



The website of the pan-EU hackathon was launched on Friday 3 April. It includes now 27 countries (24 Member States plus 3 associated countries to H2020) in the group of National Curators. The organisers of the national hackathons related to the coronavirus are the partners of the European Commission on this pan-European hackathon and are part of the group of National Curators. In some cases, in addition to the organiser of the national hackathon, the government has nominated a person to be in contact with the Commission about the daily activities related to the #EUvsVirus. The detailed list of National Curators is included in Annex 1.

The ambition of #EUvsVirus is to get 60.000 participants in teams of 6-10 participants per team. It requires a strong IT infrastructure and a clear definition of the process. Consequently, all processes will be fully automated. The hackathon will follow a 7 phases approach: sign up, choose challenge, the hacking, solution submission, voting and follow up.

The teams will be composed of professionals from any sector of the economy and the society at large. Contrary to hackathons that are traditionally focused on IT, the #EUvsVirus hackathon is positioned at the crossroad of civil society and the innovation ecosystem. It is designed as a new way of policy making and citizens engagement.

The #EUvsVirus hackathon will be structured around 7 categories of problems that need short term solutions in relation to coronavirus. Each category will be split into 5/6 specific challenges that help the teams to focus their projects and ideas. Eventually, each challenge will be split into 5/6 tracks. Each track will describe a very specific problem that needs to be solved. The teams will chose the track that they want to address with the project. A first set of categories and challenges is detailed in Annex 2.

#EUvsVirus will allow for the submission of ideas and creation of teams in all EU languages. This means that there might be teams composed of individuals from several EU Member States and others where the participants will come exclusively from one Member State. We do not want to miss any good idea simply because it is not in English.

In addition to the European Commission (with the European Innovation Council as the leading service) other EU institutions are also interested in supporting the #EUvsVirus Hackathon, notably the European Parliament and the Committee of the Regions. European associations such as the European Universities Association, the European Clusters

Association, the EUTechAlliance and others will be also part of the partners that will support this pan-EU hackathon.



ANNEX 1. Countries represented in the National Curators Group

EU Member States

Austria	Italy
Belgium	Latvia
Bulgaria	Lithuania
Croatia	Malta
Cyprus	Netherlands
Denmark	Poland
Estonia	Portugal
Finland	Romania
France	Slovenia
Germany	Spain
Greece	Sweden
Hungary	
Ireland	

Associated countries:

Switzerland, Turkey, Ukraine.

Annex 2. Set of categories and challenges

1. Health & Life: Addresses a range of health initiatives, including hardware, supporting frontline health workers, scaling telemedicine, contact tracing/containment strategies. It should also address fragmentation of current efforts. e.g., how to ensure that all countries can locally produce one ventilation machine instead of the 65+ open versions currently being designed/built?

Challenges:

Ventilator challenge – e.g. easy-to-build ventilators, easy to fix ventilators, easy to convert ventilators, easy to transport ventilators to treat COVID19.

Protective equipment challenge – e.g. fast producing and scaling of protective materials for medical staff and patients.

Remaining safe for front line medical personnel challenge – e.g. robots assisted tele-presence of medical staff in intensive care units, automatic sterilization systems of ICUs, early and remote detection of infections.





Direct contact of citizens with medical personnel remotely challenge – e.g. Remote Medical Assistance, Preventive Medicine, Telemedicine, Drone, Facilitating Clinical Procedures, App, Metadata, Home Help

Platform for the availability of necessary pharmaceuticals and their remote shipment challenge

Proof of immunity for people with COVID-19 antibodies – e.g. serological test that indicate that a person is not susceptible to COVID-19 and thus able to return into society safely for him/her and others.

Others – e.g. applications, methods, hardware relevant for this category. The above challenges are just suggestions. Feel empowered to get creative!

2. Support quarantined people or at risk: It is about supporting quarantined or self-isolated people to remain safe and sane.

Challenges:

Assisting people in need challenge avoiding risk exposure for those helping – e.g. remote medical controllers for personal health of those isolated, food delivery systems, cabin fever relieve, applications for reporting symptoms.

Assisting people in need with economic and social issues challenge – e.g. fast accommodation solutions for those in domestic conflicts distress, basics providing for those with no financial possibilities. Apps for the public to inform themselves about the corona situation and to report symptoms would also be useful.

Reaching vulnerable communities challenge – e.g. the elderly or people with pre-existing health conditions, and maintain their safety during the crisis.

Psychological distress assistance challenge – e.g. easy communication and fast intervention in case of need, senior communication spaces where elderly can connect to a variety of interactions and services with their loved ones.

Others – e.g. applications, methods, hardware relevant for this category. The above challenges are just suggestions. Feel empowered to get creative!

3. Remote working and education: Addresses the critical issues, which put people under high stress due to the remote working and remote education

Challenges:

Remote working making easy challenge – e.g. make it easier to be productive at home and not be isolated, improve ways of communicating or find ways to make it easier for people to complete their role outside their offices.

Remote education challenge – e.g. alternative learning environments and tools for pupils, teachers, and entire school systems with consideration for the parent's needs and high daily stress.

Childminding for toddlers and preschool children

Others – e.g. applications, methods, hardware relevant for this category. The above challenges are just suggestions. Feel empowered to get creative!





4. Businesses: Address the set of problems that businesses are facing to stay afloat, collaborate effectively, restructure, re-profile and move online.

Challenges:

Demonstrate purpose challenge – by which companies need to figure out how to support response efforts, e.g. by shifting production to create medical equipment.

Find & fit a solution challenge – e.g. harvest the solutions that are immediately available and scalable to be provided urgently to hospitals.

NB. Projects at the ideation stage are not helpful as the capacity of hospitals to absorb new ideas is currently very limited.

Protecting employees challenge – e.g. design a plan to support employees that is consistent with the most conservative guidelines that might apply and has trigger points for policy changes

Stay close to your customers challenge – e.g. ways to move online as part of the push for omni-channel distribution.

Startups & SMEs cashflow challenge – e.g. solutions to manage risk and cash flow when consumers are not spending, how would you reach them- online or offline?

5. Arts & Entertainment: With 30% of the world's population under lockdown, virtual classes/ shows and even online pub quiz are taking over.

Challenges:

Restore citizen's trust when attending future cultural events. This is a challenge post-lockdown, but worth to start thinking about how to ensure people will go again to museums, bars etc.

Cultural agenda dissemination. Many cultural events are taking place virtually, but not everyone is aware of them. How to ensure it arrives to a great audience?

6. Social & political

Challenges

Locating the vulnerable population challenge – mapping the situation of people in vulnerable situations

Mitigating fake news spreading challenge – e.g. automatic systems for filtering fake news.

7. Other: Any other challenge related to the corona crisis, which can find a solution inside the pan-European hackathon. Feel empowered to get creative





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