# YOUTH HACKATHON: BALI RAINCRAFT X THE 10TH WORLD WATER FORUM

Rainwater Harvesting
Coastal Flood Protection
Clean Drinking Water
Water Filtration System
Drainage System
Stormwater Basin

## JOIN US TO TACKLE WATER AND CLIMATE ISSUES!

Meet with Wavemakers from different backgrounds and nationalities and explore how digital tool can solve real water-climate issues. Using Minecraft to promote dialogue and inclusive collaboration in tackling Bali's water and climate challenges, we are challenging you, the future Wavemakers, to creatively craft your own water-climate adaptation project for Lapangan Puputan Renon Bali!

## KEY DATES

**8 – 18 May**
Online Registration

**21 May** *
Technical Meeting

**22 May** *
Field Visit, Hackathon, Ideas Presentation

**23 May** *
Showcasing at The Netherlands' Pavilion

(*) Activities are organised offline at WWF venue

## CASE STUDY LOCATION

Bajra Sandhi Monument and Lapangan Puputan Renon Area

## MAIN ACTIVITIES

**Technical Meeting**

**Field Visit**

**Hackathon and Co-design**

**Showcasing at The Netherlands' Pavilion**

## REGISTER HERE

tinyurl.com/Hackathon BaliRaincraft

CONTACT PERSON: TANIA (tania@thewateragency.com)

THEWATERAGENCY   WAVEMAKERS UNITED   nuffic   PARTNERS FOR WATER   Global Compact Network Indonesia

## Description

Youth Hackathon: Bali Raincraft x The 10$^{th}$ World Water Forum is a youth engagement program that uses Minecraft as a digital tool to promote dialogue and inclusive collaboration, capturing the imagination in co-designing street and neighborhood-level adaptation.

Now coming to the 10th World Water Forum in Bali, we are inviting future Wavemakers from around the world to experience and reimagine a new way of collaboration! Using a true-to-life model of Lapangan Puputan Renon Bali, we challenge you to tackle real water-climate issues from the ground.

## Partners

This program is part of Bali Youth Plan as an official youth activities arranged by National Organizing Committee, in collaboration with **The Water Agency, Partners for Water, Wavemakers United, Nuffic Southeast Asia,** and **Indonesia Global Compact Network (IGCN).**

## Timeline

- Registration: now - 18 May 2024
- Technical Meeting: 21 May 2024 (14.50 - 16.20 WITA)
- Site Visit and Hackathon Bali Raincraft: 22 May 2024 (full day)
- Pitching at The Netherlands Pavilion: 23 May 2024 (13.30 - 14.10 WITA)

## Stages

1. **Online Registration**
   The participants must register themselves as individual or as a team by filling in the online registration form <https://tinyurl.com/HackathonBaliRaincraft>

   **Eligibility criteria:**
   - Excited to work collaboratively and learn about water-climate issues
   - University student from any study background and nationality
   - Can apply as an individual or a team of 2-5 people.
   - Good communication in English

- Will attend the 10<sup>th</sup> World Water Forum in Bali

**Deadline: 18 May 2024, 23:59 WIB. First come, first served!**

2. **Participants Announcement**
   Selected participants/teams will be announced through email. Please regularly check your email between 18-20 May 2024.

3. **Technical Meeting**
   During the technical meeting on 21$^{st}$ of May, participants are introduced to the program, Minecraft fundamentals, and action areas to accelerate Sustainable Development Goals (SDGs).

4. **Site Visit and Hackathon (Full Day)**
   On the 22$^{nd}$ of May, the participants will have the chance to visit the case study location, the Lapangan Puputan Renon area, to conduct ocular studies, explore the area, and map out on-the-ground issues with their potential solutions.

   Following that, the Hackathon will start at the 10$^{th}$ World Water Forum venue, where participants will be challenged to start putting solutions together. Teams are expected to integrate SDG components to their solution and utilize Minecraft to help develop their ideas.

   The participants will then present their ideas in front of the jury panel to decide two of the best teams.

5. **Showcasing at the Netherlands' Pavilion**
   The two best teams will be invited to share their ideas on the Netherlands country Pavilion's session on 23$^{rd}$ of May.


Should you have any questions, contact us through email:
youth@worldwaterforum.org ; cc to secretariat@worldwaterforum.org; riaverensia54@gmail.com tania@thewateragency.com

**HACKATHON BALI RAINCRAFT - TECHNICAL MEETING**

**Location:** Youth Room

| Date | Time (WITA) | | | Activity | Detailed Activity | Setting |
|---|---|---|---|---|---|---|
| | Start | Finish | Duration (min) | | | |
| Tuesday, 21 May 2024 | 14:50 | 14:55 | 0:05 | Opening | Introducing program and partners | Need:<br>- 6 tables, each team has one table to work on and one for Organiser<br>- Good WiFi connection<br>- Projector (presentation)<br>- Extension power strip (each table will need access to electricity for Minecraft setup)<br>- Mic and sound system<br>- Point laser (the one usually used for presentation) |
| | 14:55 | 15:05 | 0:10 | Introduction to Bali Raincraft x WWF | - Introduction to Indonesian Wave and Ambassador<br>- Introduction to Minecraft as a digital collaboration tool | |
| | 15:05 | 15:15 | 0:10 | Get to know activities | - Participants gather with their respective teams<br>- Have a mini-game to get to know each other (between team and/or all participants) | |
| | 15:15 | 15:30 | 0:15 | Brief on preparation to site visit and IGCN framework discussion | - Preparation to site visit<br>- IGCN framework<br>- Also explain about the water-climate issues in Renon | |
| | 15:30 | 16:20 | 0:50 | QnA | - Within the team discussion | |
| | | | | Minecraft installation check | - Check if all participants have installed Minecraft<br>- Check if the given accounts works | |
| | | | | Minecraft fundamentals | - Able to move around Minecraft and join the Lapangan Puputan Renon model | |

| | Time (WITA) | | | | | |
|---|---|---|---|---|---|---|
| | | | | | Closing by Moderator | |
| | 16:20 | 16:25 | 0:05 | | | |

**HACKATHON BALI RAINCRAFT - SITE VISIT AND DESIGN ACTIVITY**

**Location:** (morning) Lapangan Puputan Renon Bali
(afternoon) Youth Room

| Date | Time (WITA) | | | Activity | Detailed Activity | Setting |
|---|---|---|---|---|---|---|
| | **Start** | **Finish** | **Duration (min)** | | | |
| Wednesday, 22 May 2024 | **Field Visit and Teams' Discussion at Lapangan Puputan Renon** | | | | | |
| | 7:00 | 7:10 | 0:10 | Participants gather at the meeting point | Participants checking and briefing | Need:<br>- Bus to be on standby around WWF venue (going to Lapangan Renon)<br>- Bus to be standby around Lapangan Renon (going back to WWF venue) |
| | 7:10 | 8:00 | 0:50 | Trip to Lapangan Puputan Renon | By bus | |
| | 8:00 | 9:00 | 1:00 | Site observation and community interaction | Teams interact with their target audience and implement the IGCN framework in their observation/ interaction | |
| | 9:00 | 11:00 | 2:00 | Teams' discussion and ideas development | On site, allowing more observation if missed | |
| | 11:00 | 12:00 | 1:00 | Trip to WWF venue | By bus | |
| | **Hackathon** | | | | | |
| | 12:00 | 13:00 | 1:00 | Break (ISHOMA) and setup | | |

| | | | | | Need: |
|---|---|---|---|---|---|
| 13:00 | 13:15 | 0:15 | Minecraft preparation + troubleshooting | | - 6 tables, each team has one table to work on and one for Organiser |
| 13:15 | 15:00 | 1:45 | Participants' ideas refinement | - Using Minecraft model of Lapangan Puputan Renon<br>- Prepare presentation/ pitch | - Good WiFi connection<br>- Projector (presentation)<br>- Extension power strip (each table will need access to electricity for Minecraft setup)<br>- Jury table (3-4 seats) and stationery (pens and paper)<br>- Mic and sound system<br>- Point laser (the one usually used for presentation) |
| **Presentation Stage** | | | | | |
| 15:00 | 15:10 | 0:10 | Team 1 | | |
| 15:10 | 15:20 | 0:10 | Team 2 | | |
| 15:20 | 15:30 | 0:10 | Team 3 | | |
| 15:30 | 15:40 | 0:10 | Team 4 | | |
| 15:40 | 15:50 | 0:10 | Team 5 | | |
| 15:50 | 16:05 | 0:15 | Ice break activities | Juries to discuss the two best teams | |
| 16:05 | 16:15 | 0:10 | Winner announcement | | |
| 16:15 | 16:20 | 0:05 | Closing remarks and group photo | | |

# Blue coloured-font marks the activities inside the Youth Room

**HACKATHON BALI RAINCRAFT - SITE VISIT AND DESIGN ACTIVITY**

| Location: | The Netherlands Pavilion | | | | | |
|---|---|---|---|---|---|---|
| **Date** | **Time (WITA)** | | | **Activity** | **Detailed Activity** | **Setting** |
| | **Start** | **Finish** | **Duration (min)** | | | |
| Thursday, 23 May 2024 | 13:00 | 13:15 | 0:15 | Opening | By Wavemakers United, Nuffic, and The Water Agency | Silent disco, by NL Pavilion |
| | 13:15 | 13:30 | 0:15 | High-level welcome message by Water Rep. NL-IN | | |
| | 13:30 | 13:40 | 0:10 | Opening remarks | Brief on Raincraft and handover to teams | |
| | 13:40 | 13:50 | 0:10 | Presentation Team 1 | | |
| | 13:50 | 14:00 | 0:10 | Presentation Team 2 | | |
| | 14:00 | 14:10 | 0:10 | Q&A and closing | | |

**Rundown**