



# Hackathon Information Kit

12 - 26 NOVEMBER 2024



# What is it?

The World Engineering Day Hackathon is a global competition inviting participants to develop solutions to real-world issues that advance the United Nations Sustainable Development Goals (SDGs), as part of the celebration for World Engineering Day 2025.

The Hackathon is hosted by the World Federation of Engineering Organisations (WFEO), in partnership with UNESCO and Engineers Without Borders International (EWB-I), powered and supported by The Big Creative. WFEO and its partners are working together to achieve a global update and harmonization of engineers' skills to face the challenges of sustainable development, through the Graduate Attributes & Professional Competencies (GAPC).





# How?

Revolving around the theme **Engineering a World Without Poverty**, the World Engineering Day Hackathon will encourage participants to work in teams to develop solutions that could help stamp out poverty.

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

In 2024, the hackathon has a single submission round. Participants will have 2 weeks from the Hackathon Challenge announcement to submit their entry (12 - 26 November 2024).

The submission consists of a 5-minute video outlining the proposed solution, along with a short accompanying text, detailing elements of their entry.





# Key Dates

All times noted are in Paris, France timezone (GMT+1)

**October 2024** Registrations open

**12 Nov 2024** Challenges released

**5pm | 26 Nov 2024** Submissions due

**6 Feb 2025** Top 10 announced

**4 March 2025** Winners announced

# Prizes

**1st Place** €4,000

**2nd Place** €2,000

**3rd Place** €1,000

**People's Choice** €1,000

*All prizes will be split evenly between the members of the winning teams.*

# FAQs

## How do we upload our submission?

Please visit [worldengineeringday.net/hackathon](https://worldengineeringday.net/hackathon) for submission links and information.

## Do I have to be a university student to participate?

No, although the WED Hackathon is aimed at engineering students, the event is open to students currently in secondary school or university students studying non-engineering degrees.

This includes students currently studying for a Bachelor's or Masters degree, or who have recently graduated. However, PhD students are **not eligible** to participate.

## Does the team have to be all from the same university/school?

No, we can accept teams which are made up of a number of universities/institutions.

## Is there any cost to participate?

No, the WED Hackathon is completely free to enter.

## When will we receive the challenges?

The challenges will be released on [worldengineeringday.net/hackathon](https://worldengineeringday.net/hackathon) on 12 November 2024.





### **When does the registration period end?**

Registration ends on 26 November 2024 when submissions close.

### **What is the maximum number of participants allowed per team?**

Teams are to be made up of 3–5 students, with a majority being engineering students.

### **How should my entry be presented?**

Your submission must include: a 5-minute video; a photo of your team; and a short accompanying text about your solution. The written element must be in English. The video element can be recorded in any language, but must have English subtitles. Further details will be shared when the challenges are released.

### **Who is the WFEO?**

The World Federation of Engineering Organisations (WFEO) is the global organization for the engineering profession. Founded in 1968, under the auspices of UNESCO, WFEO brings together national engineering institutions from some 100 nations and represents more than 30 million engineers. WFEO created the World Engineering Day Hackathon as part of the celebration for World Engineering Day.

### **Who came up with the Hackathon challenges?**

WFEO partnered with Engineers Without Borders International (EWB) and utilized their great knowledge and experience in creating this year's challenges. EWB worked closely with WFEO to ensure the challenges highlighted real-world issues engineers are facing in implementing the UN SDGs.



# Want some inspiration?

If you are not sure where to start, view the top three winning entries from last year's Hackathon.

Last year, teams were set three challenges on the theme of climate change.



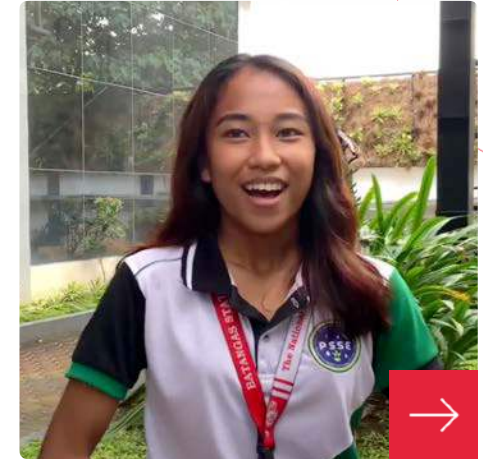
## FIRST PLACE **SOMIANT**

Promoting climate positive action through using satellite data to monitor the effects of El Niño.



## SECOND PLACE **ECO COOL**

Installing cost effective cooling systems in temporary shelters to protect the most vulnerable from extreme heat.



## THIRD PLACE **GREEN SPACE**

Protecting the most vulnerable from extreme heat in refugee camps and temporary shelters through the use of bio-fencing.





WFEO / FMOI

In partnership with

**ENGINEERS  
WITHOUT  
BORDERS**  
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In support of UNESCO  
World Engineering Day



# Thank you

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