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European University of the Seas

Report of best practices and learnings workshops, mission-based hackathons

University of Split

report written by Ivana Vuka, PhD and the SEA-EU UNIST Office

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Introduction

With the aim of sharing knowledge and existing activities that individual SEA-EU partners already carry out at their universities, but also to create new activities, a series of joint SEA-EU co-creation activities were undertaken. They comprised the members of the alliance, as well as associate partners.

Different types of co-creation activities were shared in two co-creation workshops, such as Living Labs and hackathons. This motivated the participation in the Ocean Hackathon events, as well as the creation of the joint SEA-EU Makeathon event. These activities encouraged and enabled joint collaboration of researchers, students, teachers and representatives of industry and administration in solving the challenges related to sea and sustainable development goals.

Activities also resulted in creation of the team of experienced staff across the alliance that will continue to further develop co-creation activities, in particular SEA-EU Makeathon. The experience and the knowledge presented in this report can also serve as an inspiration and a guide for engaging students, staff and external stakeholders in solving challenges across SEA-EU alliance and beyond.

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Output	OP5.5. Report of best practices and learning workshops and mission-based hackathons
Leader	University of Split
Task	Task 5.5.
Authors	Ivana Vuka, PhD and the SEA-EU UNIST Office
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1. Expert team

An expert task team was constituted with representatives from the following partner institutions:

University of Split (UNIST)	Nikola Balić
University of Split (UNIST)	Ivana Vuka
University of Gdansk (UG)	Norbert Steinhaus
University of Gdansk (UG)	Izabela Disterheft
University of Western Brittany (UBO)	Yves Quere
University of Cadiz (UCA)	Jose Maria Sanchez Vazquez Juan Pablo Dianez Gonzalez
University of Malta (UM)	Edward Duca

2. Co-creation activities in the quintuple helix environment

2.1. SEA-EU expert meetings

In order to organise co-creation workshops, ensure participation in the Ocean Hackathon and develop the SEA-EU Makeathon event and other forms of the co-creation, two main expert group meetings together with numerous bilateral ones were organised.

As an example, the first online meeting for the SEA-EU Makeathon was organised on 12th May 2021 where UNIST and UBO presented the concept of the Makeathon event and shared comments on the initial idea and proposal of a timeline (UNIST, UBO). The aim of the SEA-EU Makeathon event was to encourage students to propose solutions (in terms of a tangible physical or digital prototype) for problems related to campus life while taking into account Sustainable Development Goals (SDGs). The whole event was planned in three phases. Firstly, mentoring webinars with experts from SEA-EU universities (in October 2021) were organized to prepare interested participants and help them develop their ideas. During November local events were planned where teams from participating universities presented their ideas and the best ones were selected. In the end, the final event with the presentation of the best solutions and award ceremony was planned for the beginning of 2022 in Split.

During the meeting, the list of the criteria that should be used when selecting the ideas that will participate in the local events was defined.

It was agreed that the ideas need to have the European (or the SEA-EU) dimension so that other universities can learn from it. Experts were also discussing the use of IP that might be developed during the event. For the ease of the future development, implementation and potential commercialization of the developed solutions it was agreed that:

- Each partner will decide on the appropriate model for management of IP rights during the event.
- Each university can use the results to implement the solution on campus.

The second preparational meeting took place on 28th June 2021. During the meeting, the dates and final agenda of the local Makeathon events were discussed. It was concluded that each partner can organize the local event in the scope of other events or initiatives organized. Furthermore, topics and experts for the online mentoring webinar events were discussed. It was decided that each University will provide a list of the experts that could help teams to develop their idea and build better prototypes. Topics suggested for online webinars were related to business model development, presentation and pitching skills, sustainability and intellectual property rights. After the second meeting, communication continued during the small bilateral meetings or in e-mail group communication.

2.2. Ocean hackathon events

In order to test the effect of participation in the mission-based hackathons, UNIST, UCA and UBO participated in the Ocean Hackathon event in 2020. Ocean Hackathon® is 48 hours non-stop event to develop a prototype in a team and to think about its use, using various digital data related to the sea[1]. The event is organised by the Campus mondial de la mer fron, SEA-EU associate partner from Brest, France. Due to the pandemic, the Ocean Hackathon® 2020 local events were partially organized online while the grand finale was held only online on Friday 4th December 2020. The 2020 winners were: Ancona (1st), México (2nd) and Split (3rd). A special prize from the French Ministry of the Sea was given to La Rochelle.

[1] https://www.campusmer.fr/Home-4185-0-0-0.html

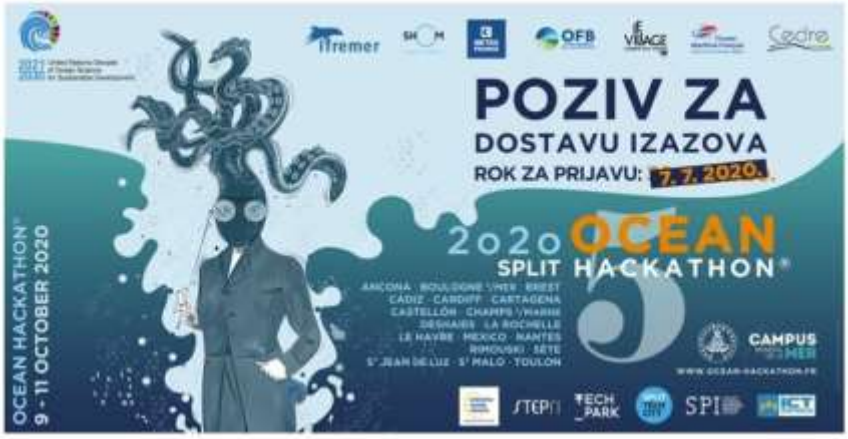

Figure 1: Visual identity and the web banner year 2020

The University of Split had a great experience participating in the first Ocean Hackathon event. The team Dock.me that won first place in the local Ocean Hackathon event won third place at the final event. The whole event was very well covered with media releases and was also good motivation for the organization of other similar events.

In the year 2021, all three universities UCA, UNIST and UBO participated again in the organisation of Ocean Hackathon. The majority of events were held in person and the grand finale was organized in Brest on December 15th 2021. The team from Cadiz won second prize.

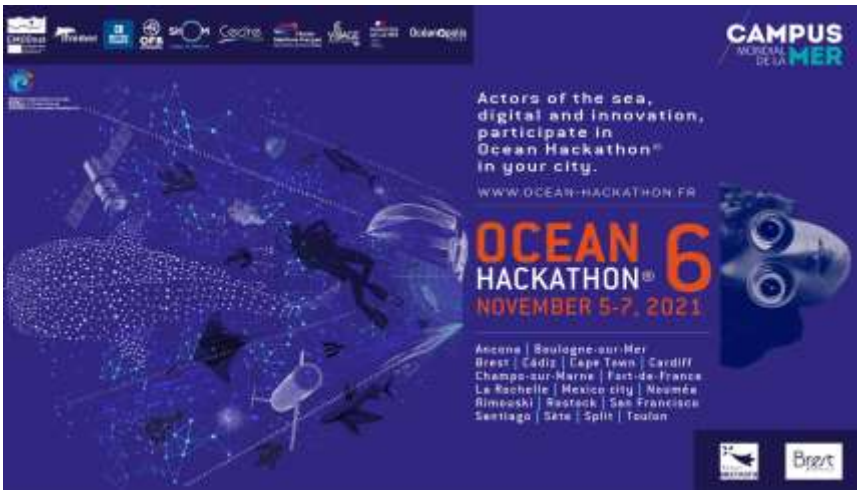

Figure 2. Visual identity and web banner year 2021

The main organizer also created a press kit on the event from 2020, including experiences and team quotes from different partner universities[2]. Also, as a part of the preparation and application process, a promotional video was made with the aim to attract participants and promote experiences and expectations.

2.3. SEA-EU Makeathon event

The SEA-EU Makeathon event was created based on the experiences from the mission-based hackathons, with the main idea of implementing UN Sustainable Development Goals on the SEA-EU alliance campuses through the development of digital or physical prototypes solving various campuses' challenges. The title of the event was: ***SEA-EU Makeathon, Apply Sustainable Development Goals to your Campus***

[2] Ocean Hackathon 2020 Press Kit: https://www.campusmer.fr/Ocean-Hackathon_-3567-1116-0-0.html

Main event logo:

2.3.1. The main concept

The main event idea was to develop local solutions to problems related to certain SDGs and find a common ground to transfer ideas and results to other universities. It was a one-month-long SEA-EU initiative with locally organised events and joint touch points such as mentoring webinars by experts from SEA-EU universities.

During the events, students had access to on-campus maker spaces, app labs, workshops, and SEA-EU wide pool of innovation experts to design, test, reiterate, and enhance their services or products. The end result was foreseen to be a tangible digital or physical prototype of a product or service.

Students from all of the participating universities were welcomed. Teams included members from several SEA-EU universities. Other parties such as companies and various other stakeholders such as NGOs, etc were also invited to participate.

2.3.2. Methodology

Each participating university had the freedom to prepare and organize an event respecting the local ecosystem. However, joint criteria and tools that might be used during the events were agreed upon:

● Joint WIKI platform (prepared by UBO) was developed, allowing connections between team members of different SEA-EU universities, for those who wanted.

● Discord channel was proposed for the communication between team members and mentors

● Joint online webinar events via Zoom for all participants.

● Joint application form (prepared by UNIST)

● Common evaluation methodology for the selection of projects at the application phase

UNIST and UBO were the most active in the preparation and development of the event materials.
UNIST prepared:

● Draft of the call for project ideas

● Registration form:

● Evaluation form (attached)

UBO prepared:

● Joint WIKI: https://wikifactory.com/+sea-eu/sea-eu-makethon2021

● Each University had a specific wiki page for the local organisation. Example for UBO: https://wikifactory.com/+sea-eu/ubo-makethon2021

● A guideline for the use of Wikifactory was proposed by UBO

Each university was to decide if they want to suggest specific SDG goals or projects topics for their local event and if the wanted to add them to the local call for project ideas. They needed to announce the call for project ideas, encourage students and professors to participate and provide at least 2 mentors for a specific topic related to the Makeathon process.

2.3.3. Time frame

The call for project ideas was announced by mid-July and opened by mid-September 2021. Selection of the projects was done by the end of September 2021 and Joint online webinar events were organised during October. Local SEA-EU Makeathon events were organized from the end of October till mid-November 2021 while the final Showcase event including the selection of the projects developed at each partner university was organized in Split in March 2022.

A total of 5 open lectures were attended by 43 participants from all partner universities. The lectures were organized in the following order:

- October 18, 2021; Izabela Disterheft (University of Gdansk): Business Model Canvas

- October 20, 2021; Edward Duca (University of Malta): Pitching training
- October 25, 2021; Ivana Vuka (University of Split): Evidence-based pitching
- October 27, 2021; Nikola Balić (University of Split): Intellectual property
- November 3, 2021; Yves Quere (University of Western Brittany): How to align project with SDG.

2.3.4. Project ideas evaluation

Joint project ideas selection criteria were agreed upon. To be selected for the local SEA-EU Makeathon events ideas should

● be in line with at least one of the SDGs (10 points),

● contribute to campus life (10 points),

● have the team mixed and comprised of representatives of various target groups (5 points),

● explain how big is the impact of the solution (5 points),

● explain can other universities in SEA-EU and other alliances benefit from it (5 points).

The minimum score to be selected for the Makeathon was 20 points.

Demo day criteria:

At the local demo day and the final showcase event in Split, the developed project ideas were scored by the above-mentioned criteria plus the evidence-based presentation. The aim was to score the level of evidence provided during the pitch. Evidence should show that based on the webinar series and mentoring with experts' teams had undertaken certain steps to develop and implement the idea. It was proposed to use Strategyzer methodology and Innovation project scorecard - https://www.strategyzer.com/blog/innovation-project-scorecard-evidence-trumps-opinion.

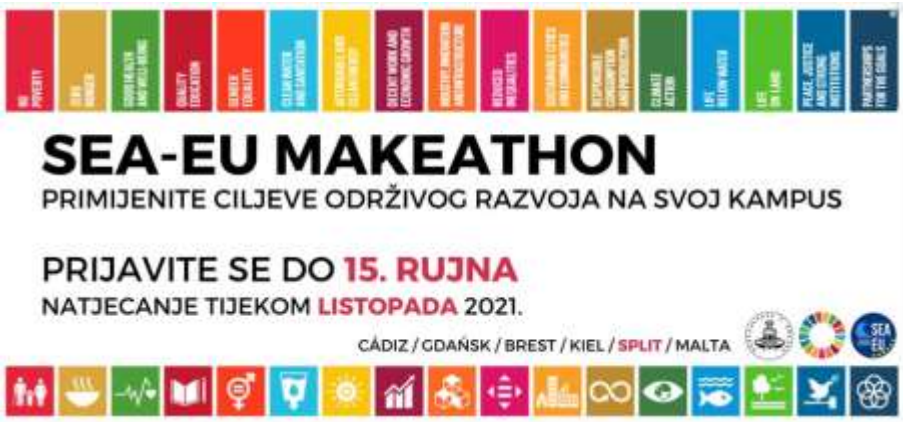

Figure 3: Main visual of the event that was adjusted to the local languages depending on the country where the program was being promoted

2.3.5. Final event

The final showcase event was organized in Split on 10-11th March 2022. Two different agendas were developed. One for students and one for the experts. The agenda of the event dedicated to the students was as follows:

AGENDA (STUDENTS)

Thursday, 10 March

08:45	Coffee and registration of participants
09:00	Mastering your pitch (optional for teams who want to practice their pitch with the expert input of task team members)
09:40	Welcoming words, Prof Leandra Vranješ Markić, PhD, University of Split
09:50	Overview of SEA-EU Makeathon, Ivana Vuka, PhD, University of Split
10:00	SEA-EU Makeathon finals – Pitching ideas
11:30	Coffee break
12:00	Winners announcement
13:00	Lunch and networking
TBA	Split walking tour

Friday, 11 March

12:00	Meeting at University of Split campus
12:10	Tour of the University campus
13:00	Lunch at the University canteen

To show the atmosphere and promote the event in the future during the final showcase SEA-EU Makeathon event video was made. The video was distributed to all partners and published online (link is available here).

Furthermore, the procedure for recognizing this non-formal activity for the recognition of ECTS credits was launched at the University of Split as an example of good practice for other SEA-EU partners.

2.4. Co-creation workshops

In this task SEA-EU team of experts, shared experiences of various collaborative spaces, living labs, fab labs, open factories, etc. The main challenge was oriented to explore the best model to be used in the joint alliance activities.

2.4.1. 1st Co-creation workshop

The first co-creation workshop was organised on 27th October 2020 online on the topic: *Co-creation best practices and learnings workshop*. The main reason for the organisation was to share local experiences and specificities of each innovation ecosystem.

UBO shared their experience from UBO Open Factory, which is an example of a Living Lab. It was created in 2016. at the UBO and has been working actively ever since. It delivers services in digital prototyping and innovation, also it provides technical and methodological support for project

managers, delivers courses and participates on research projects. In the context of quintuple helix UBO Open Factory tries to develop partnerships on each helix, with bussineses, civil society, NGOs, research, technology and higher education. In order to connect students from different areas they organise activities on several topics. Therefore they create laboratories on each subject of interest and they have activities such as organizing hackathons, internships, project development, partnerships etc. There are various projects they have developed in Open Factory for diferrent needs (gadgets adapted games for people with disabilities, masks and sanitary devices for UBO hospital, support companies that are supposed to manufacture new products from home waste etc).

Partners exchanged their best practices in organising hackathons as a tool for achieving larger goals. At Open Factory they get many ideas from people, city council, companies etc. They also have a platform where people propose projects and problems. Since the focus is to find a solution sometimes different hackathons are organised for the same problem. The 'follow-up' depends on the projects and wheather the people involved want to continue with the solutions developed. Time frame is crucial because many people do not have time and approximately 60-70% of people do not want to continue. Also, UBO Open Factory offers the team a free space to use after hackathon and supports them in finding a proper funding. Moreover, if the project is not continuing they try to use parts of it for other projects (taking care of intellectual property).

and all Partners explored the organisation and implementation of this model together with possibilities to be copied at another partner universities.

The workshop shared the experiences in engaging different stakeholders and combining science and art. In this respect a prominent example of best practice was Science in the City festival organised by the University of Malta (UM). Using this festival UM tries to connect people from different areas by an open approach and it ends up with many collaborations with government companies and private companies, NGO-s etc. They run different activities such as Science Talks, Kids Dig Science and many events. Also they publish articles in newspapers, bring researchers to speak about various topics in radio shows and support students to present their research works, giving them opportunity to evolve their communication skills. Key factor in succesfull activities are people and knowing how to engage them.

Valuable example of engaging external stakeholders and transdisciplinary approach is Center for Ocean and Society at the Universtiy of Kiel. Center is focused on sustainability and dialogue with society.

Interesting example of a non-profit organisation that is since 1984 involved in co-creation activities is Bonn Science Shop, that explores social and ecological issues of citizens' interest.

The presented experiences served as ideas for further projects and inspired joint co-creation event.

Program of the event:

Time	Topic	Speaker
11:00 - 11:15	Welcome and introduction What is a quintuple helix?	prof. Leandra Vranješ Markić, PhD, WP5 lead (UNIST) Nikola Balić (UNIST)
11:15 - 12:00	Session 1: Local innovation eco-systems across 6 SEA-EU partner universities	Juan Pablo Diánez González (UCA) and Raúl Estrada Lavilla (UCA) Karol Śledzik (UG) Sven Gotovac (UNIST) Danielle Martine Farrugia or Edward Duca (UM)
12:00 - 12:15	Q&A session	
12:15 - 13:00	Session 2: Co-creation What is co-creation? (15 min) UBO experience (30 min)	Fabienne Geffroy (UBO) and Yves Quéré (UBO) Yves Quéré (UBO)
13:00 - 13:30	Break	
13:30 - 14:15	Session 3: Best Practices Hackathon as a tool for achieving larger goals	Yves Quéré (UBO) Nikola Balić (UNIST)

		Danielle Martine Farrugia or Edward Duca (UM) Juan Pablo Diánez González (UCA) and Raúl Estrada Lavilla (UCA) Christian Wagner-Ahlfs (CAU) Norbert Steinhaus, member of SEA-EU advisory board (Wila Bon)
14:15 - 15:00	Wrap-up: Call for new partnerships - presentation of new opportunities Announcement of the next workshop	All partners

2.4.2. 2nd Co-creation workshop

The second co-creation workshop was organised physically in Split, on 11th March 2022. The event aimed to reanalyse all the undertaken activities of the SEA-EU partners and to build opportunities for future collaborations.

Agenda of the meeting:

08:30	Coffee and registration of participants
09:00	Presentation of experiences with SEA-EU Makeathon local events, representative of each participating university
10:00	Human-Centred Design exercises for generating and drafting conclusions for position paper for EIT, moderated by Nikola Balić, University of Split
12:30	Lunch break and networking
13:30	Future of SEA-EU Makeathon, Yves Quéré, University of Brest
14:30	Opportunities for future collaborations
15:30	Coffee break

15:45	Bilateral meetings

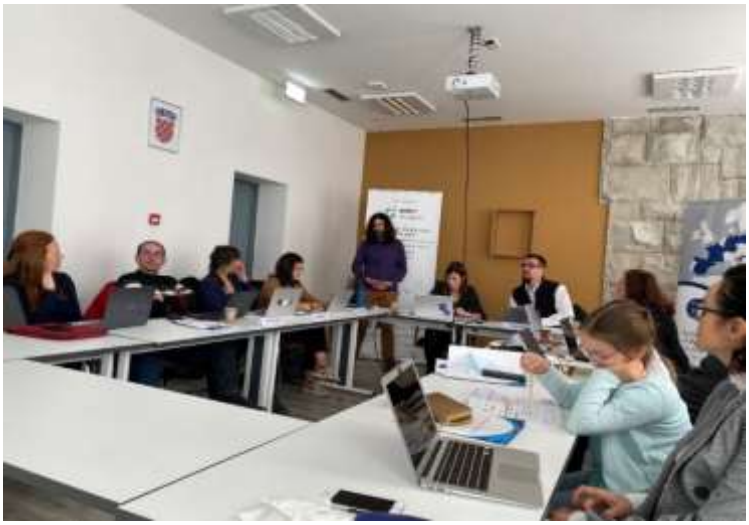

Figure 4. SEA-EU expert team during the second co-creation workshop in Split

Conclusions:

During the workshop, partners discussed what was good but also what to improve. There are two basic pillars or focus points that were highlighted and should be considered in organizing such events:

1. Format of the event
2. Dissemination

Regarding the format of the event, it was concluded that future events should be organized in 3 phases: ideation, experimentation and implementation and that the overarching topic should be related to making an impact on campus life in general. Furthermore, there should be always a call for challenges together with workshops and learning opportunities. It was also mentioned that social innovations and twin transitions (digital & green) have to be a part of the project proposals. Prizes for students were also discussed in terms of what motivates students the most when deciding to participate. It was concluded that prizes should include ECTS credits and that

in addition to (or even instead of) the classical 1st, 2nd and 3rd place there should be horizontal prizes for i.e.: local impact, sustainability, contribution to campus life, creativeness.

Care must be taken regarding the timing of events, depending on the schedule of lectures within the alliance. Timelines should start in April, local events in November, and the final event in March next year.

To ensure a better impact of the event mainly technical support and support from SEA-EU offices are needed. Furthermore, external facilitators or guests can be a good way of attracting more students.

Dissemination of the event was also discussed, mainly ways of improving dissemination and achieving an overall better impact of the joint events. As possible actions that might be undertaken for future events it was suggested:

- strong media presence
- internal communication channels
- alignment with other activities for multiplication (e.g. European Researchers' Night)
- showcase of previous projects
- building of new and coherent brand with clear messaging

Other comments:

- Future projects should be aligned with existing projects and included in SEA EU 2.0 where all campuses should go greener.
- It should be a lifelong learning resource (possibly part of lifelong learning programs).
- It should include other EU projects.

As for the experience regarding the Makeathon event, experts concluded that it was very positive and it was built on transdisciplinary collaborative projects, mixed teams of researchers and students, mentoring support, pre-event virtual learning opportunities, and flexibility in local approaches to the organization. This type of cooperation is recommended to be further developed in the future.

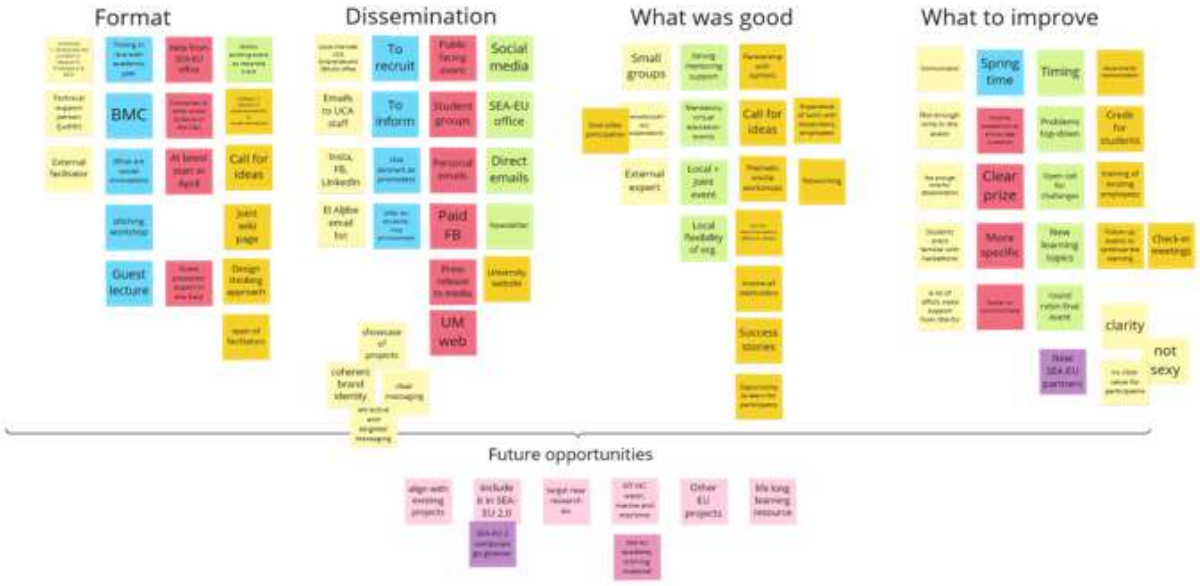

Figure 5. Diagram made using the Miro tool, created as a result of the experts' discussion during the meeting in Split regarding the co-creation activities among the SEA-EU alliance

Annexe 1. The description of the SEA-EU Makeathon project ideas

- **Study my friend! (University of Gdańsk)**

The Study Buddy project is about building a platform that provides help to students on many levels. Among other things, it contains teaching options, and forums through which questions can be asked about university activities, courses and assignments, etc. Students, especially first-year students, should have a place to contact each other and mutual help offered by the University. A prototype of the application has already been created and is still being developed. Permanent contact was also established with the University of Gdańsk, which showed its willingness to cooperate.

- **Outdoor plant wall (University of Brest)**

The project of the team from Brest deals with the creation of an external plant wall using climbing plants on the steps of the UBO Open Factory. As part of the project, an experiment has already been prepared and carried out on the campus of the University of Brest.

- **Creating an orchard of solidarity (University of Brest)**

The Quimper University Center has several green spaces that are not being used. The creation of an orchard for students and staff, mainly composed of apple, pear and plum trees, if possible with local or old varieties to combine the aspect of conservation with the propagation of these varieties, will allow raising awareness of biodiversity among students and staff. Maintenance of fruit trees will be the topic of workshops open to the public. As for the harvests, they will be intended for students, employees, the university restaurant and the store. The implementation of this project will also allow for the installation of flowering shrubs to attract food and pollinating insects, insect habitats and nests in large trees.

- **SEA-EU ALIVE (University of Cadiz)**

During the local Makeathon, the team realized that most students do not take advantage of the environment and activities that the University (within the SEA-EU alliance) provides. The goal of the project is to create a mobile application that will provide insight into events and enable information and greater use of student opportunities on campus.

- **The second life of lab plastics waste (University of Brest)**

The goal of the project is to recycle plastic waste generated by research activities in the laboratory (tubes, pipette tips, bottles...) in order to create durable and desirable objects. The idea is to create a loop by turning this plastic waste into everyday objects of laboratory life. During the Makeathon, we made a prototype of conical pipe holders made of recycled plastic, as well as a sorting bin to be installed in laboratories for sorting plastics at the source.

- **SEAID (University of Split)**

During a local competition, the *Oceanus* association created an application that processes the image of the caught fish to provide basic information about the species, such as length, weight and vulnerability. The application can be used for educational purposes, i.e. the development of this application will help SEA-EU students to learn and contribute more to science through learning about marine life.

- **CRO SEA CLEAN APP (University of Split)**

CRO SEA CLEAN APP of the association *Sunce* and the Institute of Oceanography and Fisheries is an application for recording the amount of waste collected during sea and coast cleaning operations. In addition, the application will have options for organizing cleaning actions as well as reporting the finding of waste on the beaches and in the seas, which will greatly help in maintaining the cleanliness of the beaches of the Adriatic Sea.

Annexe 2. Experience from UNIST, CADIZ and BREST participants

WHY DID YOU ORGANISE OCEAN HACKATHON® IN SPLIT?

"The University of Split as one of the founding partners of the European University of the Sea (SEA-EU) is strategically investing its resources in supporting sustainable blue growth. We are all citizens of the sea, breathing the salty air and benefiting from the richness of the seas. From coastal tourism, marinas, food from the sea to shipping, renewable energy, and deep-sea activities. Ocean Hackathon® was an opportunity to reflect on this and search for fresh perspectives from the new generations. We have learned a lot from them and hope to continue learning from future generations."

Nikola Balić, University of Split

CHALLENGES IN SPLIT

Adria Clean
Development and production of floating sea purification devices powered by energy collected from solar panels to collect surface waste.
Challenge owner: Branimir Corluka

The problem of wastewater that spills into the seas and oceans
Development of a system of advanced filters for wastewater treatment using a combination of different technological treatment processes without a negative impact on biodiversity and marine habitats.
Challenge owner: Zvonimir Juki

IoT extension to underwater devices and systems
Comparison of the calculated and measured sea water attenuation coefficients from different sea locations for the development of the high efficiency VLC communication link for stand alone underwater sensor.
Challenge owner: Marko Vukši

THE WINNING TEAM FROM SPLIT

MOBILE APP FOR MARITIME NAVIGATION WITH GPS COORDINATES

The team developed a prototype of hardware and software solution and web application for advanced mooring in marinas that will enable every marina, harbor or port to achieve much better efficiency. The software to map every possible space for mooring of yachts, sailboats, powerboats, etc. and to put those places online so everybody can see available and reserved positions, make their own reservation and be totally worry-free while sailing to the final destination. Hardware addon of the system is connected to the IT reservations system and enables reservation for each possible position in every harbor / marine so that every sailor which enters that marine will know exactly which spot is taken and what reserved space is his. Furthermore, the IT solution on the website has a map which leads the skipper directly to his reservation space.

Challenge owner: Josip Marasović, info@sailboatrc.com

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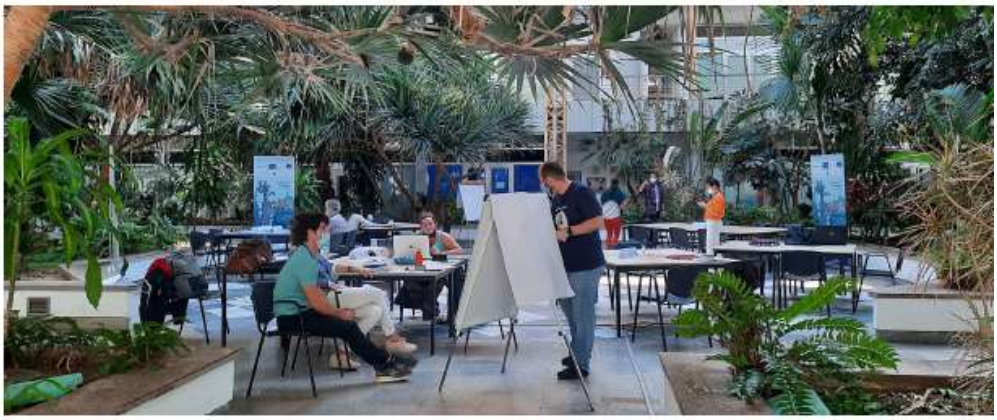
WHY DID YOU ORGANISE OCEAN HACKATHON® IN CADIZ?

"For the Free Zone of Cádiz, Ocean Hackathon® 2020 was an opportunity for Entrepreneurs, Researchers, Students and Citizens from the province of Cadiz, offered by "IncubAzul", to promote the development of businesses in the Blue Economy Sector.
It has proven to be a good platform to provide visibility to the projects that are being developed in the province of Cadiz and also a motivation for their promoters to try and take these projects to the market.
"IncubAzul" is a project 80% co-financed by ERDF Plurirregional Operational Programme 2014-2020, through Fundación Incyde "A way to make Europe"."

Ana Suárez Lena, CEEI Bahía de Cádiz



Bio-technological solutions from sea
A graphical information about our experience during the national project A4HW (Algae for healthy world) that ended with several publications and one patent, developed through "Applied proteomics" concept.
Challenge owner: Rafael Carrasco Reinado

Plastic detection by drones
The spectral signature of plastic to study its presence and distribution on beaches.
Challenge owner: Andrea Celeste Curcio

Route optimization for vessels in the ocean
An algorithm to calculate time, emissions and fuel consumption for a given route, taking into account a fixed current map (i.e. stationary hypothesis) and a fuel-speed curve for a given vessel.
Challenge owner: David Gómez-Ullate

Mobile APP to promote a new Blue Tourism Model, safer, smarter, more inclusive and sustainable
Pilot proposal for a mobile application that offers official and updated information to the population on coastal risks, environmental sustainability, safety, accessibility and activities of interest (including sport ones) on the beaches of the Cádiz coastline.
Challenge owner: Esther Puertas Cristobal

Integral water cycle and circular economy through oily and bilge water management from vessels
Description of the practices carried out in Navantia for the treatment of oily waste from ships, obtaining regenerated water that is reused in our facilities and a valuable combustible waste
Challenge owner: Jorge Sánchez de las Cuevas

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THE WINNING TEAM FROM BREST

MARINE ANALYST, THE CONQUEST OF MARITIME SPATIAL PLANNING IN EUROPEAN WATERS

The winning team of the Brest edition worked on the challenge Marine Analyst: Integrated Spatial Planning of the European Seas led by Pascal Derycke, business analyst & data scientist at the Virtual Village:

"We participated in Ocean Hackathon because some of us who have already participated in hackathons find it a unique and exciting time. Over a weekend, we get out of our professional sphere to create and innovate. We share our skills. We enrich each other. At Ocean Hackathon, there are only winners. We loved following the challenge presentations. We experienced this hackathon as a game; a game that produces innovation.

The «Marine Analyst» team is composed of 5 people who participated in Ocean Hackathon® from Normandy: three members of the laboratory Ressources Halieutiques de Port-en-Bessin (Jehanne Rivet, Thibault Cariou and Laurent Dubroca), as well as Pascal Derycke and Claudia SchlagenHauf from the association le Village Virtuel.

- Thibault Cariou, Ifremer, PhD student in ecology & 2nd line,
- Pascal Derycke (carrier), the Virtual Village, business analyst & data scientist, djembefola,
- Laurent Dubroca, Ifremer, ecologist & clown animator,
- Jehanne Rivet, Ifremer, bi-commissioned environmental & sea engineer,
- Claudia Schlagenhauf, the Virtual Village, linguist & knitter.

This project aimed to implement a maritime activity planning module for the European seas. The integration of maritime planning is the continuation of the work started by Jehanne during her Master 2 internship that she did this year at Ifremer supervised by Thibault and Laurent. This collaboration follows a previous hackathon (Copernicus 2019 hackathon in Estonia), during which the team worked on the theme of climate change and designed the «Marine Analyst» (first runner-up).

The Marine Analyst simplifies and aggregates access to marine data made available by the various European portals (EMODnet, Copernicus, IUCN, ICES, etc.). To this access, the Marine Analyst integrates a complete and open analytical system. The objective is to create added value to individual information in order to respond to societal and environmental issues related to the marine domain.

In addition to the recognition brought by this victory, this hackathon made it possible to consolidate the tool and identify the material needs to perpetuate the Marine Analyst while keeping its societal and associative dimension: free and open access, responding to societal demands through rigorous and transparent analytical and scientific approaches.

For more information on the Marine Analyst, you can test the platform (http://www.marine-analyst.eu) and contact them on my-beach@knowcean.eu.

Challenge owner: Pascal Derycke

UCA Universidad de Cádiz
UBO Université de Bretagne Occidentale
CAU Kiel University Christian-Albrechts-Universität zu Kiel
University of Gdańsk
L-Università ta' Malta

Annexe 3. Evaluation table for members of the jury

Member of the jury:								
ID Challenge	contribution to at least one of the SDGs (5 points)	contribution to the campus life (5 points)	the impact and innovation of the solution (5 points)	how other universities in the SEA-EU can benefit from the solution (3 points)	is the team mixed and comprised of representatives of various target groups (3 points)	pitch itself (3 points)	respect of time (2 points)	TOTAL
SEA-EU alive (UCA)								
Study Buddy! (UG)								
CRO SEA CLEAN APP (UNIST)								
Creation of a solidarity orchard (UBO)								
Exterior Plant Wall (UBO)								
SEA ID (UNIST)								
The second life of lab plastics waste (UBO)								

Annexe 4. SEA-EU Makeathon application form

Available at:
https://docs.google.com/forms/d/e/1FAIpQLSdDG69_kHA3s9RR2SHFHTIJlivAmZu7pVqNX0wlG3zVVyX7UQ/viewform

Your first name:*

_____

Your last name:*

_____

Your e-mail address:*

_____

Your contact phone:*

_____

Name of your faculty/department/organization:*

_____

For which University you are applying your project:*

- University of Brest
- University of Cadiz
- Universtiy of Gdansk
- University of Malta
- University of Split

Title of the project:*

_____

Description of your project:*

_____

Innovation of your project:*

_____

How your project will contribute to the campus life*

_____

What would you like to develop by the end of Makeathon:*

_____

Do you have full team for the Makeathon:*

Yes

No

If no, what competences do you need to have full team (i.e. programmers, graphical designers, biologist...)

_____

To which of the following SDGs your project idea fits the best?*

You can choose one or several SDGs. You can find more about SDGs on: https://sdgs.un.org/goals

- No poverty
- Zero hunger
- Good health and well-being
- Quality education
- Gender equality
- Clean water and sanitation
- Affordable and clean energy
- Decent work and economic growth
- Industry, innovation and infrastructure
- Reduced inequalities
- Sustainable cities and communities
- Responsible consumption and production
- Climate action
- Life bellow water
- Life on land
- Peace, justice and strong institutions
- Partnership for the goals