HACKATHON INFORMATION GUIDE

WORLD ENGINEERING DAY HACKATHON

WHAT IS IT?

The **World Engineering Day Hackathon** is a **global competition** that aims to engage engineering students, from universities around the world, with the celebration of World Engineering Day in 2022.

The Hackathon is hosted by the **World Federation of Engineering Organisations (WFEO)**, its members and partners. WFEO has partnered with **Engineers Without Borders-International** to create comprehensive and relevant challenges which align with the 2022 World Engineering Day theme, **Build Back Wiser: Engineering the Future**, and with the **United Nations Sustainable Development Goals.**

This competition is a fast-paced simulation of a real-world project.

HOW?

Aligned with the 2022 Theme: **Build Back Wiser – Engineering the Future**, the World Engineering Day Hackathon will encourage engineering students to work in teams towards a global real-world problem.

This competition is a fast-paced simulation of a real-world project. Teams are to work collaboratively on a problem to provide a set of deliverables within a short timeframe. Utilising their theoretical knowledge, students gain first-hand experience to develop their critical thinking, build new skill sets, push themselves out of their comfort zone and build lasting relationships.

FORMAT

Round one is a written submission round. Participants will be required to make their official submission within 2 weeks of the Hackathon Challenge announcement. Entries must provide a detailed submission of their solution for judging. The top 8-10 entries will be identified and qualify for the next round.

Round two is a video submission. Finalists will be required to create and submit a video presentation of their solution and work. Finalist videos will be aired during the global **World Engineering Day 24HRS LIVE** stream, with the winner announced LIVE on air on March 4th 2022.

KEY DATES

- November 2021 – Registration opens
- 10 Jan 2022 – Competition commences
- 23 Jan 2022 – Round 1 submission due
- 15 Feb 2022 – Round 2 commences
- 3 Mar 2022 – Round 2 submission due
- 4 Mar 2022 – Winners announced

PRIZES

- **1st - 4000** EUR
- **2nd - 2000** EUR
- **3rd - 1000** EUR

ENTRY & ELIGIBILITY

There is no cost to enter the World Engineering Day Hackathon. Entry is open to:

- Any university student attending any university, for the entirety of 2021;
- Entries are open to undergraduate and graduate students, excluding PhD.
- Entries must be made by a group of 2 to 5 individuals working as a team;
- The team must contain at least 50% of students enrolled in an engineering degree.
- Entrants will be required to provide evidence of their eligibility under these rules as a part of their submission. Example of evidence is a university ID card.
- An individual may only participate in a single team. They cannot work across multiple teams.
- Participants from each team do not need to be restricted to the same university or country.
- Submission 1 entries (written) must be provided in English.
- Submission 2 entries (video) can be in any language, but must have English subtitles.

HOW TO PARTICIPATE?

NOV – 9 JAN 2022

- Be a currently enrolled student
- Form a team of 2-5 students (50% to be engineering students)
- Sign up on the website so you stay up to date with the latest news

9 JAN – 23 JAN 2023

- Review and select a challenge to put your engineering minds to solve
- Register your team, showing proof of eligibility, in the Hackathon Portal
- Upload your submission in the Hackathon portal

A judging panel of eminent members from the Global community with experience in the delivery of engineering projects has been established by the **World Federation of Engineering Organisations (WFEO).**

A formal assessment methodology will be used in the judging of this competition.

No discussion of any kind will be entered into after presentation by entrants, nor will further clarifications be sought by the judges prior to making their decision.

The decision of the Judging panel is final and not appealable in any way.

JUDGING

INTELLECTUAL PROPERTY

The entrants retain ownership of their designs.

The entrant's licence **WFEO** and the **World Engineering Day Committee** to use and modify for use their photographs, video and any written content as a part of promoting the Hackathon, the winners and the event.

TEAM RE-ARRANGEMENTS

If your team happens to reduce or change during **Round 1**, as long as you still meet the requirement for minimum size, you can still participate.

Teams that make it to **Round 2** must maintain the same people as specified in **Round 1**.

GENERAL REQUIREMENTS

Contacting industry specialists is strictly not permitted.

Plagiarism is strictly not permitted.

Any questions submitted from the participants which receive a response will be added to the FAQ forev eryone to share.

SPONSORSHIP OPPORTUNITIES

GOLD

MULTIPLE AVAILABLE

- Graphic on Hackathon Page
- 4 x Social Media Mentions
- Logo placement on World Engineering Day Website

EUR 5,000

PLATINUM

LIMITED AVAILABLE

- Judging seat on panel
- Prize named after you
- Graphic on Hackathon Page
- 4 x Social Media Mentions
- Logo placement on World Engineering Day Website

EUR 15,000

SILVER

MULTIPLE AVAILABLE

- 4 x Social Media Mentions
- Logo placement on World Engineering Day Website

EUR 2,000

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