Arqus Hackathon 2024 - Information Sheet

The University of Graz organises a Hackathon Series designed to tackle pressing challenges facing our institutions, fostering a culture of innovation and collaboration. Engaging with these challenges is vital for our network's growth and impact.

Hackathon Details:
There will be two hackathons:

- · First Hackathon: October 2024 (exact date TBC)
- · Second Hackathon: November 2024 (exact date TBC)

Each Hackathon will provide a set of challenges. The challenges will be defined in collaboration with the representatives of the different participating universities. Participants will get a chance to view the challenges, propose refinements or propose their challenges. Participants will choose their favorite challenge to be working with.

Programme Structure:
Each hackathon will be scheduled over a 4 week period.

The hackathon will be supported through Moodle as a platform to house all information and resources for participants and a virtual world that will be used for the actual time spent on working on the hackathon challenge.

Each hackathon will follow a 4-week schedule:

Week 1: Kickoff Event – a one-hour, synchronous online event that will be video recorded for those who cannot attend.

- · Introduction to the event
- · Challenge selection
- · Team formation (2-3 people per team)

Weeks 2-3: Hackathon

- · Groups work in a virtual world on their chosen challenge
- · Preparation of presentation of the ideas – groups prepare a short video of their challenge solution

Week 4: Closing & Awards – – a one-hour, synchronous online event that will be video recorded for those who cannot attend.

Final solution presentations

- · Evaluation and decision by a jury
- · Winners announced

Participation:

Expressions of interest must be submitted by filling in the form.

Jury Formation:

The jury of each hackathon will comprise three representatives from the Arqus network, entrusted with adjudicating the presentations and selecting the winners. The jury will rate the presentations with the help of a rubric we will provide.

Challenges:

We propose the following challenges for the hackathons and seek your feedback for adaptations, and additional suggestions. Please provide feedback, suggest any adaptations, or nominate additional challenges you believe would benefit the Arqus network.

Challenge 1: Challenge: Basic AI Literacy for Faculty

- · Task: Foster basic AI literacy among teaching staff.
- · Output: A series of introductory workshops or online courses on AI basics relevant to educators.

Challenge 2: Challenge: Developing Basic Online Collaboration Skills

- · Task: Equip staff with the skills needed for effective online collaboration.
- · Output: A compact training program focusing on the use of common online collaboration tools and best practices.

Challenge 3: Adapting to Digital Transformation and E-learning

- · Task: Integrate technology into teaching and learning.
- · Output: Guidelines for digital teaching skills and equitable e-learning access.

Challenge 4: Challenge: Eco-Friendly Campus Practices

- · Task: Promote eco-friendly practices within the campus community.
- · Output: A simple set of eco-guidelines for energy saving, recycling, and reducing waste.

Challenge 5: Improving Student Mental Health and Well-being

- · Task: Develop comprehensive student support services.
- · Output: Guidelines for accessible counseling and mental health programs.

Challenge 6: Ensuring Accessibility and Inclusivity

- · Task: Implement inclusive policies and support systems.
- · Output: Guidelines for creating an inclusive digital campus environment.

Challenge 7: Challenge: Digital Tools for Administrative Efficiency

- · Task: Identify and implement digital tools to streamline administrative tasks.
- · Output: A guide to digital tools that can reduce paperwork and improve administrative efficiency.

Challenge 8: Addressing Sustainable Development and Environmental Impact

- · Task: Promote sustainable practices on campus.
- · Output: Guidelines for sustainability in the curriculum and operations.

Challenge 9: Sustainability in Curriculum

- · Task: Introduce basic sustainability concepts into existing courses.
- · Output: A short manual with tips and examples for faculty to integrate environmental topics into lectures

Challenge 10: Enhancing Societal Engagement and Relevance

- · Task: Strengthen community partnerships.
- · Output: Guidelines for community engagement and experiential learning