



"COLOUR ME GREEN" HACKATHON

Description of the innovative teaching practice

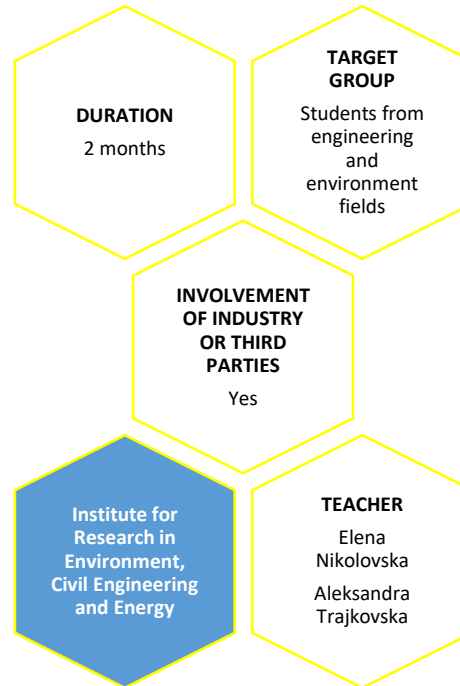
"Colour me green" Hackathon will be a design sprint-like event, including students from several fields: engineers, architects, graphic designers, environmental engineers, collaborating intensively on projects given by industry partners. The hacking will begin with project introductions by the Teachers and professionals from industry. They will explain what the students will work on at the very start of the event. Short training sessions will be organized on each day in duration up to 1,5 hours. At the end of the event, a wrap-up session will be organized so each team will present their project solutions. A panel of judges (Teachers and professionals) will select the winning teams.

The objectives of the innovative teaching practice:

- Design buildings with more greenery
- Be part of new trend of built environments
- Design sustainable buildings (cost-benefit analysis)
- Explore methods for sustainable landscaping
- Learn about green building materials and products
- Work in teams, creating new designs, collaborating with students from different disciplines
- This innovative teaching practice is beneficial for students and professionals because they will learn how to design smart and active green walls, facades and rooftops in a sustainable manner.

Skills to be acquired/ improved:

- **Hard skills – Conceptual/thinking skills:** direct impact on Critical and Analytical thinking, indirect impact on Planning and organising
- **Soft skills – People related skills:** direct impact on Collaboration and Communication
- **Soft skills – Personal skills:** direct impact on Social responsibility, indirect impact on Work Ethic and Leadership
- **Business skills:** direct impact on Strive for quality and Care for sustainable development



Methods and techniques

- Format - Hackathon
- Techniques completed with individual work: self-assessment quiz
- Techniques completed in teams: team—based learning, discussion, demonstration
- Available resources via e-learning platform: articles, video materials, presentations

Methods for assessment and evaluation of the practice

Methods for assessment

- Team presentations
- Quality of created design and proposed project

Methods for evaluation

- Evaluation lists and feedback from students
 - Testimonials and photos from students during implementation phase
 - Feedback from involved professionals from industry
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