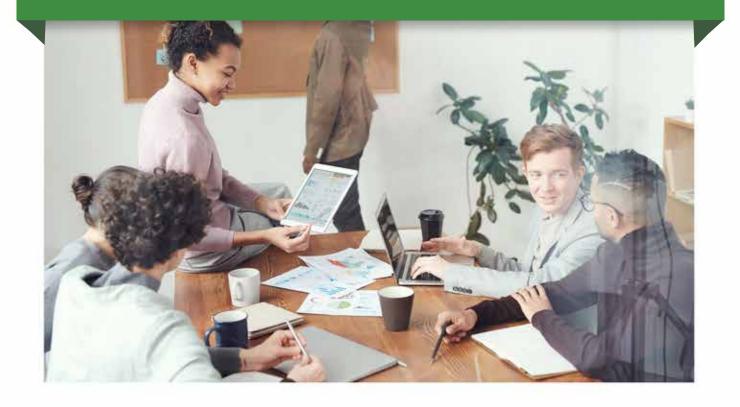# THE FAO / GTP HACKATHON

Digital Agriculture - Apps for Sustainable Transformation

Content, Rules and Condtions

Food and Agriculture Organization of the United Nations

GENEVA GRADUATE INSTITUTE | CENTRE FOR TRADE AND ECONOMIC INTEGRATION

gtp. Geneva Trade Platform

The FAO/GTP Hackathon
Content, Rules and Conditions

Thank you for your interest in participating in the FAO-GTP 2022 Hackathon: Imagining Apps for Sustainable Agriculture.

The goal of this competition is to stimulate new thinking and bold new ideas for technological solutions in support of sustainable agricultural practices and markets.

gtp. **Geneva Trade Platform**

Eligibility

- Registration will be open **until 10th November 2022, 23:59 CET.**

- The Hackathon is open to teams of between **two (2) and four (4)** higher education students;

- All team members must be **currently enrolled as students at a higher education institution**;

- The competition is open to higher education students of **any age** and within **any discipline**;

- All members of a winning team will need to prove their enrollment prior to any prizes being awarded;

- The Hackathon will be entirely virtual and there are **no geographic or national limitations on participation**

  - Team members will however need to be available to participate virtually on November 17th 2022 from 12:30 to 14:00 CET, where the 3 teams shortlisted will be asked to present their ideas and answer questions ahead of the jury's final decision.

Contact, Communication and Updates

During the Hackathon, all communication with participating teams will take place via a dedicated group of the [Beyond Trade Network](#) (BTN) for Hackathon participants.

This BTN group is where:

- The Hackathon 'Question' will be announced on 9:00 CET on November 11th;

- Teams will receive a link to the form through which to make their submissions;

- Teams will receive instructions on how to upload or share their video submissions, and assistance with doing so;

- Teams can ask questions either publicly or privately of the event organizers;

- Teams can communicate with one another via an optional Hackathon-wide chat and message board.

If you are a hackathon team member and have not been invited to the private BTN group, message Joan Okitoi on the network immediately with your team name.

If for any reason you are unable to access the Beyond Trade Network, the organizers can be reached by e-mail at: events@genevatradeplatform.org

Evaluation criteria

Submissions cannot exceed the specified **word limits** for each section, and video submissions cannot exceed **three (3) minutes**.

Submissions will be anonymised and evaluated by a panel of experts on the creativity of proposed solutions, the feasibility of the proposed path forward, and clarity of presentation. The jury will specifically be evaluating:

1. The **originality** and **creativity** of the proposed application

2. The extent to which the proposed application resolves a **genuine problem;**

3. The **feasibility** of the proposals and the extent extent to which their design demonstrates an awareness of the limitations of existing technologies and techniques;

4. The **style, structure and clarity** of the written submissions, video presentations and for the top three teams, their answers to the jury questions during the relevant plenary session;

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Initial evaluation selects the top three submissions. These will be presented virtually to the jury by the teams during a joint FAO-GTP Dialogue on the 17th of November, providing the jury the opportunity to ask questions and test the ideas on offer.

Following all three presentations, the jury will then deliberate ahead of an announcement of the 1st, 2nd and 3rd place finishers at the conclusion of the panel which will immediately follow the presentations.

Submission Process

When the Hackathon question is announced via the Beyond Trade Network at 09:00 CET on the 11th of April, team captains will receive a unique link to a Google Form through which they can submit on behalf of their team.

The form will include fields for all sections, as well as a place to include the URL to the team's video submission which can be uploaded to Youtube, Vimeo, Google Drive or any other platform where it can be viewed. Staff will be available via BTN to assist with any technical issues that may arise in uploading submissions or videos.

Prizes

The winners of the first prize will receive a winning diploma/ award certificate and an opportunity to present their winning idea to an international audience through a FAO webinar.

The winners of the second and third prizes will receive diplomas/ award certificates recognizing their excellent efforts.

All participating teams will receive a certificate of participation from the FAO and GTP.

Timeline

Dates	Milestone
10/11 (23:59 CET)	Team Registration Deadline
11/11 (09:00 CET)	Hackathon Topic Announced via BTN - 3 Day Hackathon Begins
13/11 (23:59 CET)	Hackathon Submissions Closed
14/11 -15/11	Candidate Shortlisting
15/11 (17:00 CET)	Top 3 Teams Announced
17/04 (12:30 CET)	Top 3 Teams Present Their Submissions to Judges Online
17/04 (13:00 CET)	Panel Session as Judges Deliberate
17/04 (13:45 CET)	1st, 2nd and 3rd Place Winners Announced

Outside Assistance

Students can seek advice and input on their submissions from outside their team, but all ideas should be original to the team members and all writing and videography should be done by the team.