[#b_hack]

_18-21 July 2024
Lübeck, Germany

_Baltic Sea Region Hackathon 2024: Bridging Borders, Shaping the Future

Ready to unleash your inner geek to bridge borders and shape the future with IT solutions? How about diving into the world of AI, storytelling and prototyping? Want to connect with awesome, like-minded young tech enthusiasts from across the Baltic Sea Region, all while enjoying an all-expenses-paid experience? Say hello to [#b_hack], the Baltic Sea Region Hackathon 2024! Happening in the charming city of Lübeck, Germany on 18-21 July 2024, this event promises excitement, innovation, and fun!

_who can apply?

We're on the lookout for dynamic individuals aged 18-29 from or residing in CBSS Member States (Denmark, Estonia, Finland, Germany, Iceland, Latvia, Lithuania, Norway, Poland, and Sweden) who share a passion for IT, social media, or simply making the Baltic Sea Region an even better place to be.

Got skills in IT, programming, audio-visual tools, or graphic design? Perfect! If you're not into programming, no worries – we've also got a non-tech session just for you!

Sounds good? Apply now, by 15 May 2024
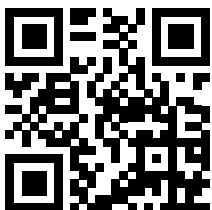
_application & info
https://cbss.org/b_hack

◀ **or scan the code**

Contact
Aline Mayr: aline.mayr@cbss.org or +46 72 03 04 665

_travel, accomodation & venue

Come as you are: all your travels, accommodation and most meals will be covered by the event organisers. If your application is successful, we, the [#b_hack] team, will get in touch with you regarding your travel arrangements. You will be staying at the niu Rig Hotel in Lübeck. The hackathon will take place at the premises of the Technical University of Applied Sciences in Lübeck, the Technische Hochschule Lübeck (TH Lübeck). The event is organised and financed by the German *Land*, or state, of Schleswig-Holstein, in collaboration with the Council of the Baltic Sea States (CBSS) and the TH Lübeck.

_programme

Thursday
18 July
Arrival day. Evening programme to get to know your fellow #b_hackers.

Friday
19 July
Start: 10:00. City tour, followed by instructions and discovering your topic.

Saturday
20 July
10:00–18:00: Work on your topic. Programming, designing, writing.

Sunday
21 July
10:00–14:00: Closing event. Presentations of the results followed by discussions.

_topics

You will join one of eight hackathon topics based on your skills and preferences. Working in small teams of about five, guided by a TH Lübeck coordinator, you will utilise datasets and tools provided by the TH Lübeck. The results of each session will be presented on the final day to VIP officials from the *Land* Schleswig-Holstein and the CBSS.

#1
Student Mobility Dashboard for the Baltic Sea Region

▶ **Required skills:** *myLab. Programming skills useful but not required.*

Facilitate studying in the Baltic Sea Region by simplifying the decision-making process of where to study by providing a centralised source of essential information such as admin procedures and living conditions.

#2
Gamification and Regional Identity Building

▶ **Required skills:** *No programming skills needed. Design skills a plus.*

Using basic game mechanics, work on a board game that seeks to boost positive attitude s towards the Baltic Sea Region, enhancing engagement, regional identity, and community through creative play.

#3
Concept of an Intercultural Exchange Platform for the Baltic Sea Region

▶ **Required skills:** *No specific technical skills required; focus on conceptual development and design.*

Create a digital platform fostering intercultural exchanges among Baltic Sea region youths, enhancing communication, networking, and collaborative skills.

#4
Green Routes Connect – Shaping the Future of Baltic Travel

▶ **Required skills:** *No specific technical skills required; focus on conceptual development and design.*

Develop a travel tool promoting sustainable tourism in the Baltic Sea region, connecting travelers, fostering cultural understanding, and minimising environmental impact.

#5
Baltic Stories & Visions

▶ **Required skills:** *AI, Python. Creative and open mindset. Storytelling.*

Using AI, write a book about the Baltic Sea Region, blending genres and incorporating AI-generated images and avatars to enhance the narrative and foster creativity. Optional: program tools supporting the process, including translations.

#6
Good News AI

▶ **Required skills:** *Gitlab, CI/CD Pipelines, Kubernetes (myLab) myLab hosted LLMs. (Both programming and non-tech/writing profiles.)*

Use and program Large Language Models like ChatGPT to create a "Good News" ChatBot, using Self-hosted LLMs for crafting positive, fact-based social media posts.

#7
Baltic Perspectives

▶ **Required skills:** *GitLab. Kubernetes (if applicable). LLM APIs. Embedding APIs.*

Use self-hosted Large Language Models to create virtual conversations with characters based on the Baltic Sea Region's cultural realities, promoting discussion on innovation and sustainability.

#8
Prototyping a Sustainable Future

▶ **Required skills:** *No specific technical skills required; focus on conceptual development and design.*

Explore how digital tools can shape a sustainable future through a workshop on Human-Centred Design, developing prototypes to address real-life sustainability challenges using creative techniques.