

Goal

The major aim of this activity is to raise awareness and increase participation of students in CHARM-EU's various educational offers, especially Transnational Online Learning. The event also offers international learning experiences by studying with peers from other countries, backgrounds and disciplines and participation in virtual student mobilities. Attendees gain access to (and opportunity to earn credits through) courses that are not available at their home institution.



Target group

- Students and academic staff of CHARM-EU partner universities

Format & type of content

During the one-week hackathon students from one or different programmes are invited to work in multidisciplinary groups on solving CHARM-EU related digital strategy challenges. The event starts with a general presentation to CHARM-EU as well as aim and scope of the challenges by a group of CHARM-EU representatives who later also provide mentoring. During the week student teams work individually guided by their professors. The event closes with a final jury, student projects are evaluated based on alignment with CHARM-EU needs and strategy. The winning team can take their project further and showcase it through CHARM-EU dissemination channels.



Channels & tools used

- CHARM-EU and partner universities' newsletters, websites, social media etc.

Impact and efficiency

- Format and intensity ensures high efficiency
- Number of attendees
- Raised level of awareness and engagement in CHARM-EU
- Better understanding of CHARM-EU educational approach (learning by doing)
- Viable solutions for CHARM-EU challenges based on students' skills



Necessary resources

- Human resources: organizing team, facilitators, contributors; preparation of challenges and introduction materials; pre- and post-event dissemination
- Technical and material resources: appropriately equipped venue (hybrid classroom); catering; access to digital collaborative tools (Moodle)



DEI aspects

- Accessible event contents (e.g. ALT-TEXT for visuals, multilingual communication etc.)
- Access & participation to physical venue (e.g. level entry access check, speech-to-text)
- Diversity of participants and contributors regarding gender and other lived experiences
- Resource: [Inclusion by Design: Key steps of creating the CHARM-EU Inclusion Conference - AHEAD](#)

