



Solutions improving lives

ACCESSIBILITECH

Advanced Methodologies to Identify, Assess and Transfer Innovative
Solutions for the Accessibility of People with Disabilities

Accessibilitech Hackathon powered by Microsoft

Information Pack



**Funded by
the European Union**

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Key information

Event name: Accessibilitech Hackathon powered by Microsoft

Date: 22 June 2022, 10:00 AM (CEST) – 23 June 2022, 05:00 PM (CEST)

Format: online

Registration: <https://www.digitaleurope.org/events/accessibilitech-hackathon-powered-by-microsoft/>

Participant profiles:

- Professionals: programmers, UX/UI designers, business developers, marketing experts, project managers or similar
- Students with background in IT, new media, marketing, business development, project management or similar, interested in the topic of accessible technological solutions
- Technology end-users with disabilities or participants with knowledge on special needs and barriers facing by people with disability

Event description

Join the Accessibilitech Hackathon on 22-23 June 2022!

[Accessibilitech](#) is an EU-funded initiative dedicated to mapping accessible technologies and give them more visibility towards both end-users and businesses across Europe.

As a part of the project, DIGITALEUROPE and Fundación ONCE partnered up with Microsoft to organise the Accessibilitech Hackathon – a highly interactive event, with which we hope to:

- raise awareness of inclusive technologies and promote accessible tech solutions to citizens and organisations across Europe,
- activate the ICT industry and business communities in the efforts to create more accessible tech products and services in the EU and beyond.

During the event, you will have the chance to put your curiosity, creativity and professional skills to good use, solving exciting, forward-looking challenges that have the potential to make the future of technology more accessible and inclusive.

Who can participate in the hackathon?

The event is dedicated to everyone interested in learning more about accessibility and contributing to shaping a more inclusive society by developing accessible technology solutions. In particular, we welcome:

- Professionals: programmers, UX/UI designers, business developers, marketing experts, project managers or similar
- Students with background in IT, new media, marketing, business development, project management or similar, interested in the topic of accessible technological solutions
- Technology end-users with disabilities or participants with knowledge on special needs and barriers facing by people with disability

Would you like to participate in the Hackathon but you might lack some knowledge in the area of accessibility? Don't worry, the Hackathon is the perfect opportunity to learn more. We will get you up to speed with training on accessibility and inclusion in advance to the hackathon, and you will be able to learn from your peers during the event.

Hackathon challenges

Teams participating in the Hackathon will work on developing innovative products or product features which promote accessibility, making them more functional and easier to use for people with disabilities or at risk of digital exclusion.

The teams will be able to choose their challenge from a list of several challenges developed by Microsoft and Fundación ONCE within three thematic areas – **telework, telecare and e-learning**.

During the Hackathon, teams will also be supported by Microsoft volunteers who will help you facilitate the conceptualisation process and provide accessibility-relevant input.

Note: Please keep in mind that the challenges do not require developing a functional prototype of the imagined solution. However, the solution must be technically viable.

Teams

To ensure the successful outcome of the Hackathon and creating truly inclusive solutions, we strive for the Hackathon teams to be diverse, representing various skills, approaches and perspectives.

Therefore, we strongly recommend that, within a team, there is at least:

- one Programmer
- one UX Designer (desired but optional profile)
- one Marketing Specialist / Business Developer / Project Manager
- one end user with disability

Additionally, one person can have more than one role (e.g., a person with disability can also be a programmer). You also need min. 3 members to constitute a team.

Event agenda

22 June 2022

10:00-10:30 – Opening Ceremony

- Introduction from DIGITALEROPE, Fundación ONCE & Microsoft
- Keynote from the European Commission

10:30-11:00 – Orientation for the Hackathon, introduction of the challenges

11:00 – Start of the Hackathon (24h)

23 June 2022

10:00 – end of the Hackathon

10:00-12:30 – pitches to the Jury

12:30-14:00 – *lunch break*

14:00-16:00 – Jury meeting

16:00-16:45 – Closing Ceremony & Hackathon results announcement

Application process

Individual applications

If you are interested in participating in the Hackathon, please [apply via this link](#), by 15 June indicating your expertise, relevant skills and motivation to join the event. Upon submitting your application, you will receive a confirmation email indicating that you have entered the pool of candidates.

Your application will be reviewed by the Accessibilitech Team, and you can expect the results by 17 June. Should your application be successful, you will be matched with minimum 2 other candidates – they will be your team while solving the Hackathon challenge.

Team applications

If you already have a team with which you would like to participate in the Hackathon, please [apply as a team](#) by 15 June, indicating the preferred challenge, the relevant skills and expertise of all team members, and the motivation of the team to join the event. We highly advise that your team include various profiles, as mentioned above in the point *Teams*.

Upon submitting your application, you will receive a confirmation email indicating that your team have entered the pool of candidates. Your application will be reviewed by the Accessibilitech Team, and you can expect the results by 17 June. Should your application be successful, your team will compete with others to solve the Hackathon challenge.

Note: Please keep in mind that should there be a need, individual applicants may be added to your team by the Hackathon organisers to accommodate for their skills and/or facilitate learning for students participating in the hack.

Timeline

16 May - 15 June 2022 – Registration period

by 17 June 2022 – Application results and the Hackathon teams announcement

22-23 June 2022 – Hackathon

Prizes

- 3 x EUR 3.000 per team for the winning solutions*
- subscriptions and licenses for selected Microsoft software
- an official participation certificate for everyone taking part in the Hackathon

**Due to the administrative process, the financial award will be granted to the winning teams within 90 days following the Hackathon.*

Contact details

Should you have any questions, please reach out to:

- **Jose Martinez-Usero**, Senior Project Manager at DIGITALEUROPE
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