

EVENT DESCRIPTION SHEET

PROJECT	
Participant:	101081624 – Faktabaari / Avoin yhteiskunta ry
PIC number:	909984937
Project name and acronym:	Immunising citizens against dis/misinformation - IMMUNE 2 INFODEMIC

EVENT DESCRIPTION	
Event number:	3
Event name:	Fackthacker Hackathon (WP 2)
Type:	Idea competition for young people
In situ/online:	in-situ
Location:	Finland, Helsinki
Date(s):	6th of October 2023 & 7th of October 2023
Website(s) (if any):	https://faktabaari.fi/edu/fackthacker-hackathon-miten-nuoret-saadaan-kinnostumaan-digitaalisesta-informaatiolukutaidosta/
Participants	
Female:	3
Male:	14
Non-binary:	8
From country 1 [Finland]:	25
...	
Total number of participants:	25
From total number of countries:	1
Description	
<i>Provide a short description of the event and its activities.</i>	
<p>The Fackthacker Hackathon was organised to engage young people to brainstorm engaging material for youth regarding fact checking and information literacy, and to include them in further information dissemination about these topics. Initially the event was supposed to take place in May 2023, but Faktabaari requested to organise it in October instead, to be able to get a more diverse audience and to hone the concept even further to maximise the utility of the event for all organising parties and participating individuals.</p>	

The goal of the event was to find a way to collect young people's ideas that would help in making crucial digital information literacy skills more widespread among 18-25 year old people who use social media. For that, a participatory idea competition concept for the target group was considered to be the most suitable method. This also enabled synergies between different project partners: Laurea University of Applied Sciences' teacher could integrate the idea competition event to be a part of students' communication and project management course, and the event also benefited from a multilingual and cultural touch to it, as other participants were recruited through The Ukrainian Association in Finland (Ukrainian youths residing in Finland).

Before the in-situ event, during the informative call on Monday the 2nd of October, participants were introduced with the event concept and given informative videos about fact checking and media and information literacy to evaluate. The goal of the exercise was to make participants look critically at the already existing audiovisual material on fact-checking and digital information literacy and to give feedback on what is interesting and what could be done better in future instructive materials. Answering all the questions by Friday the 6th of October was a mandatory requirement for all participants. This "homework" also helped participants to prepare for the hackathon task for Friday the 6th and Saturday the 7th of October.

In situ event on Friday the 6th of October, 6pm-8pm Hotel Arthur, Helsinki

The participants met in person and formed groups before the precise rules, next steps and instruction for the idea competitions were given to them. For example, the hackathon placement was entirely decided based on the idea & pitch evaluation criteria that was revealed on Friday. This get-together in Hotel Arthur allowed participants to get to know each others and the jury, and ask final questions regarding the task before starting to work on it.

In situ event on Saturday the 7th of October, noon-6pm Hotel Arthur, Helsinki

After lunch, the participants could use the hotel's auditorium room until 3.30 pm to finalise their ideas and pitches, which they had begun working on in the morning. Coffee was served from 3.30pm to 4pm, after which all the groups pitched their ideas in front of the auditorium and sent their powerpoints to the jury that consisted of Faktabaari members, a Finnish Ukrainian youth researcher and an Aalto University lecturer. The jury returned and declared the winner. All the participants received also a custom coffee mug and reflectors as a gift for participating.

Schedule:

9-12 Independent work on ideas

12-13 Lunch in Hotel Arthur

13-15.30 Finishing the ideas in Auditorium in Hotel Arthur (with own laptops)

15.30-16.00 Coffee break

16.00- 16.45 Pitch presentations

16.45-17.15 The jury recedes to consider the winners, the host guides the feedback discussion and explains the next steps

17.15.- 18.00 The jury returns and announces the winners, awards the prizes and invites people for the next Democracy Drinks, networking. The second, popular jury will announce

the second winner later

Results & Feedback:

The Hackathon resulted in a) valuable feedback on existing materials from the project target group, b) networking and outreach for the project, and c) three viable ideas in support of more fact-based public discourse that could be financed and developed further into either products or influence campaigns: two fact-checking mobile apps relying on crowd-sourcing and/or reliability classifications, and an influencer-driven, sponsored campaign to become aware about AI generated content (esp. dis-, mis- and malinformation). More information about the ideas can be found in the event web pages.

Based on the in-situ feedback discussions, the participants were satisfied with the experience, found the hackathon working meaningful and relevant, found the event location, facilities and food/drink satisfying, and were excited to continue to work on the themes developed during the process.