

E-STEAM ON THE CLOUD

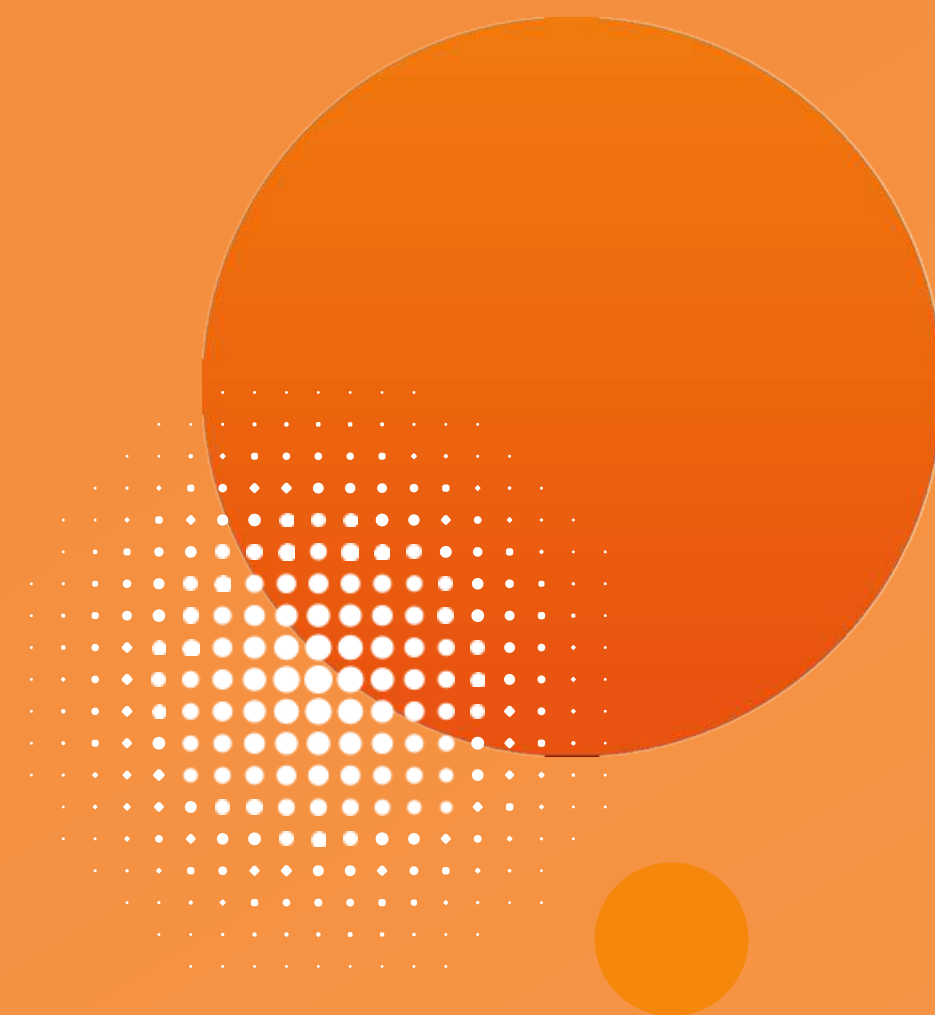
2021-1-ES01-KA220-

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HOW TO RUN A
HACKATHON

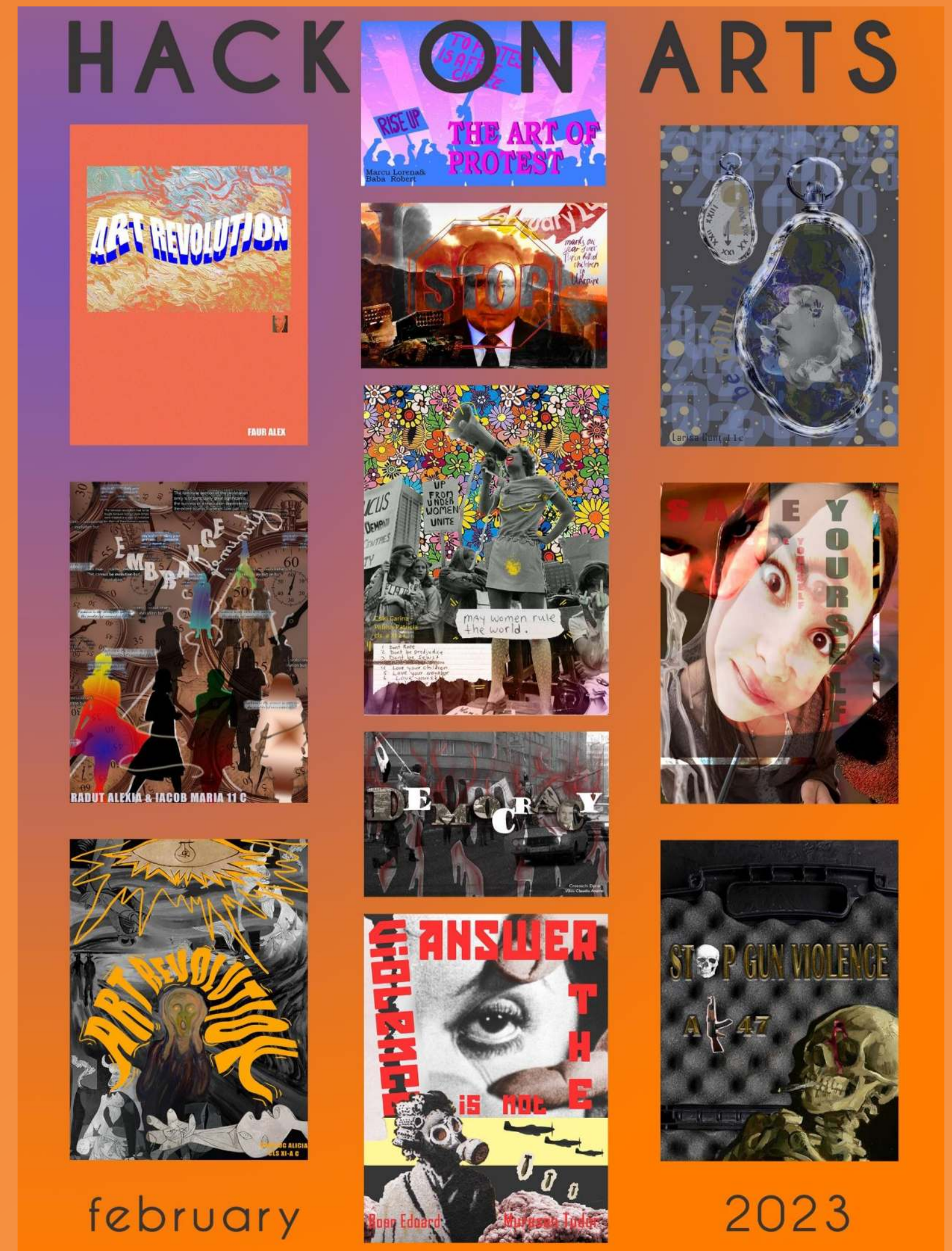


**Funded by
the European Union**



Our “A” meaning ART
from STEAM
Hack on Arts
15th- 16th February
2023

Visual Identity of
THE HACK ON ARTS



Agenda

- What is a Hackathon?
- Participants: Master of Ceremony; Two Coaches; 20 young people; Three Jury members
- Art Resistance – workshop for the young people – Coaches & MC
- Brainstorming – choosing the topic
- Topic: Work of Artistic Resistance
- Pitches of their projects
- Examples and Videos
- Debriefing
- Disclaimer

What is a hackathon?



A **hackathon** is an event, usually hosted by an organization, where participants get together for

a short period of time to collaborate on a project using **digital applications**.

Hackathons are often competition-style events where a project must be completed in a short time frame. Apart from the competition aspect, many hackathons also host **workshops**, and **guest speakers**, and connect participants with seasoned **mentors or coaches**.

Hack on Arts

- “Hack on Arts” (HoA) will promote school students engagement & through the Artistic Resistance using digital applications.

DURATION: 2 DAYS – approximately 8 hours each day – 9:30 – 17:30

PHASES :

- Phase One - locally in-presence working on the chosen projects
- Phase Two - finishing the works of ART and starting their pitches (5 minutes)
- Phase Three – the Jury - debating on the project’s qualitative work – there are three team winners
- During this time Master of Ceremony will present an overview of the project and a guest speaker can deliver a speech.



Hack on Arts

People needed;

1. Master of Ceremony – Angela Cotoara
2. Coaches: 2 – Day One Reanata Veer &
2 - Day Two Cora Benta
3. Jury: 3 ART experts - online



**Hack on Arts :
Participants
Young People
from
Fundatia
Professional's
Associated Partner
“Vocational Art School
Targu Targu Mures,
Romania**



Who is the MC?

MC is a facilitator, a person who is familiar with the subject/theme of the event, good with people, who has highly evolved communication skills (has good body language and vocabulary and is good at reading people and making them feel comfortable), is not afraid of speaking in public creating a relaxed and motivating atmosphere for work and collaboration.



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Professional
Language Centre



URBANUS-19
ARTISTIC ALLIANCES TO
FACE SOCIAL CHALLENGES

URBANUS-19
ARTISTIC ALLIANCES TO FACE SOCIAL CHALLENGES
ERASMUS PROJECT N°: 2020-1-IT03-KA227-YOU-020619

Who are the Coaches?

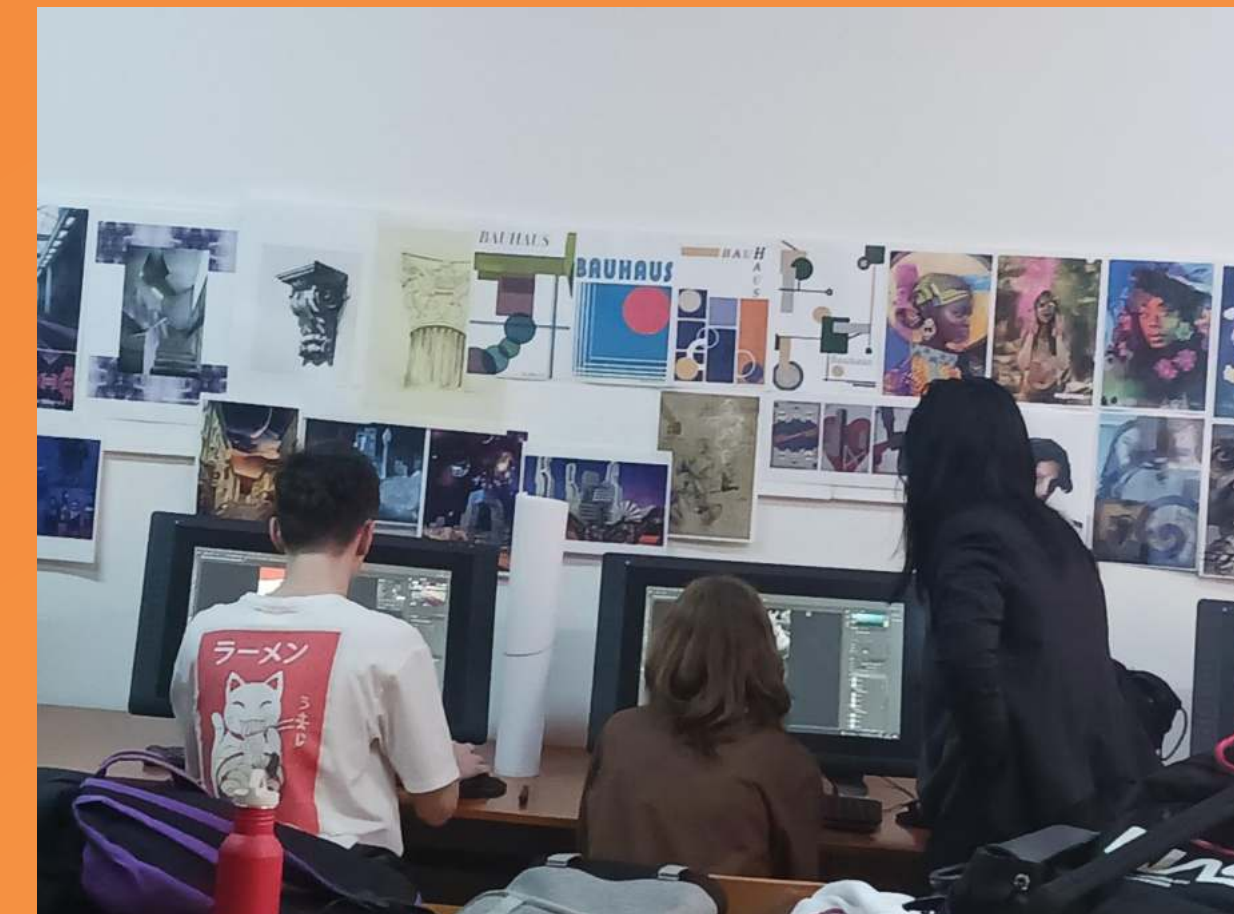
- Coaches can be partners of the event organizers but it is important that all two coaches (per session) come from different backgrounds and domains in order to provide participants with experience from different fields (E.g design, graphics, technology, digital art, theatre experts, and actors).
- Group work with coaches can be organized in a way that coaches have fixed positions and groups change places around the coaches, or the other way around, depending on the venue possibilities.



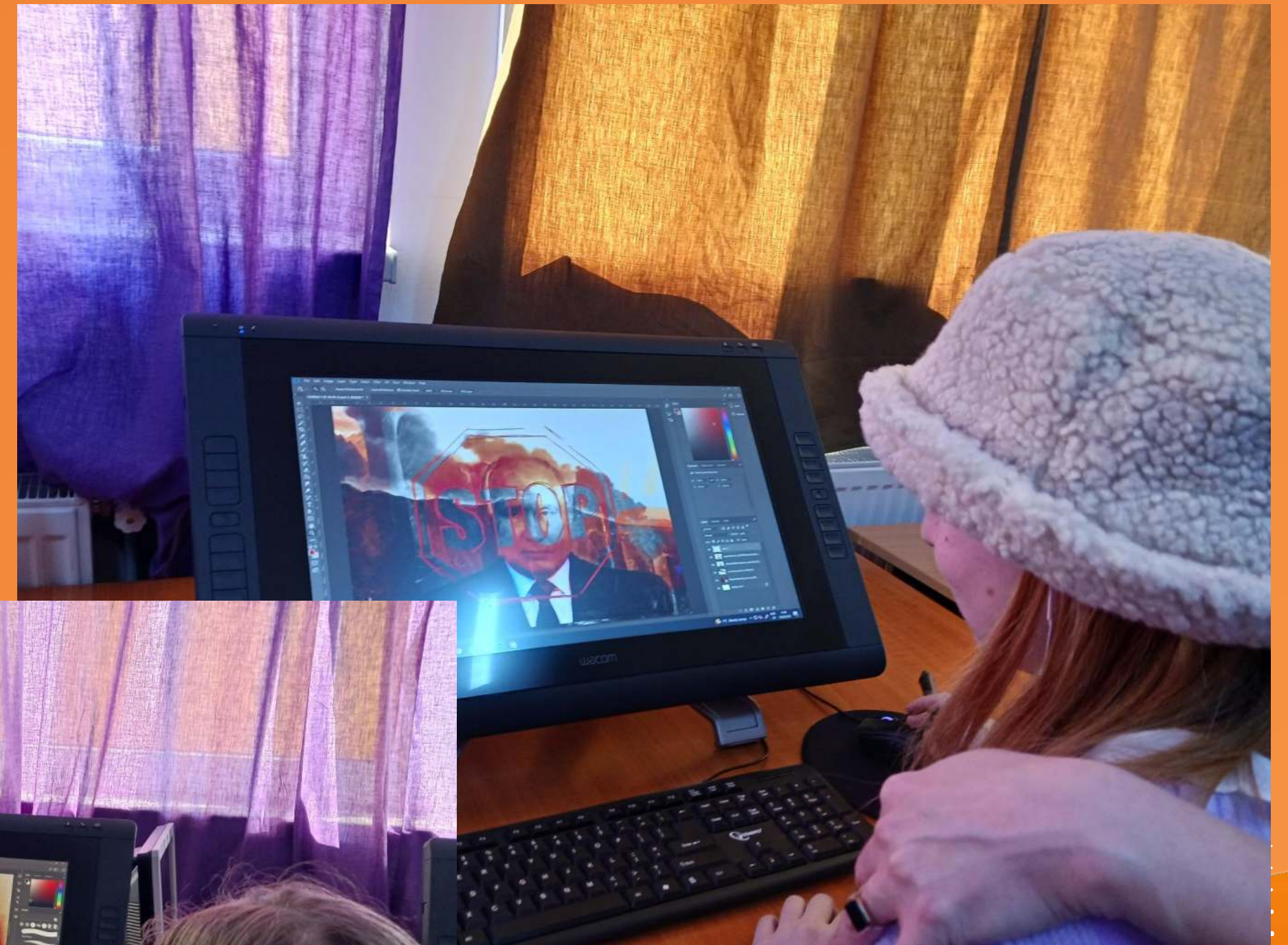
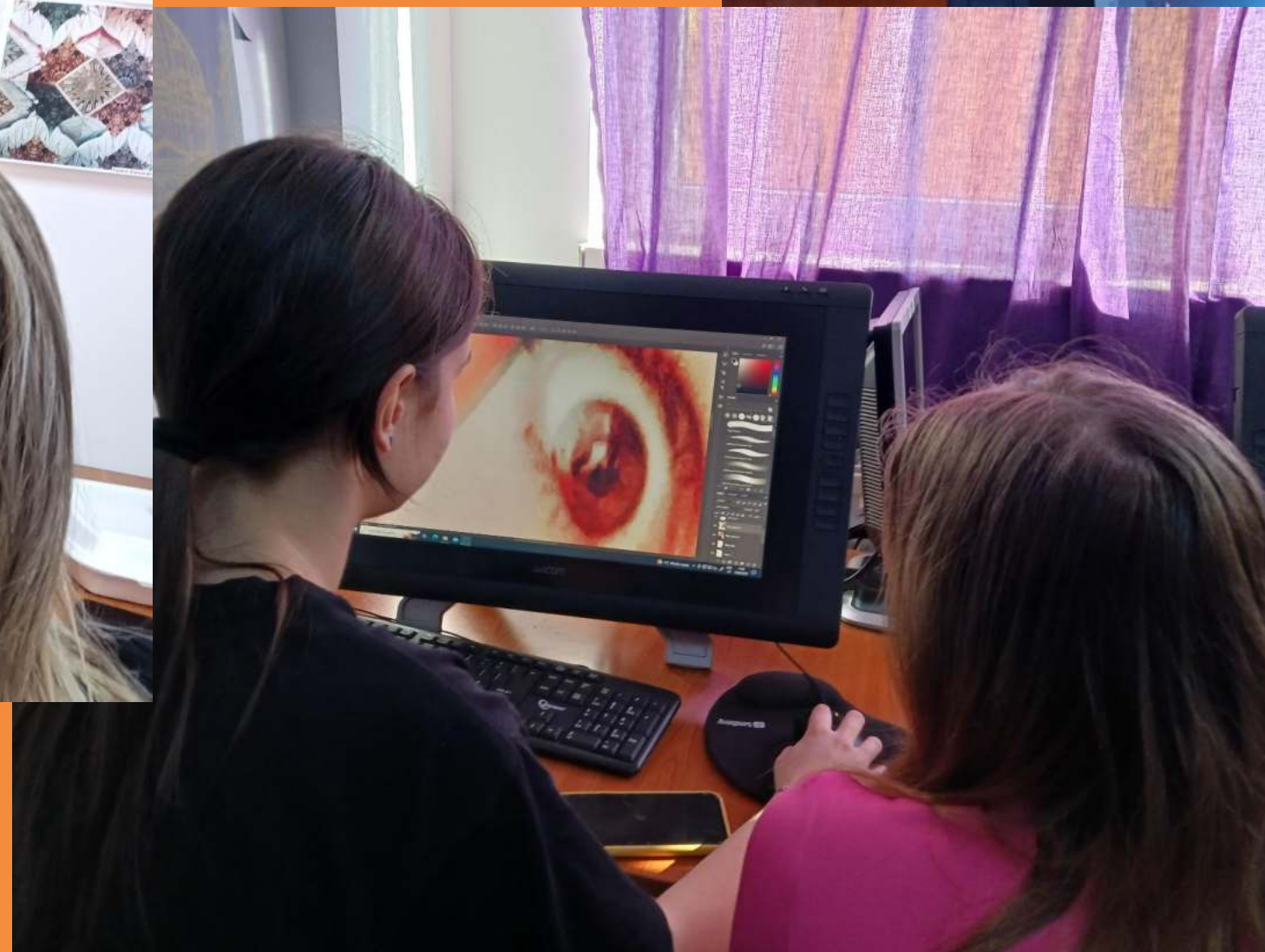
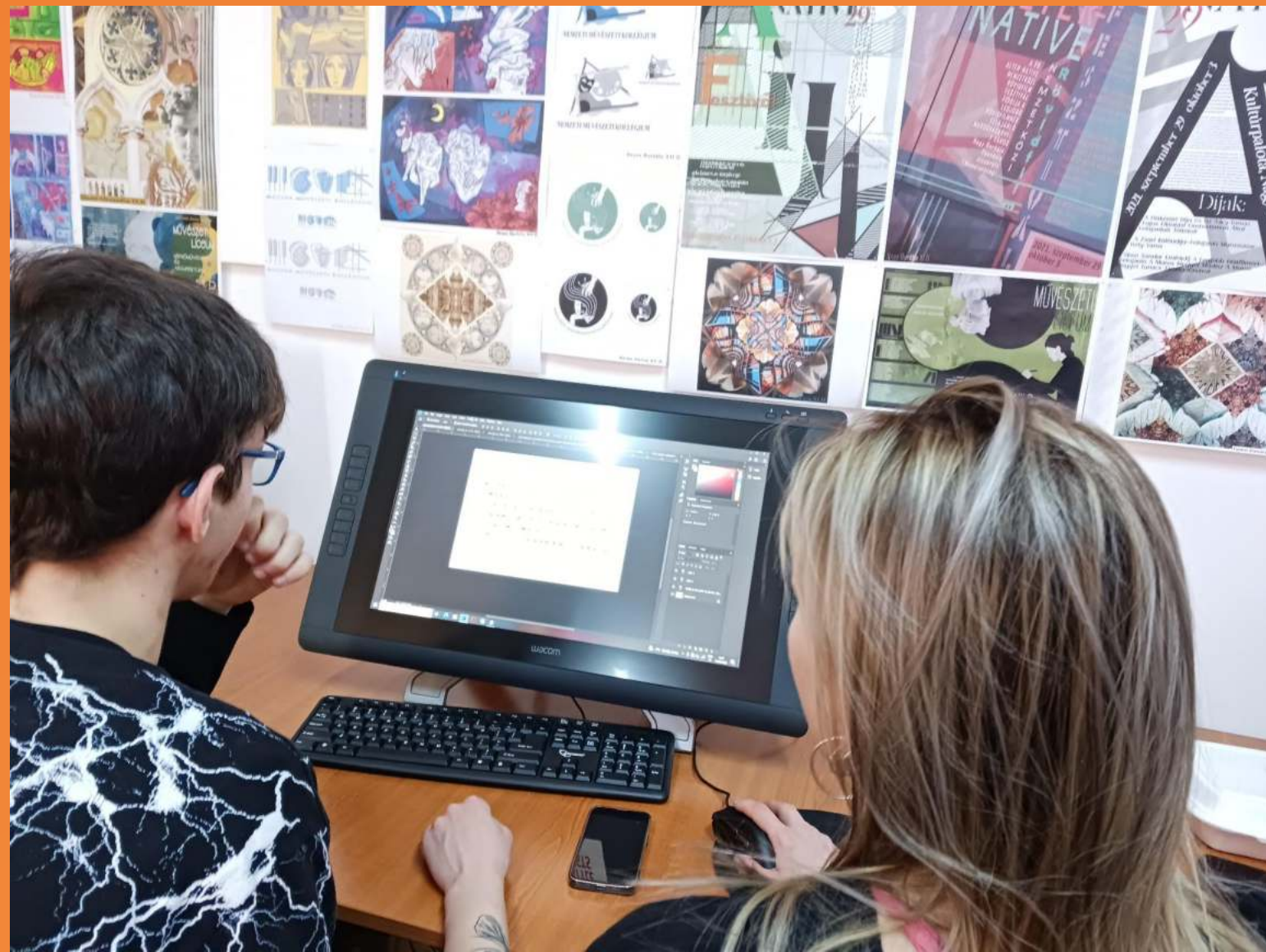
Coaches at Work

Renata - the Visual Art Teacher

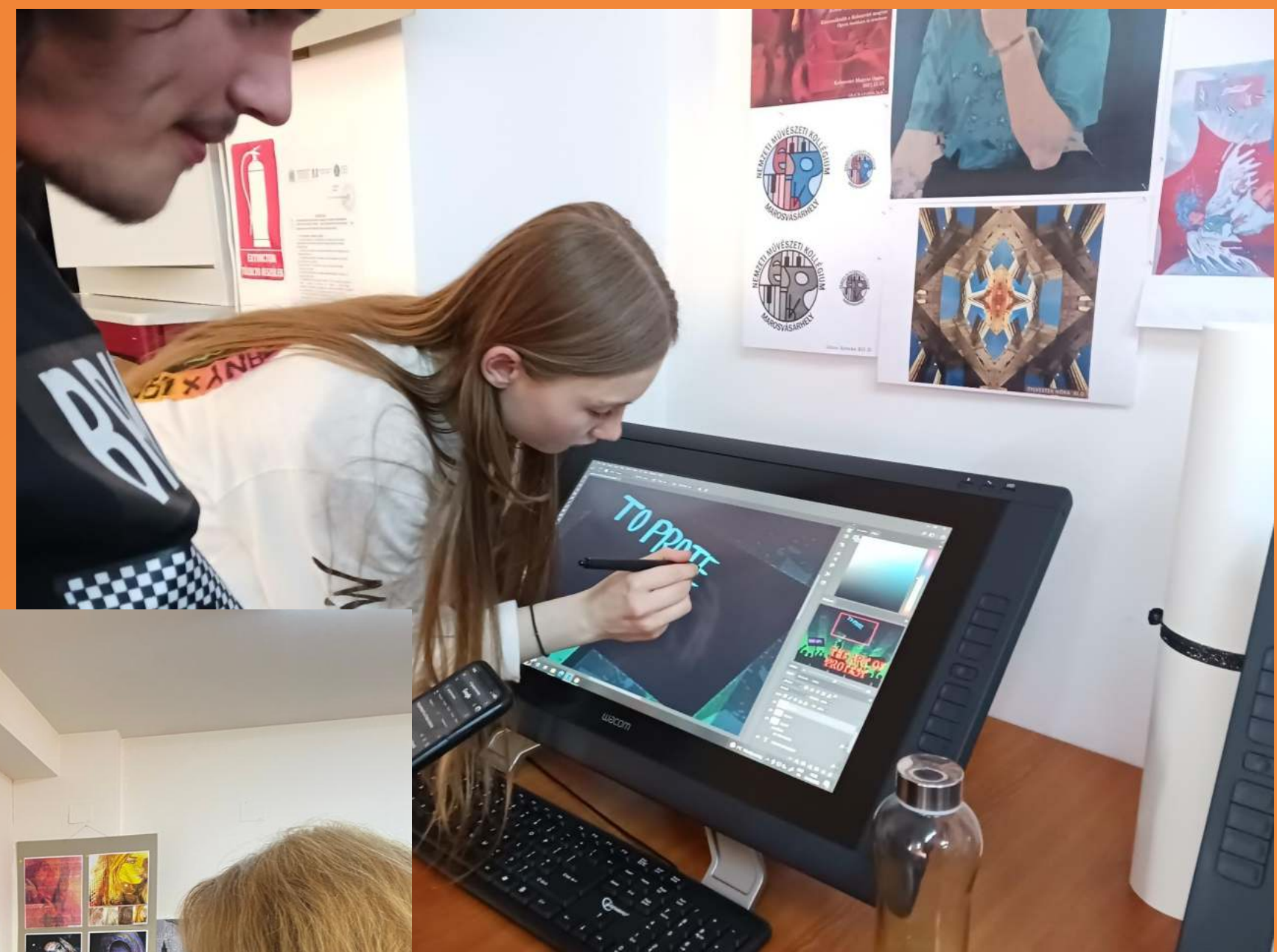
Nora – the Graphic Design Teacher



Working hard under the coaching of their teachers



Working hard under the coaching of their teachers



Pizza break and signing the Attendance List



Who are the Jury?

Online team of three Artists

Jury members can be partners and staff of your organization or Art Experts

- The award ceremony is important to the project partners of the event because it gives them visibility. At the same time, it is also important to the participants because it strengthens their sense of accomplishment.
- MC is once again an important part of this part of the event because he/she leads the ceremony and is in fact **a host** now.
- The jury members explain which projects are awarded and why. They give a short description of what was happening in the “**deliberating room**” while they were discussing the project ideas.

Which are the prizes?

All together the jury awards 3 projects:

- Best overall project
- Most innovative project - to reinforce the digital/technical/artistic part
- Most impactful project – to encourage team to be creative and ambitious

With each award, a certificate is given as well as a “material” award if you, as an organizer of the event, have managed to provide awards from the sponsors. Some pictures of each awarded team will be taken as well as one group photo with all the participants and people involved in the event organisation.

craciun Sorina

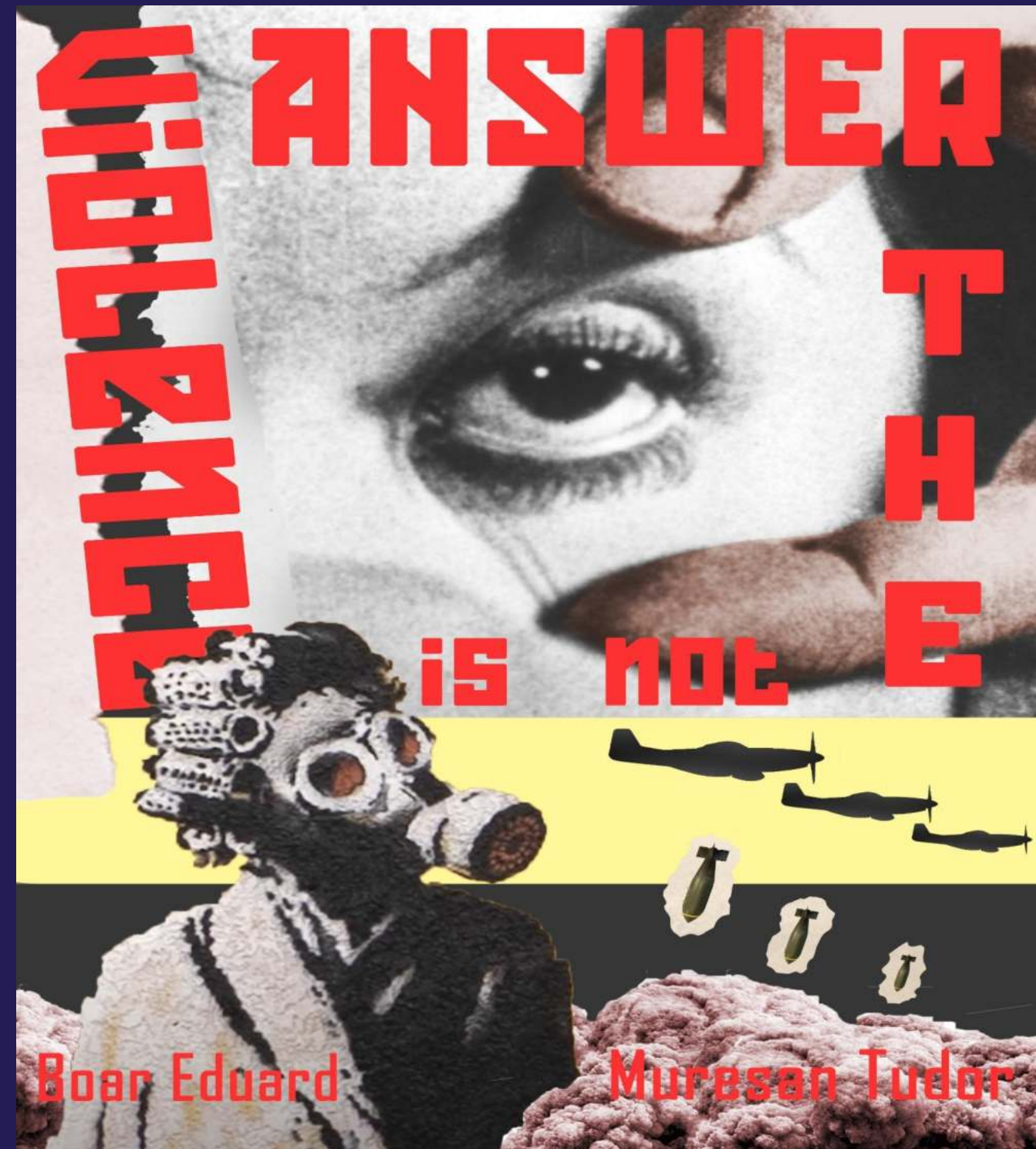
February

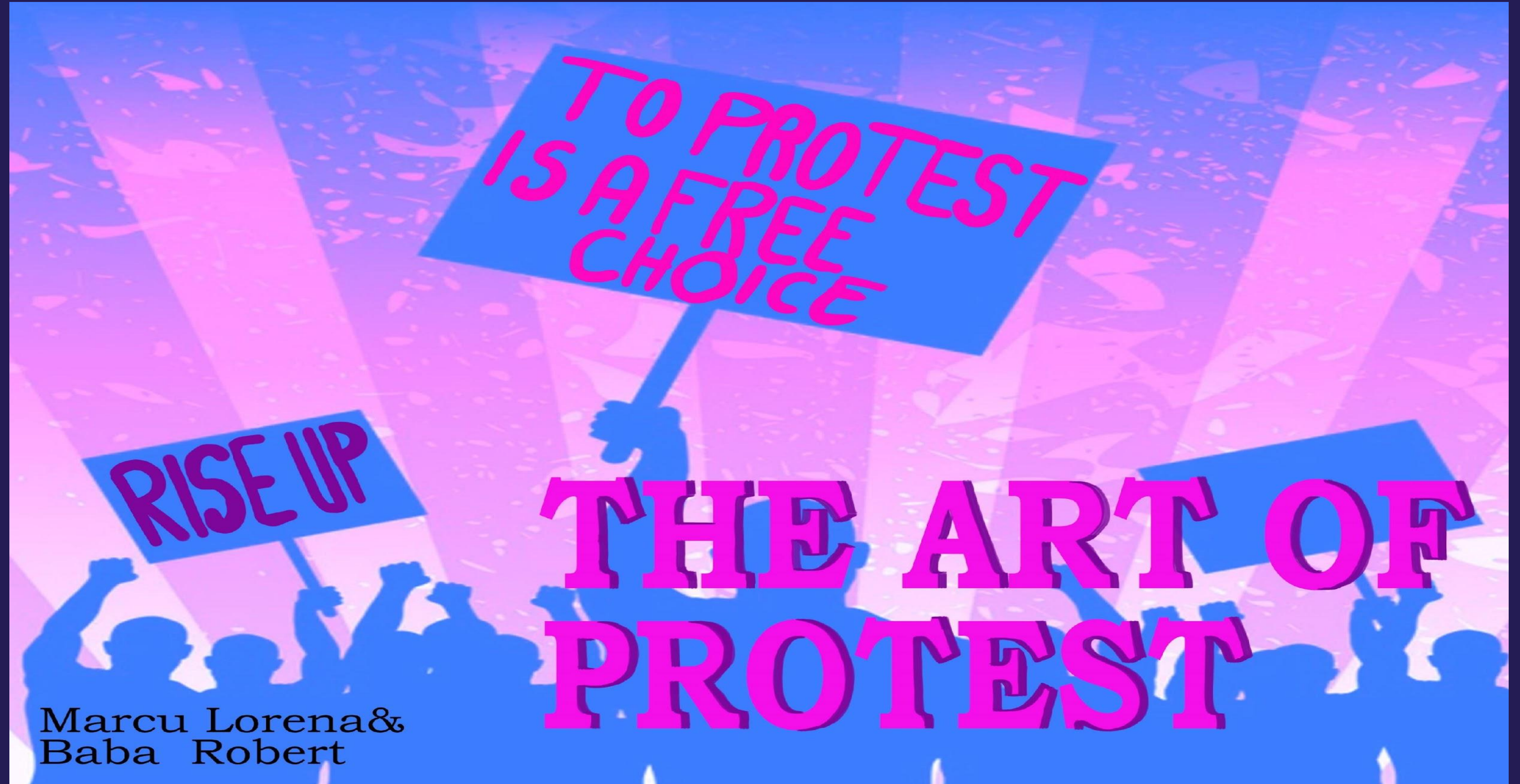
marks one
year since
Putin killed
children
in
Ukraine

STOP



Working hard – exceptionally creative young people

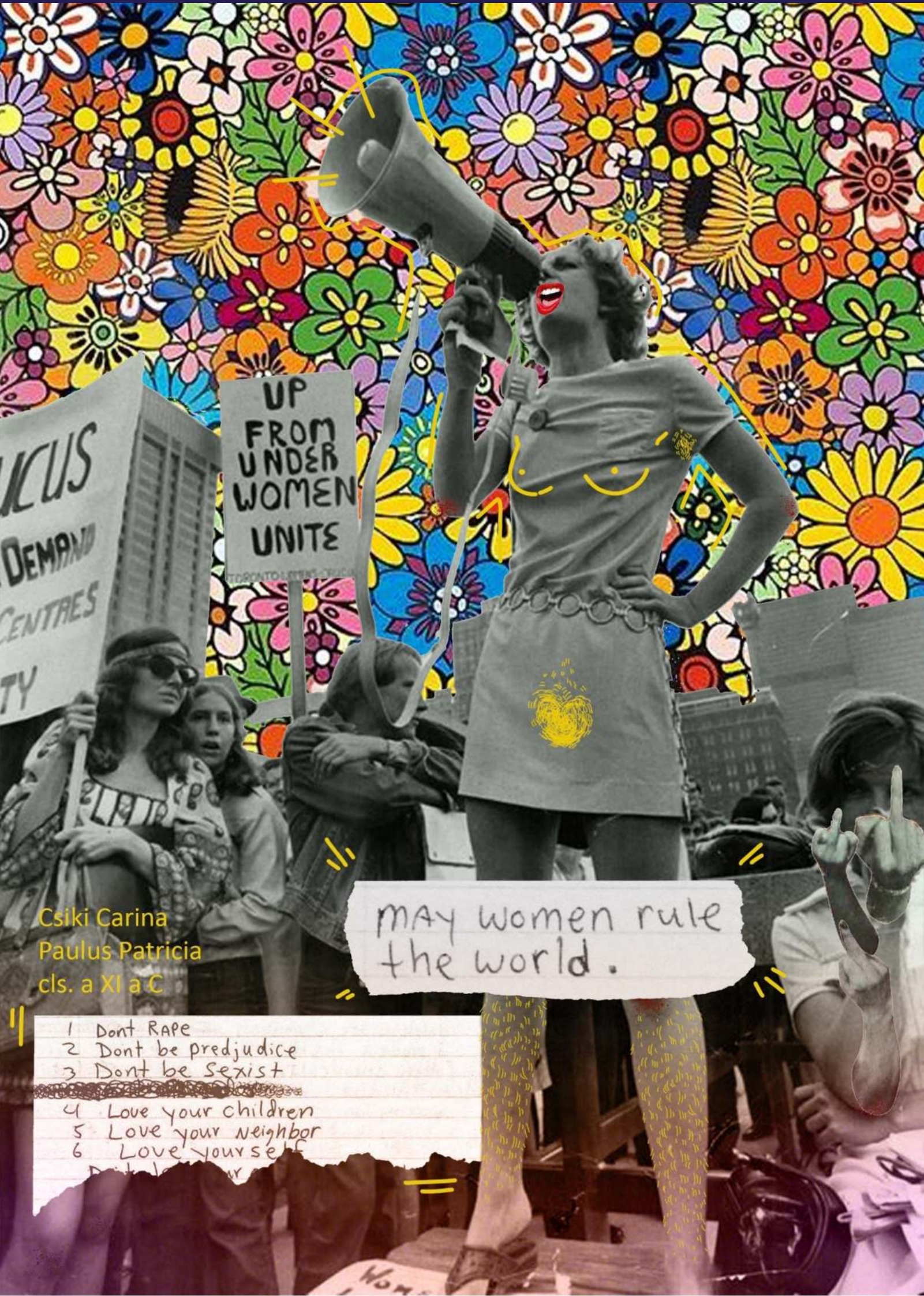




Marcu Lorena &
Baba Robert



Crososchi Daria
Vîlcu Claudiu Andrei



Logistics

We needed good and stable access to fast internet! This is extremely important as you will have many devices connecting to the internet at the same time (laptops, tablets, smartphones). Expect at least 20 devices to be able to connect and use the internet without interruptions at the same time.

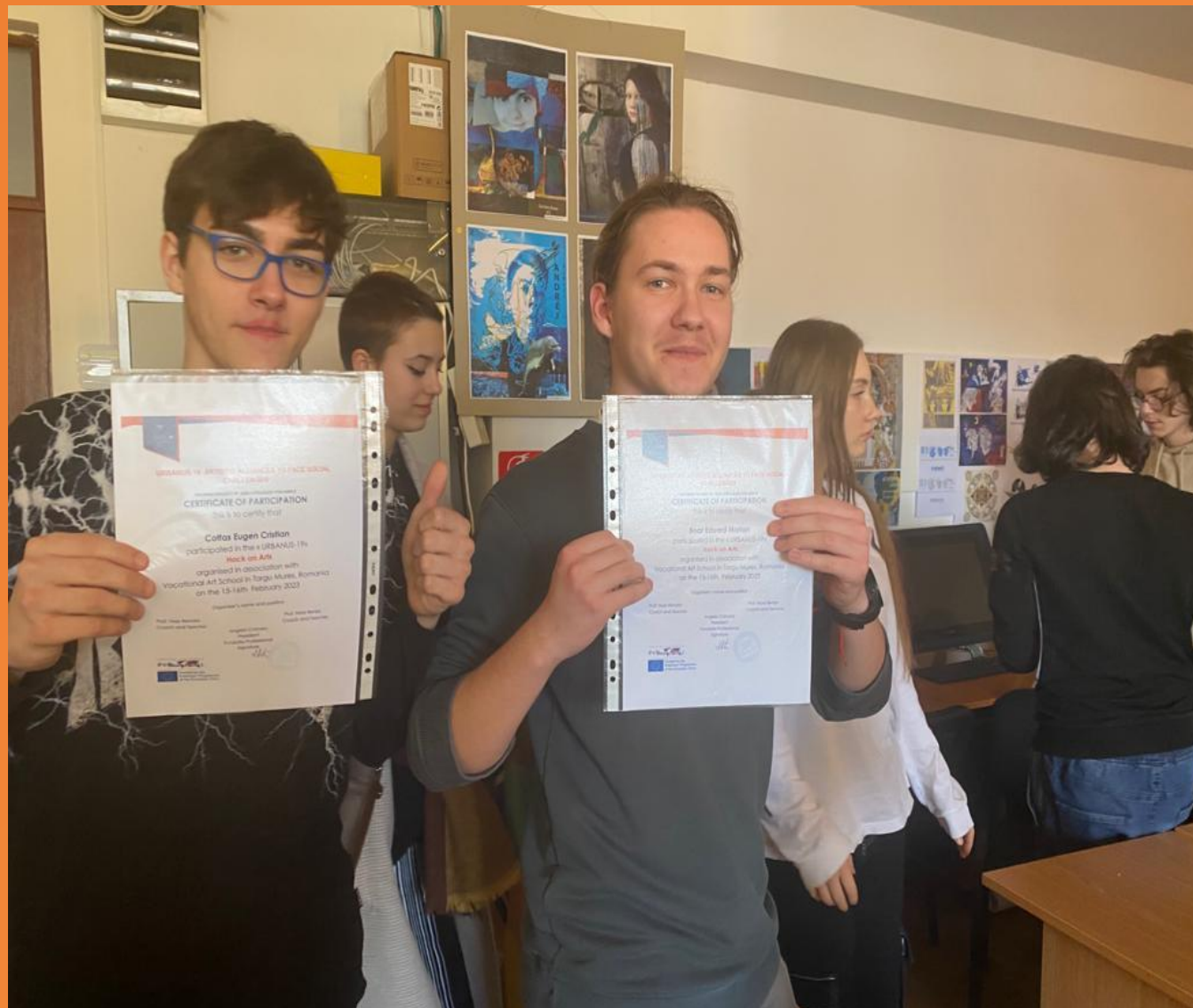
There were organized breaks, lunch for both days.

Additional materials we needed:

- Printer/printing options (for presentations)
- Judging sheets
- Winners certificates



Certificates & Exhibition



This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Thank you!

