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#EYA SHack Vienna 2019

Digital Creativity improving Society

Code4Impact:

Financial literacy | decent workplace | participation & living democracy

Impact Report

February 28-March 2, 2019

Vienna, Austria

Venue: Austrian Federal Computing Centre (BRZ), Hintere Zollamtsstraße 4
1030 Vienna, Austria

eu-youthaward.org
facebook.com/EuropeanYouthAward
twitter.com/eyagraz | #EYA

Conducted by

icnm International Center for New Media

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In cooperation with

BRZ Securing Innovation. | Santander Consumer Bank | paysafecard | aws First | INPUT | Smart City Plzeň

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EYA Social Hackathon

a.   GENERAL INFORMATION

In the beginning of 2019 for the fifth time, the European Youth Award organized a Social Hackathon to gather young creative minds for the purpose of planning, designing, and creating apps or games with a social focus and within a short span of time.

The **SHack Vienna, an EYA Social Hackathon** was two and a half days long and took place at the Austrian Federal Computing Center (BRZ) from February 28 to March 2, 2019.

People from 10 different countries participated in the event – including 10 coders from Czech Republic (Smart City Plzen), Hungarian programmers and students from Budapest supported by the INPUT program, former mYouth participants from Poland, EYA ambassadors from Macedonia, Slovenia and the UK and other external people from mostly Vienna, Austria. The different backgrounds of the participants did good to enhance their productivity, crea-tivity and imagination when working together. There was no age limit for the participants, the working language was English.

Help from **onsite coaches** from various countries was available for the participants during the whole of the event. They gave feedback on the site and enriched the participants' ideas with their expertise and experience. Also, **online coaches** were available on Friday via Skype to support the participants who picked a 30-minute slot from the avail-able times.

Each team had 4 minutes to pitch their project. An interdisciplinary 11-headed jury evaluated the projects and pitches and selected the best two. The teams were awaited by a "fast-lane ticket" to pitch to the AWS First Jury at the AWS Start-Up Lab and maybe get a seed funding of 20,000 Euro, tickets for a Social Innovators voyage in Tunis in Septem-ber and a training course in Tunis in November, tickets of the GOV.TECH pioneers and other non-cash-prizes.

b.   THEME

The EYA SHack Vienna main topics were

financial literacy | decent workplace | participation & living democracy.

c.   PARTICIPANTS

In total 50 young engaged participants worked together in interdisciplinary teams of 4-7 and developed 7 smart digital solution prototypes.

d.   ONSITE COACHES

The following coaches provided the participants with guidance during the SHack onsite:

- Cloed Baumgartner, Innovation Manager and Trainer | Crowd Club, AUT
- Raoul Bhatia, Manager of DevOps and Engineering | Cisco, AUT
- Luna Carmona, Marketing Officer | Achieve More Scotland, UK
- Julianna Faludi, Assistant Professor | Corvinus University of Budapest, HUN
- Gerhard Gaugusch, VP of IT Solution Delivery | Paysafecard, AUT
- Robert Kleedorfer, Team leader Austrian land registry | BRZ, AUT
- Matthias Maschek, Co-founder| Lost in the Garden, AUT
- Carl-Markus Piswagner, eGovernment architect | BRZ, AUT
- Kaloyan Ratchev, Founder & CEO | Vangavis ltd, AUT/BUL
- Petar Soldatek, Head of Development | Santander Consumer Bank, AUT
- Georg Steinfelder, Graphic and Communication Designer | FRO Linz, AUT
- Ondřej Tuháček, Project manager | SITMP, CZ
- Thomas Volpini, Department Lead IT Service | APA IT, AUT
- Simon Wallner, Co-founder| Lost in the Garden, AUT
- Rüdiger Wetzl-Piewald, Director | Social Business Club Styria, AUT

e.   ONLINE COACHES

The following coaches were available for the SHack participants remotely for 30 minute coaching sessions.

- Abdul Rahman AlAshraf, Founder | FreeCom, GER/SYR
- Alois Paul Spiesberger-Höckner App and Web Developer, Media Informatic Student | Vienna University of Technology, AUT
- Khaled Jemni, Modern Apps Consultant | Microsoft Tunisia, TUN
- Alexander Hauersleven Jensen, CCO | Be My Eyes, US/DK
- George Malekkos, Software Innovation Architect & CEO | Powersoft, CYP
- Tudor Mihailescu, Founder | LoopPol, ROM
- Taylor Sawyer, Co-founder | SammTalk, USA/NOR
- Branko Vasiljevic, Business developer | DVC Solutions, BIH

f. JURY

The developed applications and prototypes were evaluated by the eleven-headed expert jury selecting the SHack Winners.

- Luna Carmona, Marketing Officer | Achieve More Scotland, UK
- Tomáš Cholinský, Head of Department Business Support | SITMP, CZ
- Daniela Feuersinger, Strategy & Communication | BRZ, AUT
- Gerhard Gaugusch, VP of IT Solution Delivery | Paysafecard, AUT
- Kambis Kohansal Vajargah, Entrepreneur, CMO & COO | primeCROWD, AUT/IR
- Bálint Olah, Senior Consultant | INPUT, Hungary
- Hannes A. Schwetz, Project Manager Social Business Initiative | aws, AUT
- Armin Rainer, Senior Product Manager | APA-IT, AUT
- Gernot Silvestri, Head of Individual Applications | BRZ, AUT
- Nina Tillinger, Head of Delivery & PMO | Santander, AUT
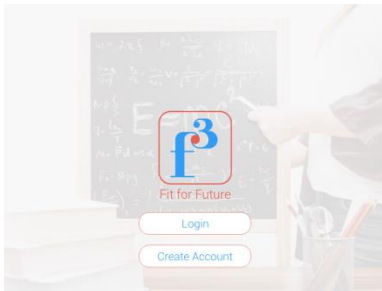- Simon Wallner, Co-founder | Lost in the Garden, AUT

g. WINNERS

First place: Fit For Future

by Tobias Feitkenhauer, Anna B., Max Stolze, Renée Singer, Gabriel Pickel, Kristina Weinberger

Platform: Web application

Fit for Future is a virtual and offline training program for teachers to foster 21st century skills in their students.

Only one in two students finds school engaging. This disengagement is one of the key factors for dropout, resulting in high dropout rates in Highschool. Fit for Future trains teachers to counter this problem. Applying proven methods

and assignments, teachers foster the social-emotional and meta-cognitive competency development of their students.

These methods are highly engaging and build skills that students need to win in life. Furthermore, they can be used across subjects, making them relevant for every teacher and every subject.

Collaboration with colleagues through the team gives a strategic approach to competency development and increases consistency. Our virtual coach helps teachers continuously improve their personal teaching effectiveness.

This way, we create a world in which schools and teachers enable their students to build a sustainable future.

Runner-up: Allio

by Adam Wnuk, Grzegorz Marczyk, Nataliya Metla, Patryk Karwat, Robert Pietrzyński

Platform: Android, iOS

Let's connect the problems with the solutions!

Allio app is Tamagotchi of XIX century for allergic children. Helps to build awareness of our kids in the case of safe food.

h. DEVELOPED PROTOTYPES

Project Name: Buildit

Producers: David Pohy Pohan, Pavol Hejný, Borka Moravcsik, Jùlia Gunther, Eva Koncz, Sophie Born

Platform: Android, iOS

We want to create a place to show children between the age of 10 and 15 how decisions have an impact on their own life and the environment.

Project Name: Democracy xyz

Producers: Vojtěch Pšenák, Barbora Hrušková, Mehdi Bizolm, Honza Steinbach, Štěpán Kotěšovec

Platform: Website

A website to inform how members of parliament (national, European, local…) voted.
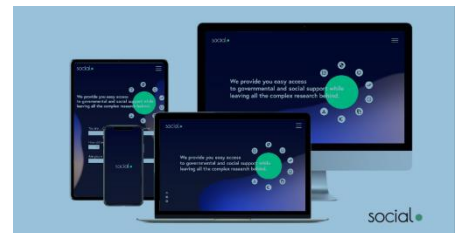
Project Name: Social Point

Producers: Bianka Bús, Daniel Zlabinger, Eszter Szabó, Keanu Hie, Matus Lang, Peter Gerges, Vanessa Kausl

Platform: Website

Usually the people who need governmental help the most, have the hardest time getting it. They either don't have the administrative know-how or the time for research.
Our vision is to provide an easy access to governmental social support while leaving the complex research behind. We give you guidance on all opportunities in the confusing chaos of the internet in a simple, friendly and engaging way. We want to be your stable point in every living situation.

Project Name: Trusted News

Producers: Eda Mushe, Jovana Azdrakovikj, Lili Tóth, Eliza Zimmermann, David Zahour, Karel Sima, Patrik Vácal

Platform: browser plugin, webpage and app

Our project focuses on the independent free press's tendency to disappear and fighting against fake news. Our aim is to restore the reliability of media by revealing the content's consistency between different articles about the same occurrence and widen the reader's viewpoint by offering related articles.
While the average user reads a single article and therefore has a restricted amount of information, Trusted News collects data from all the related articles and analyses them to define a simplified indicator based on the percentage of correspondence with other news sources. By clicking onto the indicator, the reader is redirected to our webpage, where we offer a wide range of relevant articles with the corresponding and contradicting information highlighted, as well as further options for research. In conclusion, we provide easy access for people to build themselves a more objective knowledgebase.

Project Name: The Workplace Welfare Project

Producers: Dóra Becker, Orsolya Horváth, Ondřej Merkun, Anna Szilágyi

Platform: Website

Let's connect the problems with the solutions! The Workplace Welfare Project collects valuable feedback from the employees via a survey service. The premade questionnaires are well researched to maximise the results in the statistics provided for the employer. If they want more specific data, specific questionnaires or certified coaches and services referred to them, they can pay a one-time fee for it.

i.   EVENT PROGRAM

Thursday, February 22, 2018

From 15.30 | Registration for participants

16.30-16.45 | Welcome and official opening *(open for public)*
with Gernot Silvestri, BRZ; Peter A. Bruck, Honorary Chairman ICNM

16.45-17.15 | "What's the purpose of the EYA SHack? – Idea, Procedure & more"
Speaker: Birgit Kolb, EYA Project Manager

17.15-17.45 | Inspirational and Knowledge Keynote on
        Financial literacy | decent workplace | participation & living democracy
Verena Fink, Woodpecker Finch (GER); Dalibor Matijevic, Food+X (SLO)

17.45-18.15 | Networking Games | Get to know your colleagues

18.30-19.00 | Brainstorming Idea

19.00-19.30 | Ideas Pitching

19.30-20.00 | Group Forming and start!

Friday, February 23, 2018

9.00-20.00 | Working on digital prototypes with onsite and online coaches

9.15-9.45 | Workshop: Gamification & User-centered Design
Matthias Maschek & Simon Wallner, Lost in the Garden.

Saturday, February 24, 2018

9.00-15.00 | Working on digital projects with onsite and online coaches

14.00 | Handing in of prototypes

15.30-16.15 | Presentations & Jury *(open for public)*

16.15 | Awards Ceremony, Wrap Up & Send Off

j. MEDIA REPORT

Press releases

- [fit 4 future gewinnt Hackaton im BRZ](#) (in German)

k. EYA MEDIA CLIPPINGS (EXTRACT):

- [Ein digitaler Marathon für sozialen Mehrwert](#) (Radio FRO, March 6, 2019)
- [fit 4 future gewinnt Hackaton im BRZ](#) (computerwelt, March 5, 2019)
- [Das sind die Sieger des europaweiten Hackathons für Social Impact Projekte in Wien](#) (trending topics, March 5, 2019)
- [Digitale Anwendungen verändern die Gesellschaft](#) (medianet, Feb 19, 2019)
- [Social Hackathon im Bundesrechenzentrum bietet Plattform für Coder](#) (futurezone.at, Jan 29, 2019)
- [Der Social Hackathon kommt nach Wien](#) (Startup Helden, Jan, 2019)
- [Social Hackathon Vienna vom 28. Februar bis 2. März 2019 in Wien](#) (audimax, Jan, 2019)

l. PHOTOS OF THE EVENT

https://www.flickr.com/photos/worldsummitaward/albums/72157703825852492

m. VIDEO CONTENT

- Best of Video: https://www.facebook.com/watch/?v=267203787511101
- message from the speaker Verena Fink: https://www.facebook.com/watch/?v=552917335203892

n. PARTNERS AND SUPPORTERS

The EYA Social Hackathon was conducted in co-organization with