

EBU-RTS HACKATHON

DATE: 23-24 MARCH 2016

VENUE: RTS HEADQUARTERS

Quai Ernest-Ansermet 20, 1211, Geneva, Switzerland

In collaboration with RTS



All those interested in participating in the EBU-RTS Hackathon accepts the following conditions:

1. Eligibility to participate

As the number of places is limited, the EBU-RTS Hackathon organizers reserve the right at their sole discretion to determine participation in the Hackathon.

2. Intellectual Property

All projects will be developed on behalf of the European Broadcasting Union and freely shared among its Members and with non-Members as open source software. Proposals and ideas from participants must not infringe any laws or applicable regulations, must not necessitate the acquisition of rights held by third parties, and must not contain any viruses, Trojan horses, worms or other disabling devices or harmful code.

3. Winner Selection

The winning project will be selected by a popular vote on the basis of quality and innovative nature of the concept. Voters shall not be obliged to justify their decision, and the vote shall be final and not be subject to any judicial or other review.



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PROGRAMME

DAY 1 – 23 MARCH

12:00-12:30 REGISTRATION & LUNCH

RTS Radio Télévision Suisse, Quai Ernest-Ansermet 20, CH – 1211 Geneva

12:30-12:40 WELCOME

• Gilles Marchand, Director-General, RTS

12:40-13:00 HACKATHON - RULES, PROCEDURE & GOALS

• Michael De Lucia (RTS) & Mike Mullane (EBU)

13:00-13:10 #EBUhack

Video link up with EBU hackathon coming to a close in Stockholm

13:10-13:50 MEET THE COACHES - TOOLS, RESOURCES AND METHODOLOGY

- Mirko Lorenz (DW) Coach
- Frédéric Vergaz (RTS) Coach
- Christopher Reardon & Edith Champagne (UNHCR)

13:50-14:30 BRAINSTORMING EXERCISE

14:30-15:15 INSPIRATION SESSION

- Isabelle Sonnenfeld (Google News Lab)
- Jenny Quigley-Jones (independent Researcher & Social Media Expert)
- Mina Rantama (ZEF)

15:15-15:30 Coffee

15:30-16:00 PREPARATION

16:00 **HACKATHON KICK-OFF**

Coaches will visit teams individually to advise and answer questions. Participants will be free to return to their hotels or to continue working overnight; dinner served at 18:00.

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DAY 2 - 24 MARCH

09:00-09:30 Breakfast

09:30-12:00 HACKATHON CONTINUES

12:00-12:30 Lunch

12:30-15:00 HACKATHON CONTINUES

15:00 PITCHING SESSION, FOLLOWED BY VOTE

The winning project(s) will be submitted to the Online & Mobile Steering Committee for future development.

17:00 END OF THE EVENT