



GLOBAL YOUTH HACKATHON ON FOOD WASTE

Developing innovative youth-led strategies for minimising food waste on a community scale

BACKGROUND


Thirteen percent of all food produced for human consumption is lost, while 19 percent is wasted in retail and by consumers. At the same time, an estimated 735 million people faced hunger in 2023, while 2.4 billion were moderately or severely food insecure and over 3.1 billion lacked access to healthy diets. Consumers, businesses, governments and other institutions all have a role to play in combating food loss and waste through preventative, rescue and recycling measures.

OVERVIEW

In this context, the World Food Forum (WFF) and KidsforSDGs propose the Global Youth Hackathon on Food Waste as a dynamic event to engage young people in addressing food waste through innovative community-based solutions. Over the course of several stages, participants will collaborate, receive mentorship, and refine their proposals to develop actionable initiatives that can make a meaningful impact to reduce food waste in their community*

Teams and individuals who would like to participate can express their interest by submitting preliminary proposals, which will undergo rigorous review by a diverse panel of evaluators composed by WFF, KidsforSDGs and technical experts. The top 15 proposals will be selected to participate in the hackathon. Hackathon organizers will then pair each project with a mentor from a pool of food waste experts and professionals who are both internal and external to the Food and Agriculture Organization of the United Nations (FAO). Mentors will schedule two online mentorship sessions with their participants prior to the hackathon to help them further shape their projects and refine their pitches.

During the hackathon, which will be held online, participants will pitch their projects to a panel of judges in breakout rooms. These hackathon judges will provide participants with immediate feedback on how to improve their projects. Following the hackathon, contestants will revise and resubmit their proposals based on the feedback they received from hackathon judges, including a detailed budget outlining the funds needed to support their



projects. Following the hackathon, contestants will revise and resubmit their proposals based on the feedback they received from hackathon judges, including a detailed budget outlining the funds needed to support their project. Proposals will then be re-assessed by the same panel of judges present at the hackathon, who will select the top five final projects, with a particular focus on the improvements made. Participants associated with these five projects will receive further mentoring to prepare for the live pitch presentations, which will be held in a hybrid format at the 2024 WFF flagship event in Rome.

In this culminating moment, finalists will showcase their proposals to a new panel of final judges and a live audience, competing for the opportunity to be one of two winning projects earning a prize of between USD 500 and 3 500 to help bring their visionary concepts to life.


Project selection

The application aims to attract young people with a genuine passion for addressing food waste issues and a strong commitment to making a positive impact in their community.

Applicants must be between the ages of 18 and 35 at the time of the live pitch presentation and may submit their preliminary proposals as individuals or in groups of up to five members.

Applications will be assessed based on the following criteria:

- **Innovation:** Applicants should showcase creative and innovative thinking in their proposed solutions to food waste challenges, showing a willingness to think outside the box. Proposals should demonstrate novel ideas or methodologies that offer unique solutions not commonly employed in current practices.

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- **Feasibility:** Applicants should provide detailed implementation plans that outline how their proposals can be realistically executed with the given resources, timeframes and constraints. Proposals should demonstrate practicality and resourcefulness, considering factors such as financial viability, logistical feasibility and regulatory compliance.
 - **Impact:** Proposals should address specific food waste issues prevalent in the participants' communities, demonstrating an understanding of local needs and challenges. Furthermore, applicants should articulate a clear vision for the potential results of their proposed solutions, demonstrating how their proposals can contribute to reducing food waste and promoting sustainability at the community level.
 - **Scalability:** Applicants should demonstrate a vision for how their proposals can grow beyond the initial implementation phase and be sustained in the long run, considering factors such as adaptability to different community settings, potential for partnerships and ongoing resource requirements.

Criteria are further outlined in the rubric below. Each category is comprised of various aspects, graded on a scale of 1 to 5, with 1 indicating minimal performance and 5 indicating exceptional performance. This structured evaluation framework ensures a thorough and fair assessment of all submitted proposals, ultimately guiding the selection of proposals poised to make a meaningful impact in combating food waste on a community scale.

INNOVATION	Novelty	1 - The project lacks originality and fails to introduce any new or creative ideas.
		2 - The project demonstrates minimal creativity and relies heavily on existing solutions.
		3 - The project presents moderately original ideas or approaches but lacks significant innovation.
		4 - The project showcases innovative and creative solutions, introducing new perspectives to address food waste challenges.
		5 - The project introduces groundbreaking ideas or methodologies, setting a new standard for innovation in the field.
	Creativity	1 - The project lacks inventiveness and fails to demonstrate any creative thinking.
		2 - The project shows limited creativity, with few elements of originality in its design or implementation.
		3 - The project demonstrates moderate creativity, incorporating some original ideas or approaches.
		4 - The project displays a high level of creativity, introducing innovative concepts or methodologies to address food waste challenges.
		5 - The project exhibits exceptional creativity, presenting highly original and imaginative solutions that push the boundaries of innovation.
	Testability	1 - The project is challenging to test on a small scale, with significant barriers to initial implementation and limited opportunities for preliminary assessment.
		2 - The project has some trial potential but requires considerable resources or adjustments to be tested on a small scale. Initial implementation is somewhat difficult.
		3 - The project can be tested on a small scale with moderate effort and resources. There are some opportunities for preliminary assessment and adjustments based on initial trials.
		4 - The project is relatively easy to test on a small scale, with manageable resources and effort.

5 - The project is very easy to test on a small scale, requiring minimal resources and effort. It provides excellent opportunities for preliminary assessment, allowing for iterative refinement and validation through simple, small-scale trials.

Table [1]

FEASIBILITY	Resource Management	1 - The project fails to effectively utilize available resources and lacks a realistic plan for resource allocation.
		2 - The project shows limited resource management skills, with inefficiencies or oversights in resource allocation.
		3 - The project effectively manages available resources, with a clear plan for resource allocation and utilization.
		4 - The project demonstrates strong resource management skills, optimizing resource allocation to maximize project effectiveness.
		5 - The project excels in resource management, efficiently utilizing available resources to achieve optimal outcomes.
	Practicality	1 - The project is impractical and unrealistic, with little consideration for implementation challenges or constraints.
		2 - The project has some practical elements but lacks a clear plan for addressing implementation challenges.
		3 - The project is reasonably practical, with a feasible plan for implementation within given constraints.
		4 - The project demonstrates a high level of practicality, addressing potential implementation challenges effectively.
		5 - The project is highly practical, with a well-defined plan for implementation and minimal risk of failure.
	Sustainability	1 - The project lacks sustainability and is not designed to maintain operations or impact beyond the initial phase.
		2 - The project has some sustainability features but may struggle to maintain long-term viability.

	Sustainability	3 - The project is moderately sustainable, with measures in place to ensure continued operations and impact over time.
		4 - The project demonstrates strong sustainability, with clear strategies for maintaining operations and impact beyond the initial phase.
		5 - The project is highly sustainable, with robust plans and mechanisms for long-term viability and impact.

Table [2]

IMPACT	Quantifiable Impact	1 - The project's potential impact on reducing food waste is minimal and difficult to measure.
		2 - The project has some potential to reduce food waste, but its impact is limited in scope or magnitude.
		3 - The project is expected to have a moderate impact on reducing food waste within the targeted community.
		4 - The project has the potential to produce a significant reduction in food waste, with measurable outcomes on both quantity and percentage.
		5 - The project is poised to make a transformative impact on food waste reduction, achieving substantial and sustainable results.
	Community Engagement	1 - The project lacks community involvement and fails to engage local stakeholders in addressing food waste challenges.
		2 - The project has limited community engagement, with minimal efforts to involve local stakeholders in project design or implementation.
		3 - The project demonstrates moderate community engagement, involving local stakeholders in project activities and decision-making processes.
		4 - The project actively engages the community, empowering local stakeholders to participate in addressing food waste challenges and promoting sustainability.
		5 - The project excels in community engagement, fostering strong partnerships and collaboration with local stakeholders to achieve shared goals.

	Environmental Benefits	1 - The project has negligible environmental benefits and fails to address broader sustainability issues related to food waste.
		2 - The project offers some environmental benefits, but its impact on sustainability is limited.
		3 - The project provides moderate environmental benefits, contributing to reduced greenhouse gas emissions or conservation of natural resources.
		4 - The project has significant environmental benefits, with measurable effects on environmental sustainability beyond food waste reduction.
		5 - The project delivers exceptional environmental benefits, making a substantial contribution to environmental sustainability while addressing food waste challenges.

Table [3]

SCALABILITY	Expansion Potential	1 - The project lacks scalability and is not designed to grow or adapt to serve larger or additional communities.
		2 - The project has limited potential for expansion, with unclear strategies for scaling its impact beyond the initial phase.
		3 - The project demonstrates moderate expansion potential, with some consideration given to scaling its impact to reach additional communities or regions.
		4 - The project shows strong expansion potential, with clear strategies for scaling its impact effectively to serve larger populations or geographic areas.
		5 - The project is highly scalable, with robust plans for expansion and adaptation to address food waste challenges on a larger scale.
	Replicability	1 - The project is not easily replicable and lacks features or elements that could be adapted to other contexts or locations.
		2 - The project has limited replicability, with some aspects that may be applicable to similar initiatives but lacking clear guidelines for replication.



	Replicability	3 - The project demonstrates moderate replicability, offering a model or approach that could be adapted to other contexts with some adjustments.
		4 - The project is highly replicable, with clear guidelines and methodologies that can be easily applied in different contexts or geographic locations.
		5 - The project is exceptionally replicable, offering a model or approach that can be readily adopted and implemented by others without significant modifications.
	Integration with Existing Systems	1 - The project lacks integration with existing food waste reduction initiatives or infrastructure, operating in isolation from broader efforts.
		2 - The project has limited integration with existing systems, with minimal coordination or alignment with ongoing initiatives.
		3 - The project demonstrates moderate integration with existing systems, acknowledging and building upon existing efforts to address food waste challenges.
		4 - The project shows strong integration with existing systems, actively collaborating with other initiatives and leveraging existing infrastructure to maximize impact.
		5 - The project is highly integrated with existing systems, seamlessly complementing and enhancing ongoing efforts to reduce food waste

Table [4]

Competition structure

Submission of applications (online)

From the week of 3 to 30 June 2024

- Applicants will express their interest by submitting preliminary proposals in a Microsoft Form either as a team or individual, through an open call on the WFF website and social media channels.

Selection of participants (online)

From 1 to 9 July 2024

- A diverse panel of evaluators composed of members the WFF, KidsforSDGs and technical experts will review all applications, selecting 15 proposals to be included in the hackathon based the projects' creativity, feasibility, impact and scalability.
- Participants associated with the 15 proposals will be notified and given further instructions about the pre-hackathon mentorship and hackathon day.

Pre-hackathon mentorship (online, live)

From the 10 to 24 July 2024

- Hackathon organizers will pair each project with a mentor out of a pool of food waste experts and professionals. Applicants will be connected with their mentors via email and provided with guidelines about the mentoring process.
- Mentors will carry out two live online mentorship sessions with their participants prior to the hackathon day to help them further shape their projects and refine their pitches.

Hackathon (online, live)

Week of 29 July 2024

- During the hackathon, participants will pitch their projects to a panel of hackathon judges in breakout rooms.
- Judges will provide participants with immediate feedback on how to improve their projects. Judges will also consider these initial pitches when selecting the final five projects to advance to the flagship event, with a particular focus on improvements made based on their feedback.

Proposal improvement and re-submission (online)

From the hackathon day to 11 August 2024

- Following the hackathon, contestants will revise and resubmit their proposals based on the feedback they received from judges, including a detailed budget outlining the funds needed to support their project.

Selection of top five finalists (online)

From 12 to 25 August 2024

- Proposals will be re-assessed by the same panel of judges present at the hackathon, who will select the top five final projects.
- Participants associated with these five projects will receive further mentoring to prepare for the live pitch presentations.

Post-hackathon mentorship (online)

From 26 August 2024 to the WFF flagship event

- Finalists receive additional mentoring sessions to further refine their proposals and prepare for live pitch presentations.

Live pitch presentations and winner selection (hybrid, live)

October 2024, during the WFF flagship event

- Finalists present their final pitches live to a new panel of final judges with expertise in food waste solutions.
- Judges have a set amount of time to evaluate the presentations, confer and select two winners based on the quality and potential impact of their proposals.
- Two winners are announced, and monetary awards of between USD 500 and 3 500 are allocated to the two winning projects based on the budgets outlined in their proposals.

Useful link

Call for Applicants: [Application form](#)

*For the purposes of this activity, "community" is defined using the definition provided by the "UN Community Engagement Guidelines" document of 2020: "...a geographical subset of society at the local level, ...community can be defined by commonalities such as, but not limited to, norms, religion, shared interests, customs, values and needs of civilians."