

GUIDANCE FOR JUDGES

Designathon

Thank you for applying to judge our Engineers Without Borders UK Designathon!

WHO IS ENGINEERS WITHOUT BORDERS UK?

Engineers Without Borders UK is a charity that engages and galvanises the engineering community to serve all people and our planet better than ever before. We do this by working with industry leaders, professionals, and across multiple levels of education. Our involvement in universities varies from running modules that highlight globally responsible engineering to working with individuals who run Chapters, spreading the message of Engineers Without Borders UK up and down the country, engaging students and the wider community.

OVERVIEW OF THE DESIGNATHON

The Designathon is a student led intensive design challenge, available to all Engineers Without Borders UK Chapters.

Usually designathon or hackathons are held within one day. Chapter Designathons can vary in length depending on the host and venue availability. It should be made clear to you by the Chapter before the event what period of time you are required to attend.

During the event, participating teams will be provided with a design brief with all the information necessary to focus their designs on. In the time given, teams will be asked to create a suitable design solution and present their ideas to the panel of judges who will then choose a winner.

WHAT IS THE PURPOSE OF A DESIGNATHON?

- Develop engineering skills designing to a real world brief.
- Design solutions considering the social, economic and environmental impacts of your designs.
- Learn how design decisions can impact people both locally and globally.
- Consider communication, planning, project management, and effective distribution of work.
- Collaborate with students from a variety of disciplines to produce thoughtful outcomes.

ON THE DAY

- A member of the Chapter committee will provide you with a briefing, notifying you how the day will look and what is required from you throughout.
- This will include how long students have to present their ideas, including questions time eg. 7 minutes for presentation and 3 minutes for questions.
- You will be provided with marking criteria (this can also be found below).
- Be sure to have looked over the [design brief](#) to have a clear sense of what is being asked from the students.
- Remember that we encourage teams to be multidisciplinary and from mixed year groups, therefore teams could be made up of students from a variety of disciplines and from first to fourth year, so be sure to take this into consideration in your judging.

THE MESSAGE OF ENGINEERS WITHOUT BORDERS UK

We are looking to inspire people to consider the impact they can have on people and our planet. The assessment framework below provides some guidance on what to look for in the solutions presented to you. In simple terms we are looking for teams to consider the various aspects that make an idea appropriate. To consider the social, environmental and economic context, understand the importance of team working and communication in any project team.

It would be great to mention or reference the UN's Sustainable Development Goals (SDGs) when providing feedback to the teams. [The UN SDGs](#) are an urgent call for action by all countries. They recognise that ending poverty and other deprivations must go hand-in-hand with strategies that improve health and education, reduce inequality, and spur economic growth - all while tackling climate change and working to preserve our oceans and forests. The SDGs are due to be completed by 2030. Their website provides the various targets and measures that sit under each goal and provide an annual update of progress against these.

One method of feedback is to consider What worked well... and Even better if... This frames the feedback in a positive tone and forms a constructive template for your delivery.

If there is time for questions after the presentations, here are a few questions you could use to help prompt students to consider the wider picture:

- How do you plan to maintain your solution in the years to come?
- How does your design improve on solutions that are currently available in the community?
- How well has your design considered the UN's commitment to 'leave no one behind'? In particular, consider gender equality and disability inclusion.
- What did you learn about people living in the town/city during the course of today? How has this influenced your design?
- How well have you considered how people will be able to access and afford your product? (business case, consider affordability, potential customer payment models, existing supply chains, distribution channels and local partners)