



# Digi Edu Hack'21

09<sup>th</sup> & 10<sup>th</sup> November 2021



**The Open University of Sri Lanka**

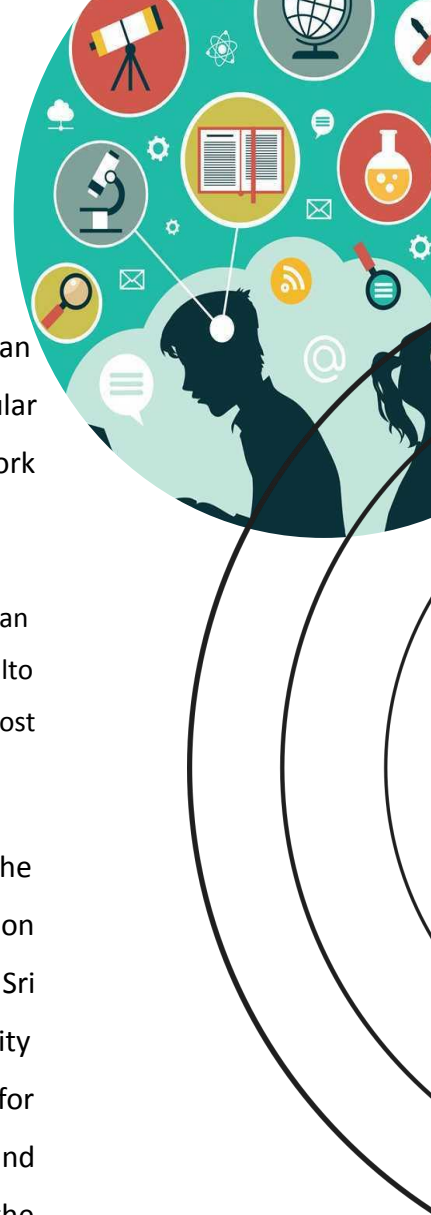
# INTRODUCTION

A hackathon is a gathering where hackers collaboratively arrange in an extreme manner over a short period of time. While working on a particular project, the idea is for each hacker to have the ability and freedom to work on whatever he/she wants.

**Digi EduHack '21**, an Education Hackathon, organized jointly by European Commission, European Institute of Innovation & Technology (EIT) and Aalto University of Finland, with the Open University of Sri Lanka (OUSL) being a host for the event in Sri Lanka.

To meet the challenges and opportunities related to education in the digital age, the European Commission has published a Digital Education Action Plan, as part of the initiatives supporting the creation of the Sri Lankan Education Area in which effectively and efficiently. The priority areas of the Action Plan are to improve the use of technologies for teaching and learning, ensure that everyone has the digital skills and competences needed, and exploiting data and digital technologies to the benefit of education.

The Digi Edu Hack represents a pioneering way to collect intelligence on the key trends arising from the digital transformation for the education system and an opportunity to listen to stakeholders in an innovative way.



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Digi Edu Hack will help organizations identify key challenges for education in the digital age and co-create innovative solutions across disciplines and organizations.

During the 36th events, multidisciplinary teams of educators, students and innovators will get together to solve challenges in digital education and present solutions. After the main event there will be a final global award contest, in which three teams that best represent the priority areas of the Digital Education Action Plan will be chosen and awarded, in order to implement their solutions.



Digi EduHack offers you the chance to take action to create real solutions to your digital education challenges. You can also benefit from:

- Solve your digital education challenges through a participatory innovation process.
- Invite and engage the people who matter to you: your students, staff, customers, partners or any other stakeholders to co-create innovative solutions.
- Benefit from ideas of diverse education enthusiasts.
- Offer a challenge-based learning experience to your participants – the best innovations win a prize.
- Showcase your organization’s skills and knowledge as a forerunner in digital education.
- Get visibility through our social media marketing campaigns.
- Engage with new global partners through the Digi Edu Hack community.
- Easy way to organize a hack: be supported by the Digi Edu Hack coordination team.

# OBJECTIVES FOR DIGI EDU HACK

The aim of Digi Edu Hack is to promote and strengthen synergies and cooperation among educational institutions, research organizations and businesses, while furthering inclusiveness in the educational field.

Another objective is to engage educational stakeholders in a dialogue on the future of education in a digital age and make their voice heard.

We also want to collect and provide information on key trends arising from the digital transformation, while identifying key challenges and possible innovative solutions to mainstream innovation in education.



# CORE VALUES OF DIGI EDU HACK

- **Empowering**

Our vision is to become the leading Sri Lankan initiative that empowers educational stakeholders to develop solutions to challenges related to digital education, that translate to policy making practice and implemented real-life solutions.

- **Inspiring**

We aim to create an inspiring event for creative thinking and design, in order to enable world-class educational innovation to thrive in Sri Lanka.

- **Inclusive and sustainable**

Our mission is to contribute to the competitiveness of Europe and its sustainable economic growth by modernizing education and bringing in an innovative approach to the development of the educational sector. We want to promote and strengthen synergies and cooperation among education institutions, research organizations and businesses, while furthering inclusiveness in the educational field.



# Challenges



**How can digital tools improve the learning experience?**

**How Digital tools and practices can enhance the learning experience for both individuals and groups of people.**



# Registration & Further Details

**Register @**

<https://bit.ly/digieduhack2021>

Your team should be between 3 to 5 members, please register before 25<sup>th</sup> October 2021

**For more details :**

<https://bit.ly/digieduhack2021>



# Awards

## Global Award

**You Stand a chance to win a global prize of €5,000 (Approximate 1 Million Sri Lankan Rupees)**

## Local Awards



**50,000 LKR**



**30,000 LKR**



**20,000 LKR**

**5,000 LKR to each selected team.**



# Agenda

1 Nov 2021	Deadline for submitting applications
3 Nov 2021	Notify Selected teams
5 Nov 2021	Pre-Hackathon Workshop: Ideation, Presentation Skills, Preparing a Business Canvas etc.
9 Nov 2021	9.00 a.m. - 10.00 a.m. - Registration
	10.00 a.m. - 10.05 a.m. - Welcome Speech
	10.05 a.m. - 10.10 a.m. - Speech of VC
	10.10 a.m. - 10.20 a.m. - Introduction about Hackathon Challenges
	10.20 a.m. - 10.35 a.m. - Guest lecture 2
	10.35 a.m. - 10.50 a.m. - Guest lecture 1
	10.50 a.m. - 11.00 a.m. - Break
	11.00 a.m. - 12.30 p.m. - Proposal Development
	12.30 p.m. - 1.30 p.m. - Break
	1.30 a.m. - 6.00 p.m. - Proposal Development
	6.00pm - 6.30pm - Guest Lecture
	6.30pm - 7.30pm Proposal Development
	7.30 p.m. - 8.00 p.m - Entertainment
	8.00p.m. - 8.30 p.m. - Guest Presentation
8.30 a.m. - 9.30 p.m. - Break	
9.30 p.m. - 10.00 p.m - Entertainment	
10 Nov 2021	09.00 a.m. - 11.15 a.m. - proposal Development
	11.15am - 11.45am - Guest Presentation
	11.45am. - 12.30 - Project Development
	12.30 p.m - 1.30 p.m. - Break
	1.30 p.m. - 2.30pm. - Project Development
	2.30 p.m. - 4.00 p.m. - Presentations
	4.00 p.m - 4.15 p.m. - Finalising Judging
	4.15 p.m. - 4.45 p.m. - announcing Winners
	4.45 p.m. - 5.00pm. - Vote of Thanks
	5.00 p.m. - Finish

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In collaboration with



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