz

Hackathon – case studies

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Co-funded by the European Union

Erasmus+ CBHE Project CHAIN – 101082963
Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

UNIWERSYTET PRZYRODNICZY WE WROCŁAWIU

Project CHAIN
Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa
Project meeting – seminar and workshop
21-24 September 2024, Wroclaw, Poland

Dr. Natalia Szulc

Hackathon – tools and practical tips

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

Co-funded by the European Union

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PROJECT CHAIN HACKATHON – CHALLENGES

1. Food waste reduction in schools/universities
2. Food waste reduction in markets/shops
3. Food waste reduction in hotels
4. Food waste reduction in households
5. Food waste reduction in restaurants

OBJECTIVES

Goal: develop innovative, practical solutions to reduce food waste in specific sectors.

Outcomes: Prototypes (building prototypes and simple mobile apps or user interfaces (UI) for websites and apps.) action plans, educational campaigns (infographics, social media campaigns), workshop outlines, policy recommendations, or business models, etc.

Source: Generated by ChatGPT-4o

TOOLS/PLATFORMS:

Design and prototyping:

- Miro (an online whiteboard for brainstorming and planning)
- Canva (creates: graphics, presentations, and marketing materials)
- Figma (creates high-fidelity prototypes and user interfaces (UI) for websites and apps.)
- Thunkable (creates native mobile apps for both Android and iOS)

Project management:

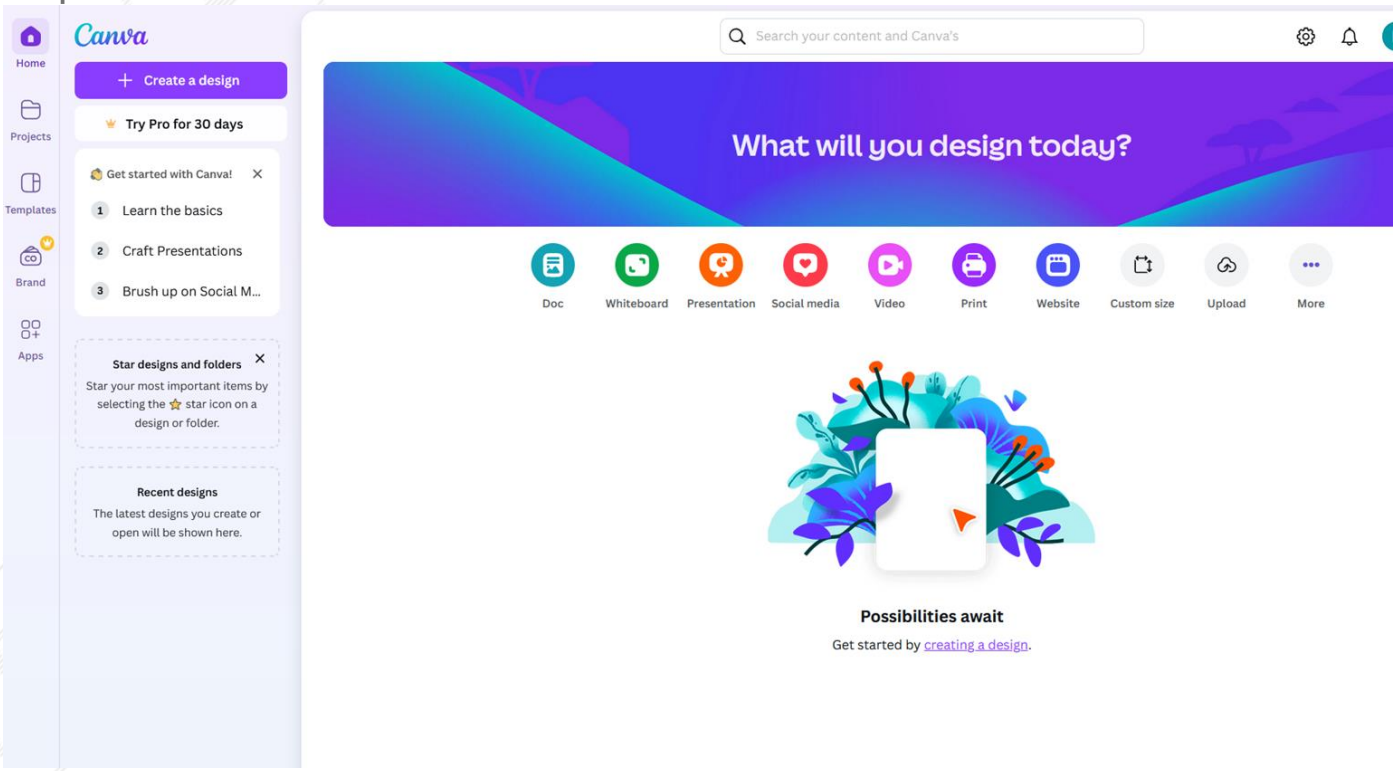
- Trello

Presentation:

- Microsoft PowerPoint/ Google Slides
- Prezi

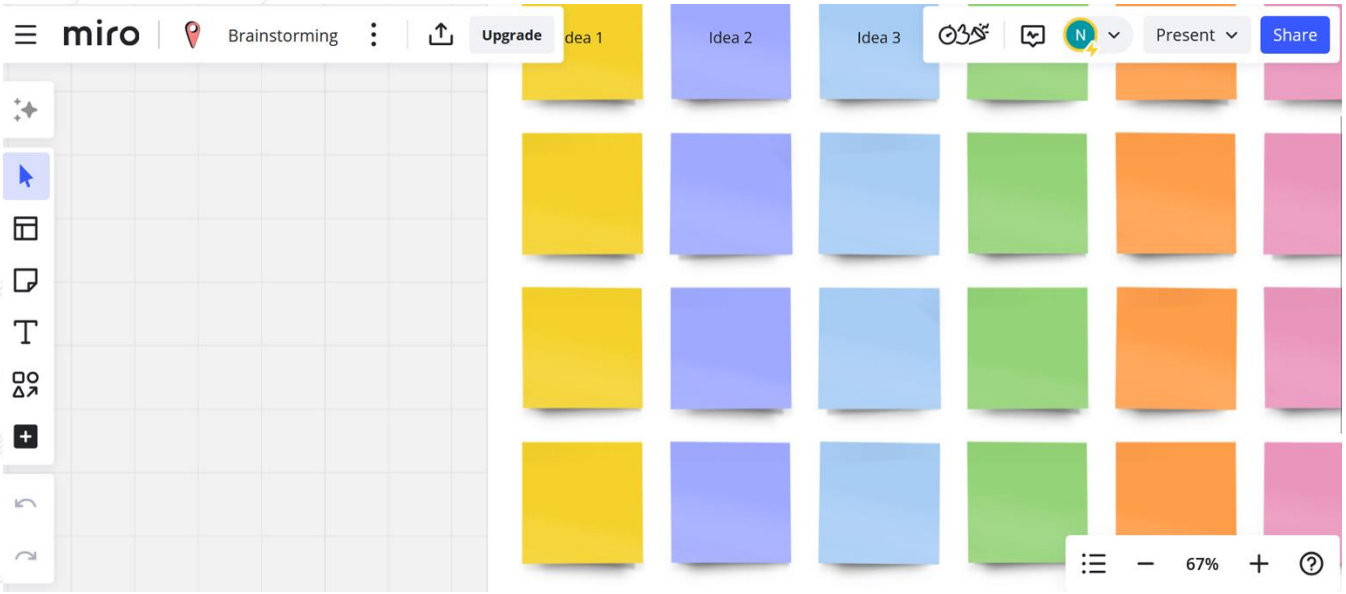
Canva – online designing platform

- Graphic designs
- Presentations
- Social media posts
- Posters



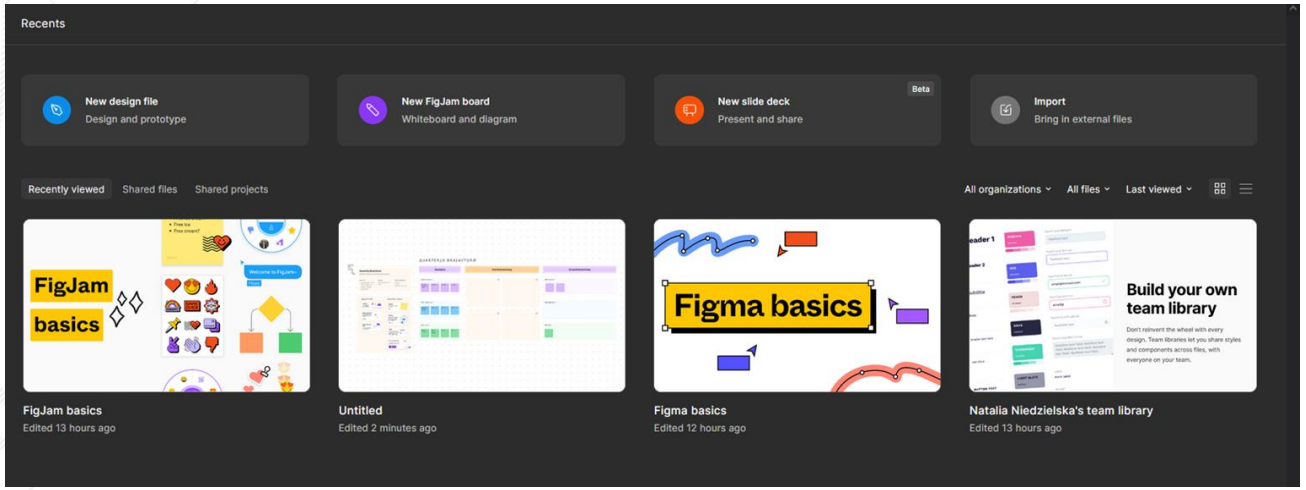
Miro – brainstorming and planning

- Flowcharts
- Mind Maps
- Kanban Frameworks
- Brainstorming



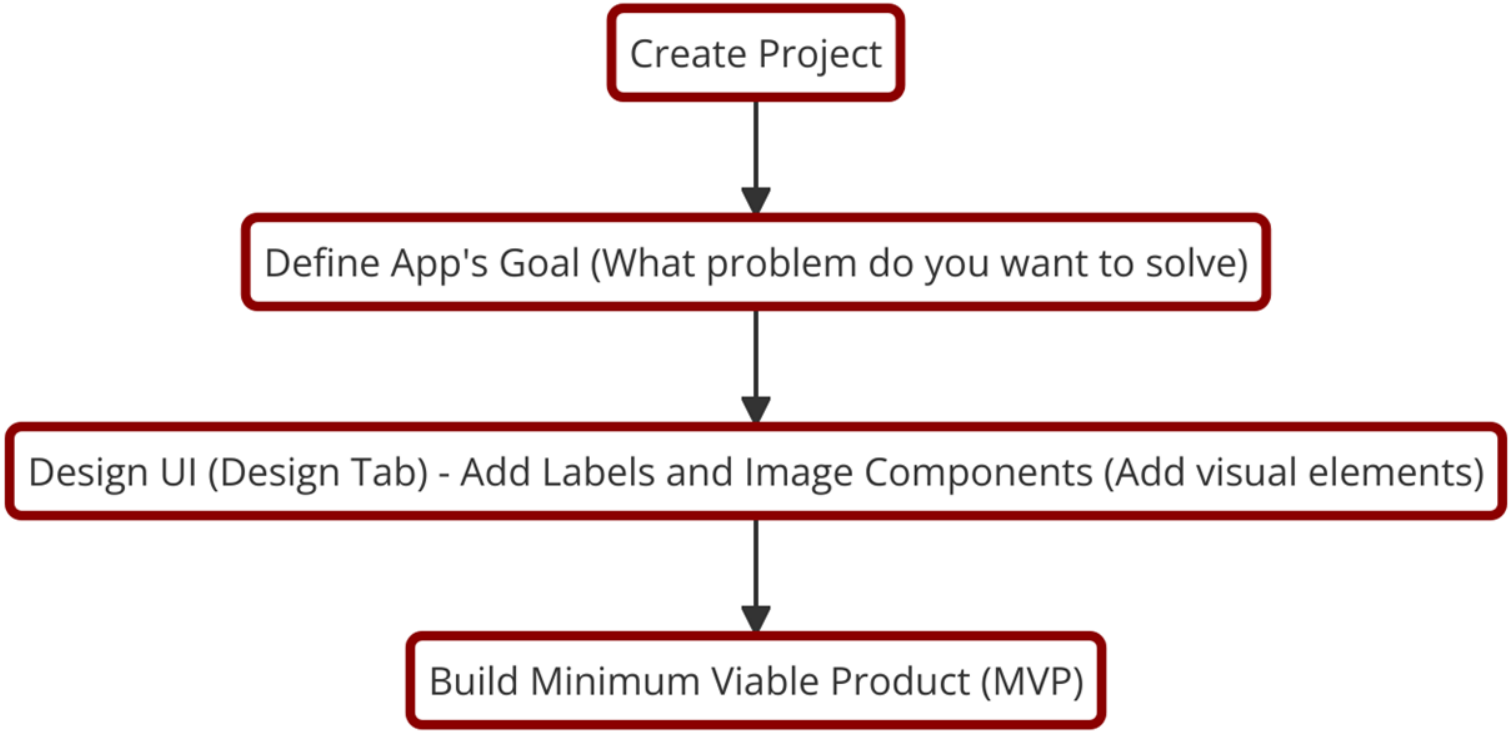
Figma – designing and mocking up apps or web UIs

- FigJam (white board to brainstroming)
- Free version (limited only to three pages in the project)



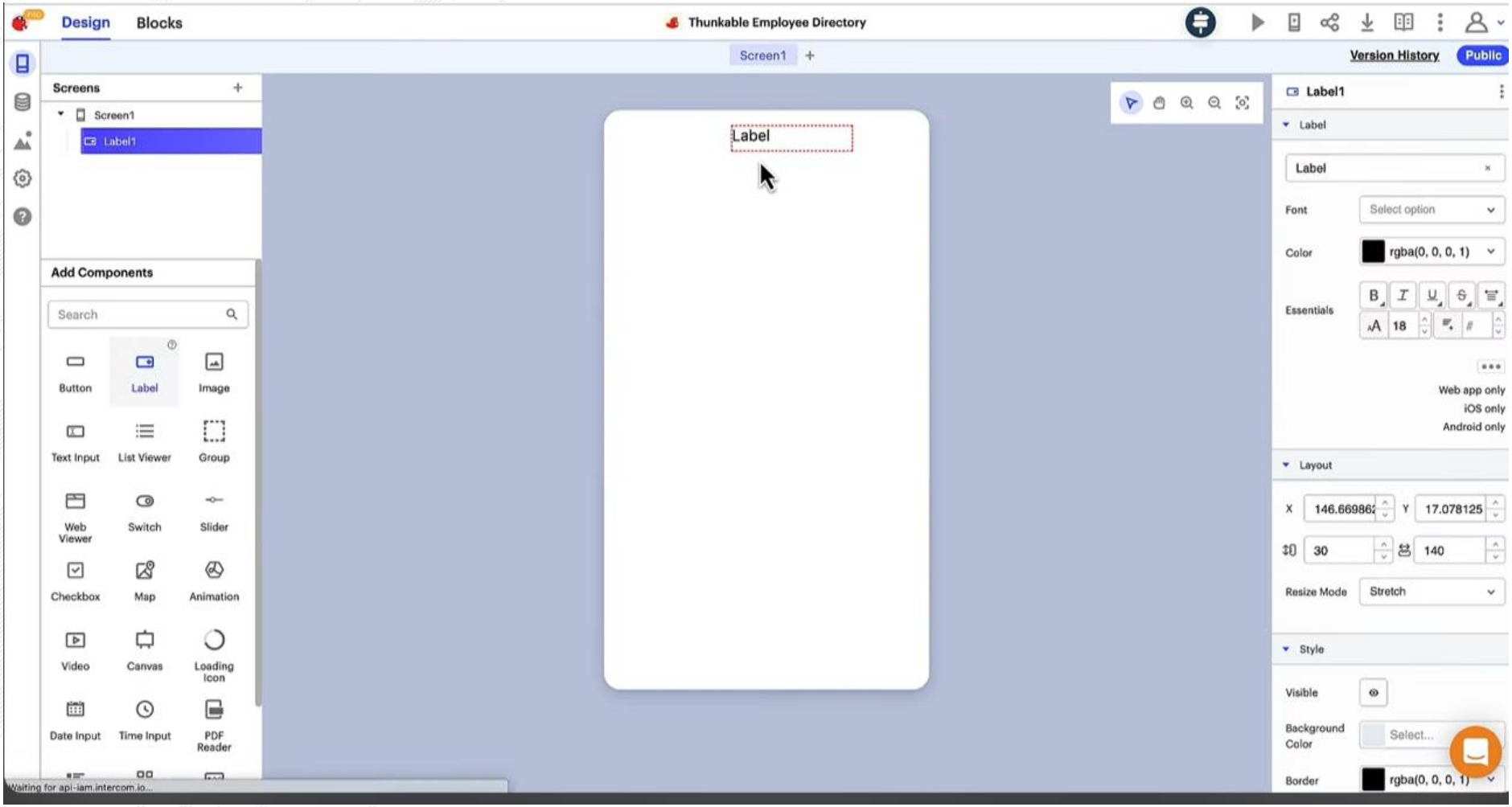
Thunkable– designing and mocking up apps or web UIs

thunkable FREE



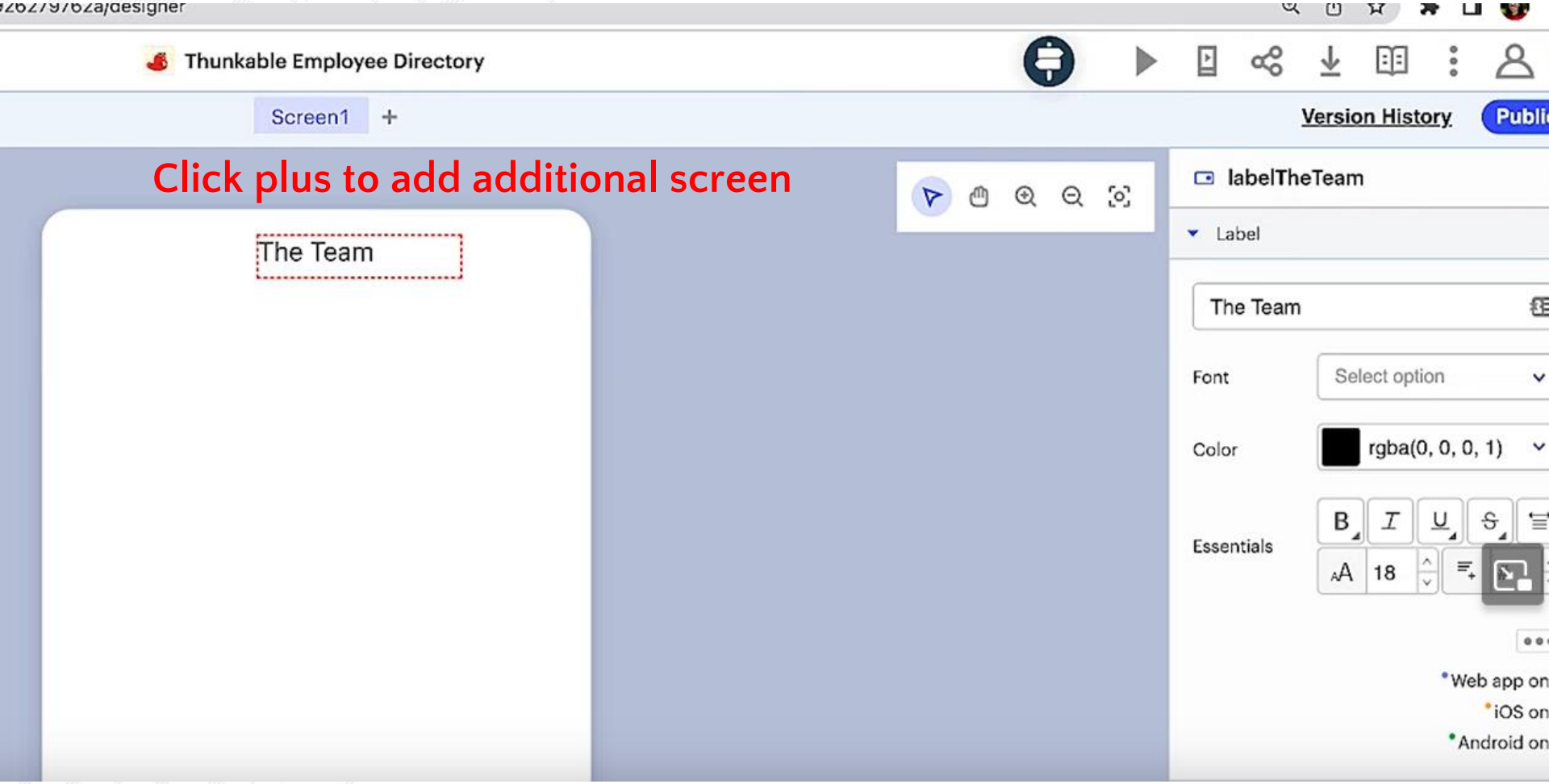
Thunkable– designing and mocking up apps or web UIs

thunkable FREE



Thunkable– designing and mocking up apps or web UIs

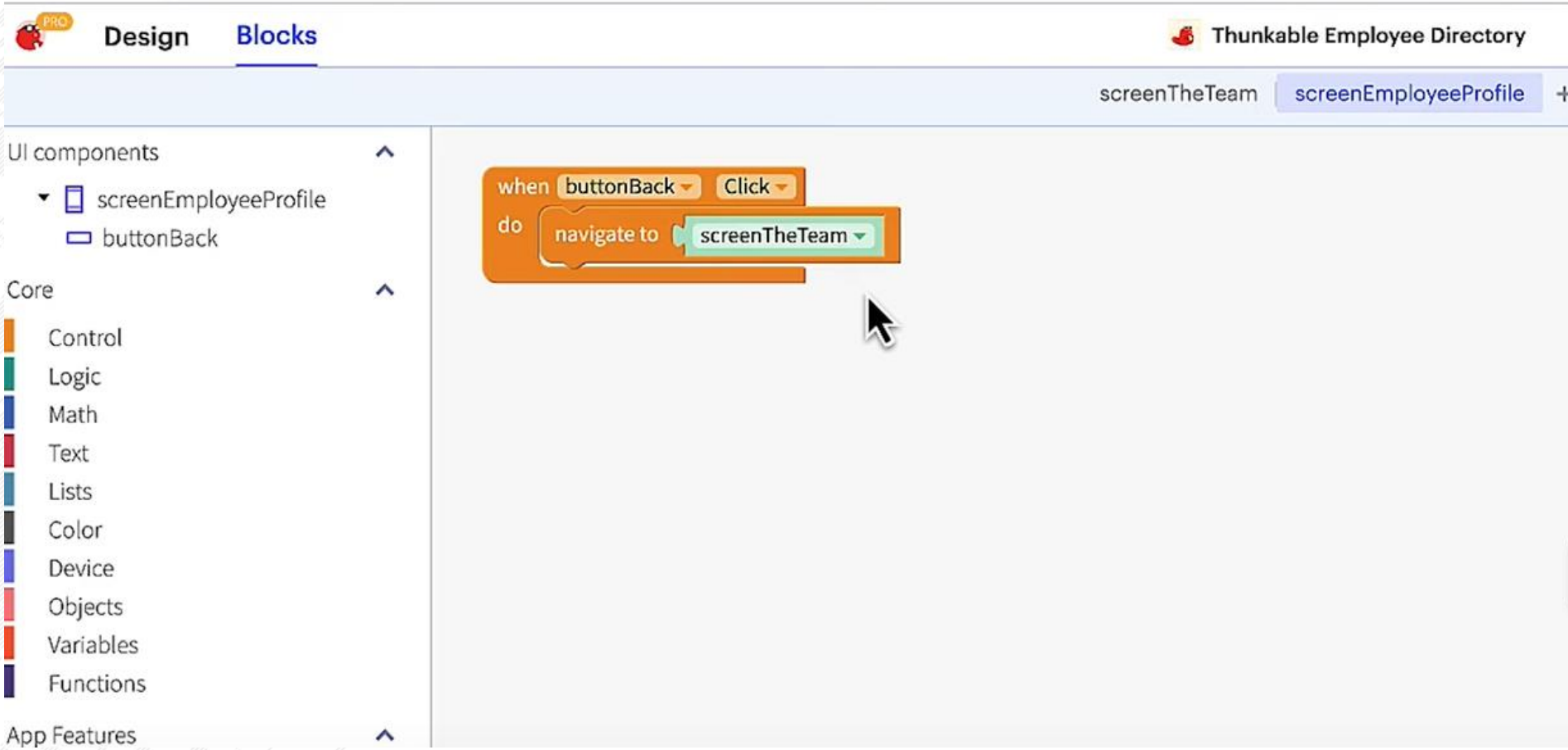
thunkable FREE



Thunkable– designing and mocking up apps or web UIs

thunkable FREE

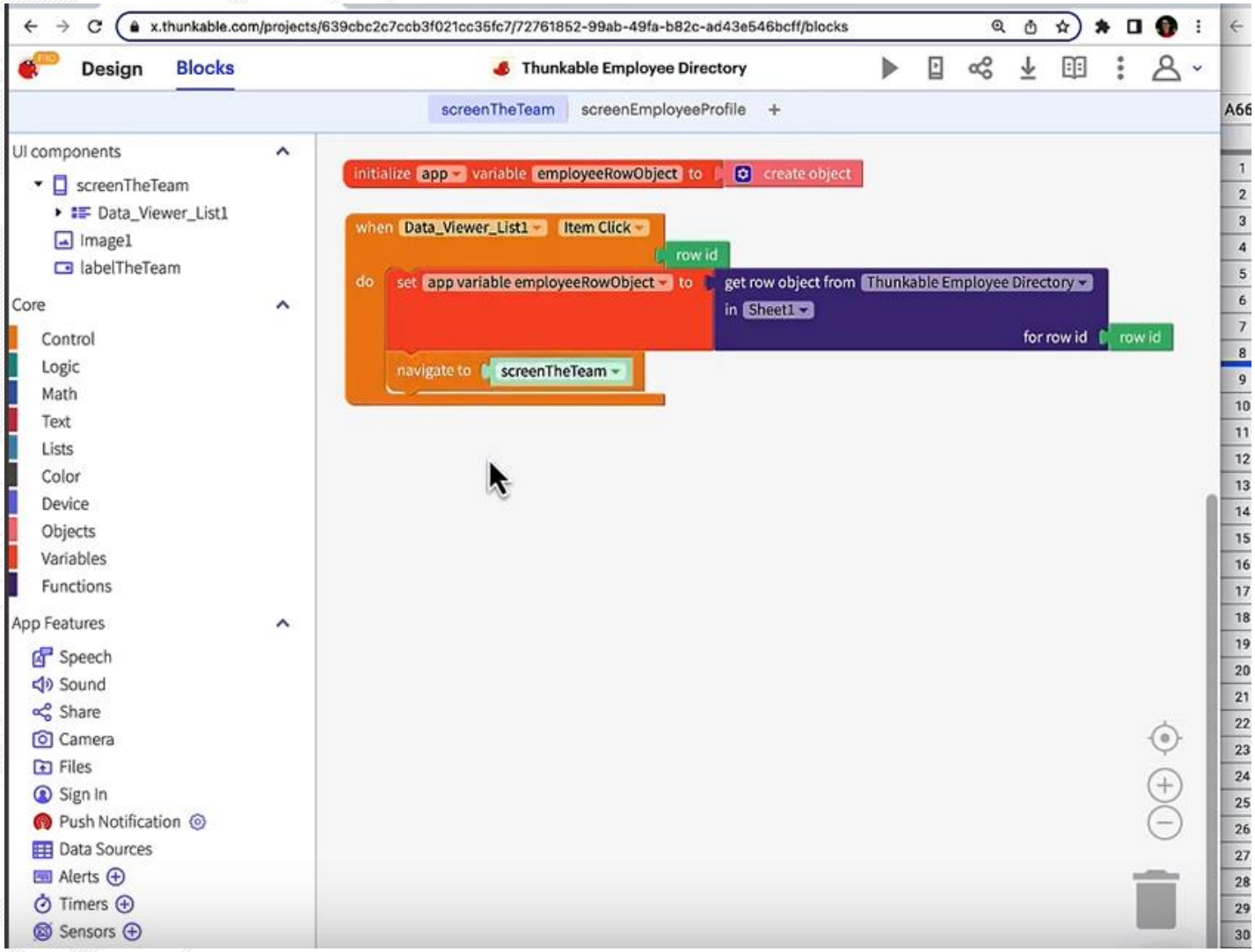
- Add functionality to the block (**Blocks tab**)



Thunkable– designing and mocking up apps or web UIs

thunkable FREE

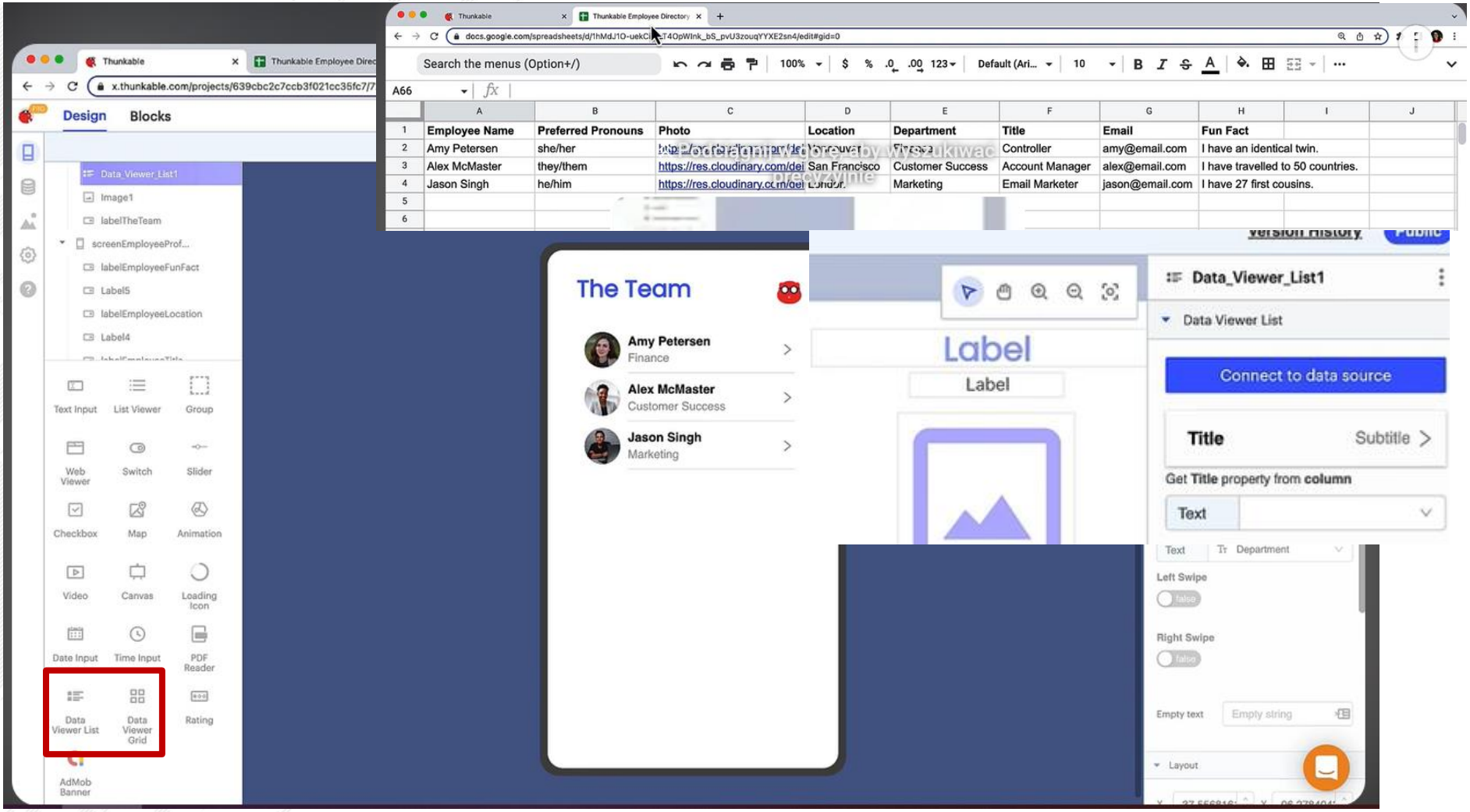
- Functionality, features and programming with blocks



Thunkable– designing and mocking up apps or web UIs

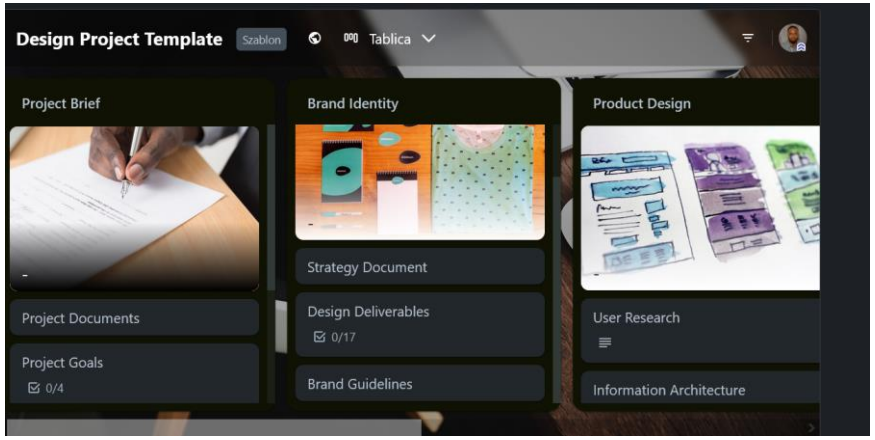
thunkable FREE

- Connecting data source to the app

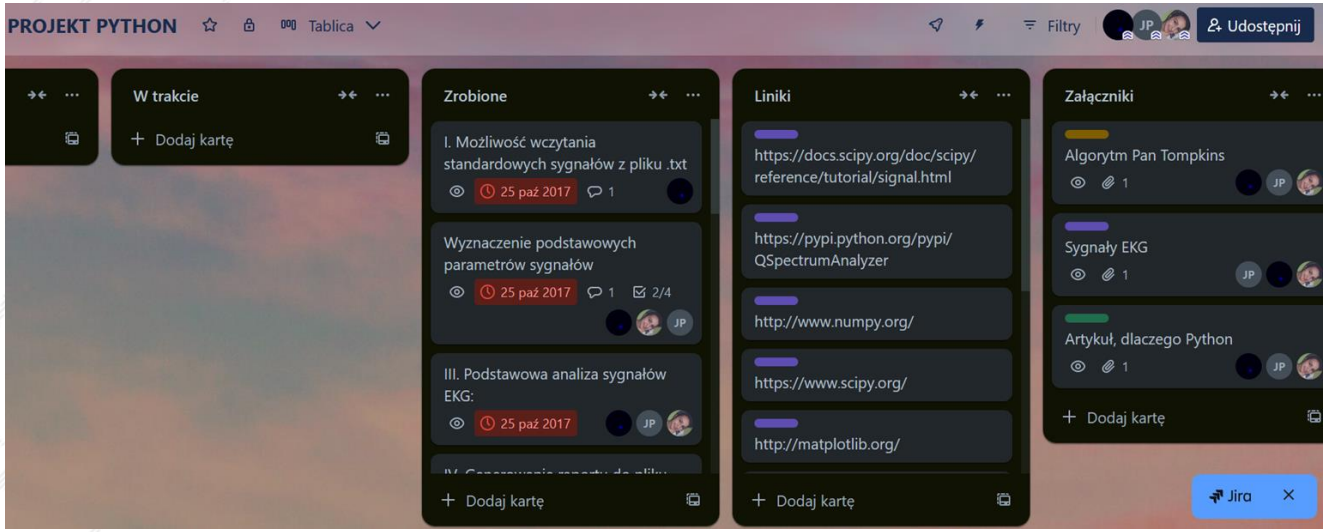


Trello – project management

- Design Project Templates
- Kanban Frameworks



- Business
- Education
- Engineering
- Marketing



Thank you for attention:)

Project meeting – seminar and workshop
21-24 September 2024, Wroclaw, Poland

Dr. Natalia Szulc

Hackathon – tools and practical tips

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Project CHAIN
Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa
23-28 September 2024, Wroclaw, Poland

Food Waste Reduction in Schools/Universities

Presented by

Group 1

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them. Project N° 2022-1-PL01-KA220-HED-000085725

Introduction

- Food waste is rampant in institutions of learning.
- Food waste is a major cause of food insecurity.
- It has both economic and environmental implications.
- Reduction promotes sustainability

Causes

- Serving more food than the student Can consume
- Meal preference
- Inappropraite serving time

Solutions

- Awareness on food waste in schools and campuses

- Produce an App to help to reduce food waste in schools

FOOD TECH APP LOGO

LINK TO THE APP

https://x.thunkable.com/copy/e15a47c744e3fc666f3b35c4813676ae

FOOD WASTE REDUCTION IN MARKETS AND SHOPS

Let's Build a Sustainable Future

Presentation by Group 2 : NZOMOI, FAMAH, KENNETH, REINE, ORIRE, MATILDA & FLORIN

PROBLEM STATEMENT

- Food waste in shops and markets is a growing issue, impacting both businesses and the environment.
- 30% of the world’s food is wasted each year, and a significant portion of this comes from retail environments.

OBJECTIVES

- Reduce food waste by 50% until 2027
- Development of a user friendly mobile app

REDUCTION OF FOOD WASTE IN SHOPS/MARKETS

DYANMIC PRICING

PRODUCTS PROMO

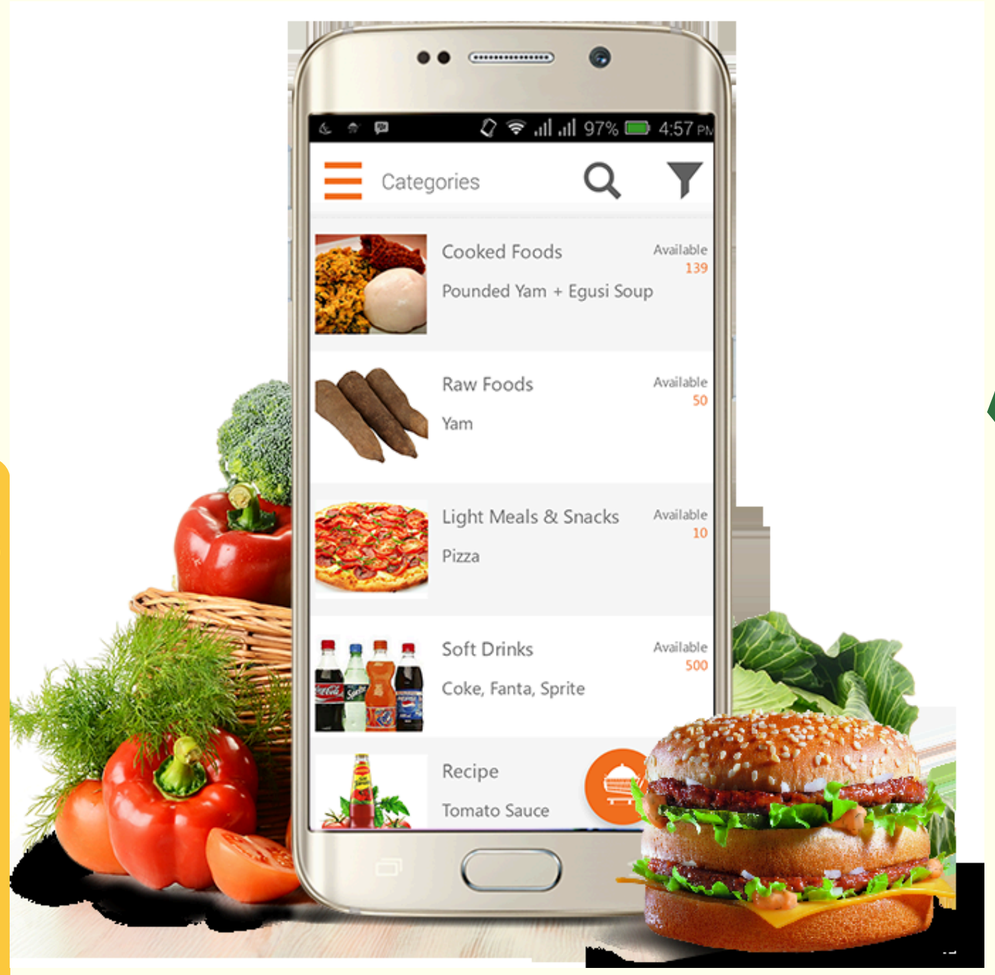
IN STORE FOOD SERVICE

CHARITY

INVENTORY MANAGEMENT

MOBILE APP - FOOD4U

- IMPACT - Reduce food waste in markets and shops by 50%
- Reduce Environmental Impact by 10%
- Increase Composting by 10%
- SCALABILITY - 20% of the market



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THANK YOU

Hackathon CHAIN Project – 25 September 2024

Eco-FOOD APP

Food Waste Reduction in Households

Team : Gor, Ogunji, Kauti, Muller, Safiya, Bakaï, Arouna

ecofood-app

@eco-food

@eco-food

APP GOAL : THE PROBLEM

Taste preference

Bulk buying

Timing

Management mistakes

Culture of waste
Unexpected visitor

Value addition

Food byproducts

Nutrition knowledge

APP SOLUTION

APP SOLUTION

My Network

Shopping List

Market Place

My Stock At Home

Give Away/ Excess Food Mgt

Food Gong

Button

Friends/ Neighbors

Invite/Accept invitation

List of items to buy/ Quantity:

Rice, Bread, Eggs,

Items bought/ Shelf Livfe

and Expiring Date

Food Spoilage Alert

(time before disposal) -

Quantity and Type

Alert friends/ Community: i) food/foodstuff to takeaway-ii) food/ foodstuff for resale @ reduced price iii) ifood/foodstuff for collection

Extension services/ Sensitization: Nutri-Info; Kitchen Caution; Value addition Tips; Bye product Hints; Culture of Waste

Button

APP SOLUTION

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Button

Get Feedback about Sales:

Receive 10% for App Management

Request Financial Support from Stakeholders: Food Industries; Bilateral Donors; Government; Religious Organizations

Button

APP SOLUTION

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Button

Thank you

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Reduction of Food Waste in Restaurants |

CHAIN Project Seminar

Chukwuemeka Emenekwe
Grace Mutia
Ezekiel Salau Yisa
Boroze Tchamye
Tchabi Atti
Erick Okuto
Dan Bodescu

Wroclaw 25th September 2024.

Food Waste Reduction in Restaurants

The Problem

1. Issue of demand forecasting
   - Tracking customer flows
2. Poor power supply for storage
3. Poor food handing - excess waste
4. Over-portioning (plate waste)
5. Poor menu planning (non-dd)
6. Poor inventory mgt. (overstock.)
7. Menu complexity
8. Poor staff training
9. Mistakes in orders
10. Poor recycling practices
11. Lack of discount offering

How to reduce waste

- Better forecasting
- Inventory optimization / mgt.
- Improved staff training
- Customer feedback mechanism
- Sustainable cold/hot storage syst
- App-based soln with menu distr.
- Discount offering
- Tax incentives
- **Scheduling / reservation syst.**
- **Off-taking / redistribution**

Proposal – Reserv. Syst

- Reservation-based menu planning system
- Inventory optimization
- Time slot management
- Customizable portion
- Data analytics and reporting
- Seasonal and special events planning
- Customer education and engagement

Application

- Customers reserve before arrival
- Customers ae awarded points for pre-paying and leaving no remnants
- Customers choose the right portions

How to reduce food waste in restaurant ?

Customer – Management relationship

Customer

- Register
- Present type of portion and prices
- Order / choose menu
- Payment system
- Time to prepare the food / pick up time
- Reward system
  - Points gained for pre-ordering
  - Points gained if no remnants
  - Points gained for takeaway for leftover
- Customer feedback

Management

- Number of orders
- Type of food ordered
- Time to make food ready
- Optimization of inventory system
- Tracking of food remnants by customers

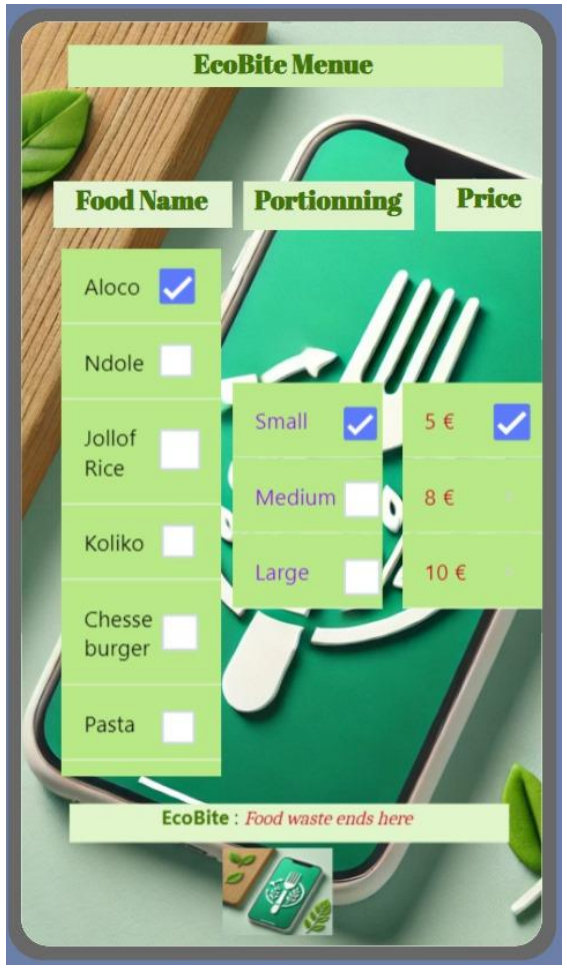
Our App Solution

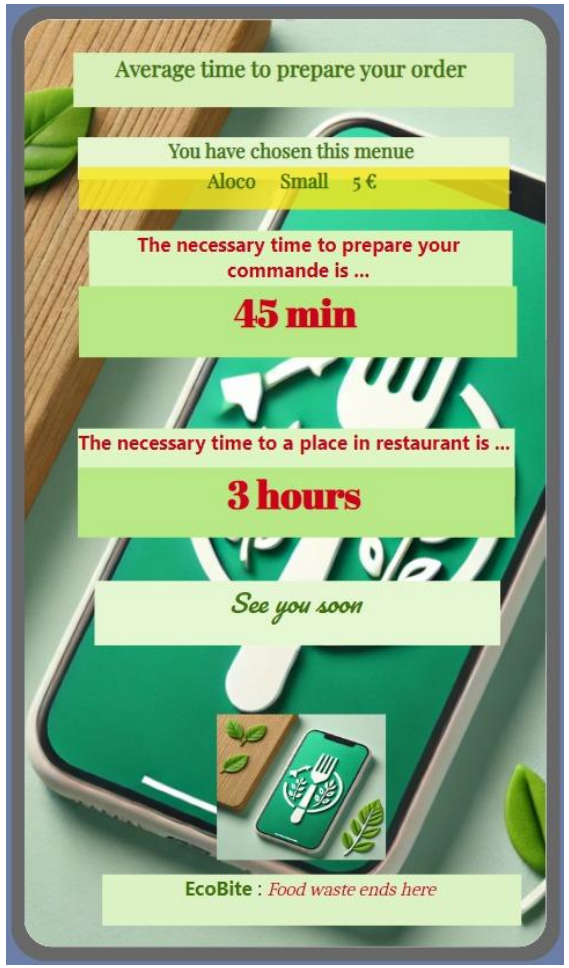
EcoBite

Every bite counts

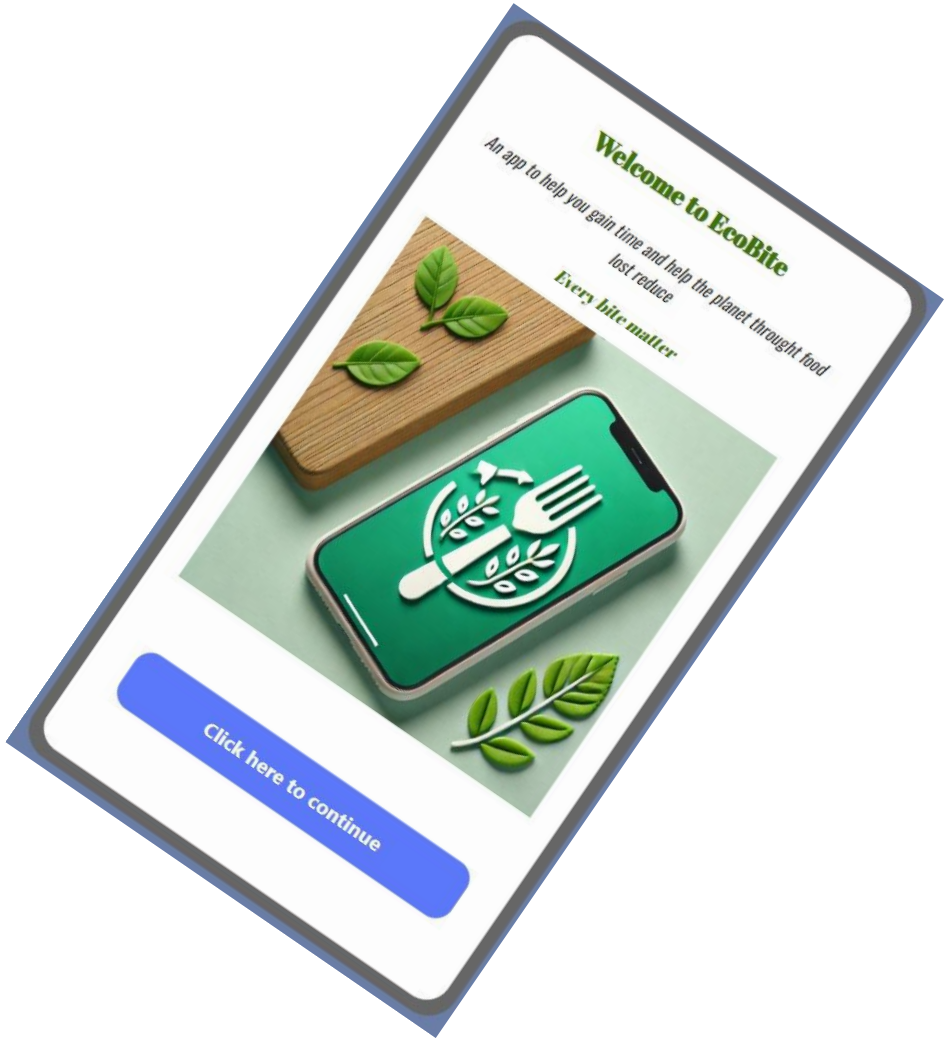
EcoBite - How it works

EcoBite - How it works





THANK YOU FOR YOUR ATTENTION



Montag, 7. Oktober 2024, 15:07
Ausgefüllte Feedbacks: 24
Fragen: 20

Antworten

Gender

Male	Female	Non-binary	I do not want to s	Other
18	6	0	0	0
0,75	**0,25**	**0**	**0**	**0**

The event content was useful and relevant

Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
19	4	1	0	0
0,791666667	**0,166666667**	**0,041666667**	**0**	**0**

Justify your choice

We have learned new tools for solving different problems.

I learnt a lot of new things and got involved in doing them practically. I enjoyed the Hackathon Training
For me is the first time i am participating in hackathon trainning and competition. It is useful tolearn something new
The training was useful for solving complex challenges
It was relevant to the current food systems in the world.
The seminar content is an eye opener for me in the approach to getting students to come up with excellent innovative ideas.
The content was directly applicable to my professional practice, providing innovative and effective solutions.
Hackathon is implementable across various thematic areas and subject disciplines which would be of great help to the participants
The hackathon addressing the food waste problem was important because it tackled a global issue that affects both the environment and food security, with significant economic and social consequences.
The Hackathon seems on my view an interesting method for problem solving or other business-related aspects
It is an avenue for creative ideas and to improve on the community needs to help mankind.
Contents were aligned to CHAIN - Project Goals and Objectives.
The event was practical-oriented laced with syndicate group activities. Promotes team work and cross-fertilization of ideas
We learned from this competition that we plan to share with our students. We also discovered tools
Very well organized
I realy appreciate the hackathon
I enhanced my knowledge on strategies of seeking solutions for problems the society is grappling with
Though hackathon is programming oriented, it should have taken into consideration that not all participants were programmers.
The content was very relevant to the MSc in Food Value Chain program, as well as the example that we did in groups on student

hackathon.
Learning about the modern didactic method of hackathon. Possibility to exchange opinions and experiences between academics and representatives of agribusiness and institution supporting the development of food and non-food values of local products.
All the Groups evidently put alot of their effort into the Exercise and could be seen pouring over the details as a Team

Because all members brainstorm and there where presentation
The challenge to offer a solution to problem of food waste reduction along food value chain is not only timely but academically stimulating and fun to work as a team

Strongly Agree	**Agree**	**Neutral**	**Disagree**	**Strongly Disagree**
15	9	0	0	0
0,625	**0,375**	**0**	**0**	**0**

The presentations and materials were clear and helpful
The presentation were good and helpfull
Effective presentations were quite helpful including the tools like Thunkable for apple development and presentation
They kept on guiding and mentoring Teams on the relevant building Blocks skillfully to the end
Because they were able to put us through anytime we had issues
The trainers exhibited a deep knowledge of the subject matter, including the relevant examples that they provided during the training.

They were able to respond to questions without difficulties.

Content delivery was superb
The facilitator/trainer and lecture(s) were well prepared. They master the art and were able to delivered on the key points to impact the knowledge on the trainee.
Support of trainees to understand content and time management was excellent
Each facilitator covered the relevant contents chronologically s as per the
Facilitators preparations were adequate
The facilitators were adequately equipped with necessary tools to help them in the delivery of the modules
The facilitators were highly knowledgeable and well-prepared, demonstrating deep understanding of the topics.
All lecturers brought us very useful information
The trainer are well prepare.
I agree that the facilitators were up to date with the information we needed
The topic clearly explained

Agreed
NA
Useful educational theoretical materials and moderation of practical workshops.

Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
16	8	0	0	0
0,666666667	**0,333333333**	**0**	**0**	**0**

The co-presenters handling target areas was insightful and engaging
The approaches adopted for the training were good enough
Appropriate teaching methodology was adopted
Approaches employed suitable to the participants.
I agree though more practical was necessary for the participants to familiarize themselves with the applications used during the hackathon.
The trainers used a mixture of lectures and also group discussions where those of us from Africa also gave the examples that relate to our situation.
Appropriately used technology.

The methodology was appropriate for the diverse group
The approaches were perfectly tailored to the audience's needs, enhancing learning and engagement.
People with experience - both in hackathons and related to the food value chain and agribusiness practice and regional development.
The approach was appropriate for each one of them, but there's room for improvement.
The facilitators' approaches to the delivery of content is broad in scope and eased understanding.

A combination of presentation skills especially IT support
They were always with us
topics and example very good
NA

The trainers were very engaged and helpful
Yes the trainers knows well the topics
The hackathon trainer have the best methods
They provided opportunities for a "Hands-On" approach and stood-by to observe as Teams made Giant steps to the finishig Line.

Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
13	9	2	0	0
0,541666667	**0,375**	**0,083333333**	**0**	**0**

The duration of the meeting was sufficient to implement the program.
Yes, not too much stress. It was relaxing the agenda
The event was perfectly timed with a dynamic pace that significantly facilitated new learning outcomes and productive collaborations.
The hackathon needed more time.
Little short, but it ok
the event was really
Five days were Ok for the various topics that were covered and other relevant events such as the field visits
A lot of diversified tools from brainstroin, kanban, user iterface design.
Well, perhaps 2 more days can be added in future trainings
It would have been better entrenched if we had a day or a few days more for better understanding.
Time suitable to lesson content.
Because the topics were all in the field of agriculture
More time needed to do the practical aspects of IT
Enough time was allowed for group activities.

There were moments of intense consultations as members took turns listening and talking to each other in equal measure
It was enough time to realize tasks within Hackathon
Syndicate groups had enough time to complete tasks assigned to them
The duration was short but seemed to be the nature of hackathon projects
NA
The time allocated was just enough but not sufficient to explore in details the application of the tool.
The duration was appropriate to produce new learning outcomes and work agreements, but more time should allow to create the APP to solve identify problems within the community.

Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
18	5	1	0	0
0,75	**0,208333333**	**0,041666667**	**0**	**0**

The University at Wroclaw had excellent facilities, nice lecture halls with PowerPoint presentation facilities
The designated Desks were spacious and allowed Team memebrs to freely interact and weave pieces of ideas into Action points

Space and support resources were adequate and appropriate
Well prepared room and supporting tools

The event space and working conditions were appropriate because, the provided accommodated all the participants and the facilitators. Also, most of the required equipments and materials were made available at the appropriate time.
The event space was good.
No noise and less distractions
We were able to move around and use our learning materials

The hackathon bulding was not appropriated for training
The space was adequate even though it could have been a little more

The venue was excellently suited for the event, with optimal working conditions that facilitated engagement and productivity.
There were no interruptions during the training.
Quite good
Not comparable to my university context in terms of facilities and basic resources like electricity.
Spacious room enabled interactions among participants
the space provided was well lit and resources required were provided.
NA
Nice atmosphere with professional preparation.
Rooms suitable for theoretical and practical classes, including teamwork. Adequate technical facilities.

Strongly agree	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
21	2	1	0	0
0,875	**0,083333333**	**0,041666667**	**0**	**0**

What I like most about the event is that, the facilitators were well prepared to make impact on the trainee.
The time management! Great time management avoiding stress and excessive deployment
The group work and discussions
-The presentations
-learn how to use new logiciels
-meet new people
The groupwork and presentations and of course the food which surprisingly were more similar to what we consume at home.

The trump experience was amazing.
Organization of the workshop

Group work of hackathons

The Hackathon training was very good
The development of student hackathons - the examples we provided in solving the problem of food wastage in households, schools and Hotels were all very relevant. All these can be developed and implemented in the real world.
Opportunity to establish new cooperation and contacts. Brainstorming opportunities, taking into account various cultural approaches, which provide a broad context for addressing the problems encountered.
The fun of hackathons and working in teams of colleagues from different countries and educational background, research interests
The group work.
Excellent content delivery and the facilitators were very friendly. This further created a very conducive atmosphere for better learning and interaction.
Meeting our partners from other countries and been able to work with them in the same team
The exposure to a veritable tool for solving complex issues
Thought provoking activities
Opportunity to learn how to organize a hackathon and participate in its practical part.
Possibility to build international scientific contracts.
Time was managed exceptionally, ensuring all sessions started and ended on schedule and all topics were thoroughly covered.
The approches and the organisation was perfect !
The comradery with which Team members to up theirs tasks and delivered seamlessly with efficiency culminating into ultimate mind -blowing, wonderful presentations. Plus the dedication and commitment with which the Facilitators undertook their duty..

 Our Team also was thrilled to have come Tops as the Best overall among Equals
The coffeebreaks were perfect including coffee, tea, fruits, cakes, drinks etc.
Team work during hackathon,
Communication with UPWr organizers

Hospitality
**
Study visit.**
None

Every thing seemed alright to me.
Hackathon practical process crashed.
None
Just the little time
Not applicable
nothing
.

None! all my expectations were emphatically met, Kudos! to the Organizers and fellow Participants for a Job Well Done! Be Blessed abundantly
Little free time.
No remarks
The hostels because of lack of internet.
The facilitators gave too much information on the proposed hackathon projects which may have limited innovation and creativity
The time provided for the development of the HACKATHON APP.
None
The transport organisation
Time limitation.
-

The travel arrangements especially from our own end were not initiated early which eventually put a lot of pressure on us and the organizers of the seminar.
-the hall were hackathon was done
-the price for accomodation were too expensive

	Agree	**Neutral**	**Disagree**	**Strongly Disagree**
Strongly Agree	3	2	0	0
19	**0,125**	**0,083333333**	**0**	**0**
0,791666667	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
Strongly agree	2	0	0	0
21	**0,083333333**	**0**	**0**	**0**
0,875	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
Strongly agree	9	0	0	0
14	**0,375**	**0**	**0**	**0**
0,583333333	**Agree**	**Neutral**	**Disagree**	**Strongly disagree**
Strongly agree	5	1	1	0
17	**0,208333333**	**0,041666667**	**0,041666667**	**0**
0,708333333				

Nothing really other than what i had initially stated.

Quite alright

The general organization (pick up, accommodation, financial planning) needs improvement for further events.

Perfect organization
The accommodation and weather information should have been availed to us earlier enough to facilitate preparation.
For Africa guests, arrangements for African dishes should be factored in the programme
Ok
University transportation and common accommodation place will be ideal.
Everything is ok
The transport to the juice processing plant wasn't well organized - we used different cars that left at different times.
leading to the last group delaying and finding the presentations having already started.
It was well prepared.

Every logistical aspect was meticulously planned and executed, from seamless travel arrangements to excellent accommodations and meals.

NA
The facility such as Internet should be improved upon.
Please share information on hidden costs.
Wonderfully executed!

-
The entire workshop / seminar was well planned and executed.
In the future, it is worth considering including some money in the projects' budget for additional external services that will facilitate, for example, contact with business practice or the organization of study visits.

Best wishes

Please keep up this good work and be open for more collaborations with Universities in Africa
I wish to say, thank you to all the organisers, facilitators for their effots. Also special thanks to sepecial thanks goes to ERASMUS and all the sponsors. However, more Universities within Sub-Sahara should be incorporated into this project in the future.
What is the duration of this CHAIN project

Apart from been facilitators in our institution, are their any opportunity for us in Poland in respect to the CHAIN project?
Thank you!

This should go down as an important Benchmark to emulate. Have been totally impressed!

Host frequent webinars with partner Unis from the South.
Funding of critical facilities.
Nothing
not really

I am really appreciate the kindness of the project team from Wraclaw, nice guys and friendly!

NA

Are there certificates for attending the seminar?