YUFETHON

General information

7 – 8 October 2022

Content

Welcome to the first edition of YUFETHON!

In this quick guide you will find all the practical and operational details you need to know to participate in the event.

1. What is a YUFETHON?

It is an online event where participants will meet for two days (20h) to work intensively on a solution to a specific problem. Participants will work in small groups in a unique environment that encourages creative thinking and will result in new concepts and innovative ideas.

2. Objective of the YUFETHON

The aim of YUFETHON is to promote and encourage innovation, talent and the development of new ideas that add value to society. During the YUFETHON, we aim to create an ecosystem of creativity and inspiration between students and the YUFE community, where knowledge and experiences can be shared.

3. What are the issues and problems to be solved?

Challenge 1: Social responsability

Lines:

1) Social participation in the community

What formulas or initiatives could enhance the participation of young people in the collective affairs that affect their lives?

2) Refugees

How can we effectively integrate refugees into our communities?
Target groups:
Option 1: War refugees
Option 2: Economic refugees
Option 3: Political refugees

3) Negative feedback in social communication and decision making.

How can the effect between negative comments found in communication on people's decision making be neutralised? and, what actions can be taken at the municipal level to promote objective communication?

Please choose a line (1, 2, 3) and consider the questions as example on how to address the challenge.
If your choice is 2, please also choose a target group.

Challenge 2: Education

Lines:

1) <u>Early school leavers</u>

   What changes could be introduced to link students to education and avoid early school leaving? (early school leaving is understood as not completing secondary/compulsory education)

2) <u>The integration of international students</u>

   What the community could offer to the international students to integrate them in the local society? And, How could the community benefit from the international students?

3) <u>The university of the future.</u>

   What does the university of the future have to offer in order to be perceived as an element of value?

Please choose a line (1, 2, 3) and consider the questions as example on how to address the challenge.

Challenge 3: Loneliness and mental health problems

Lines:

  1) Young people
  2) Elderly

Questions:

1) What kind of ideas, proposals and methods could be considered to face loneliness and mental health problems?

2) How technology could help to improve the problem?

Please choose one line (1,2) and consider the questions as example on how to address the challenge.

Challenge 4: Mobility

Line:

1) <u>Bikes and skates</u>

Questions:

  a) How could local government help to solve the problem being created by the massive use of bicycles and scooters in many European cities? e.g. hinder traffic, many bikes and skates are lying on the street etc.

  b) How could we use technology to solve this problem?

Please consider the questions as example on how to address the challenge.

Challenge 5: Housing 5

Lines:

1) Housing shortage among young people in the cities

    What kind of measures could help young people to gain access to housing? e.g. many young people cannot afford the loan/rent for a flat, cannot afford a suitable place to live, so they are moving out of the city.

    Measures:
    Option 1: Legal issues
    Option 2: Transportation issues
    Option 3: Economic issues
    Option 4: Urban issues
    Option 5: Social need

2) Build houses from a sustainable perspective

    What kind of ideas and proposals could be considered to build ecologically and socially affordable housing?

    Elements:
    Option 1: Energy and efficiency
    Option 2: Water efficiency
    Option 2: Internet of the things (IoTs)
    Option 3: Smart houses for health care

Please choose one line (1,2) and consider the questions as example on how to address the challenge.
 If your choice is 1, please also choose at least one measure.
 If your choice is 2, please also choose at least one element

4. Team building

Teams will be created by the participants themselves on the starting day of the event and will be composed of 5 to 6 participants. Teams must meet the following requirements:

- At least 3 universities represented (if possible)
- At least 3 different fields of study or degrees (if possible)
- Gender diversity teams (if possible and balanced)

5. Plataforms

The event will be held on two different platforms:

- **Remo:** welcome, team building, socialisation and networking.
    - Access day 1
    - Access day 2
- **Blackboard Collaborate:** teamwork teamwork and evaluation
    - Access day 1 and 2

6. Suggested tools

- Trello: for managing the team and distributing activities and tasks. Quick tutorial here
- Miro: for brainstorming (collaborative whiteboard). Quick tutorial here

7. Agenda and timetable

Day	Schedule breakdown	Start	End	Platform
1	Welcome & team building	10:00	10:10	Remo
1	Project presentations (YUFE Pillars)	10:10	10:30	Remo
1	Networking / team building	10:30	11:30	Remo
1	Break	11:30	11:45	
1	Working methodologies (design thinking etc)	11:45	12:15	Blackboard
1	Working group, session 1: understanding the problem	12:15	13:45	Blackboard
1	Networking: lunch	13:45	14:00	Remo
1	Pitch session 1: understanding the problem	14:00	14:10	Blackboard
1	Working group, session 2: definition and ideation	14:10	15:40	Blackboard
1	Break	15:40	15:55	
1	Working group, session 3: definition and ideation	15:55	17:25	Blackboard
1	Pitch session 2 and 3: definition and ideation	17:25	17:35	Blackboard
1	Networking: dancing & drinks	17:35	18:05	Remo

Day	Schedule breakdown	Start	End	Platform
2	**Working group, session 4: value proposition**	10:00	11:30	Blackboard
2	Pitch session 4: value proposition	11:30	11:40	Blackboard
2	Networking: lunch	11:40	12:10	Remo
2	Working group, session 5: Building the solution	12:10	13:40	Blackboard
2	Break	13:40	13:55	
2	Evaluation (Jury assesment)	13:55	17:55	Blackboard
2	Awards ceremony and closure	17:55	18:10	Blackboard

8. Team evaluation

Teams will present their project to the jury in the form of a 20-minute pitch followed by a 10-minute question and answer session. Teams are free to choose the format in which to present their project or idea.

The projects will be evaluated by the committee according to the following criteria:

- Project design and final solution: learning process, novelty of the idea and degree of development
- Communication and presentation skills
- Team criteria requirements and Team work: extent of collaboration, involvement of team members

9. Evaluation committee

The evaluation committee will be chosen by the YUFETHON organiser and will include representatives of the YUFE ecosystem (i.e. municipalities, students, staff, citizens). The committee will assess the projects according to the established criteria. At the end of all the presentations, the committee members will discuss on the final scores of the teams.

In the case that from an organisational point of view two or more evaluation committees will run in parallel with different sets of teams, then the finalist of each set will go on to a second round. The presentation in this case will be cut-down to half the time of the previous round.

10. Selection of the best proposal

The proposal selected by the evaluation committee will be announced the same day by the organisers. The team with the best score will be awarded with a winning certificate.

11. Awards and recognitions

All participants will receive a letter of attendance in the YUFETHON.

12. Language

English is the main language of the YUFETHON.

13. Questions and information during the event

If you have any questions during the event, there will be support people available to help you with your questions via chat.

However, questions can also be answered via email: professionalstar.yufe@uc3m.es