

Structure

"Crafting Future Cities" Tri-City SLW Hackathon

1. Event Overview

- **Organizing Partners:** KTH Royal Institute of Technology (Stockholm), Universidade de Lisboa (ULisboa), and Wrocław University of Science and Technology (WrocławTech).
- **Format:** A **hybrid** event taking place simultaneously across three physical campus locations and one shared online platform.
- **Duration:** 48 hours total, spanning two business days, with approximately 24 hours of active hacking (no overnight sessions at the venues).

2. Participation and Teams

- **Target Capacity:** Approximately **120 participants** in total.
- **Distribution:** 30 physical participants per university site (90 total) plus 30 participants attending exclusively online.
- **Team Composition:** Teams must consist of **4 to 6 members**.
- **Eligibility:** Open to undergraduate, master's, and PhD students, as well as researchers, professionals, and members of the general society.

3. Thematic Structure

The hackathon focuses on urban sustainability and human-centered design through main theme:s:

Public space as living infrastructure by fusing nature, technology, and mobility justice

What if streets, squares, and transit spaces functioned as living ecosystems rather than sterile, car-dominated corridors? Instead of roads and parking consuming most of our public land, imagine slow, green, multi-functional streets where trees, soil, water, and digital systems co-manage climate, safety, and social life. Think of bio-based or bio-mimetic materials for pavements and facades, AI-managed green corridors, and modular street furniture that adapts to different uses over a day: school commute, market, community dinner, night-time calm.

This is a deeply creative fusion of mobility planning, ecology, interaction design, and urban technology.

4. Objectives

- Identify a concrete problem aligned with one track (Day 1)
- Design a clear solution concept and basic implementation plan (Day1)

- Refine and Transform the solution concept into scalable, more robust solutions (Day 2)
- Prepare deliverables (Day 2)

5. Format

- Duration: 48 hours over 2 business days
Hacking time: ~24 hours total (no overnight presence required at the venue; teams may continue working remotely)
- **Core Hours (e.g., 10:00–18:00 CET):** Mentors and organisers fully available; outside these hours, teams can work flexibly
- Delivery: hybrid (on-site with remote options); Online platform: Zoom + Discord / Slack (or equivalent)
- Team size - minimum 4 and max 6 persons

6. Deliverables

Each team must submit:

1. **Pitch Deck** (slides)
2. **Demo or MVP** (prototype, simulation, UI mock-up, or similar)
3. **Teaser Video (max 30 seconds)** – a concise video introducing the core idea
4. Optional:
 - Code repository link or prototype demo
 - Supporting documents (data, diagrams, business model sketches)

All deliverables are due before the final pitch session, at the local submission deadline.