



enact

Enabling Social Innovation
Entrepreneurship in Agrifood
through Digital Transition

CALL FOR THE SELECTION
OF PARTICIPANTS,
MENTORS AND JURY
MEMBERS FOR THE **ENACT**
HACKATHON



Co-funded by
the European Union



1. INTRODUCTION

Are you ready to shape the future of the social economy in the agrifood sector?

Join the **ENACT HACKATHON** in **Vilnius (Lithuania)** from **24th to 26th of November 2025**. This unique three-day innovation marathon brings together entrepreneurs, stakeholders, and IT experts **to ideate and design groundbreaking products, services, and technological solutions within the agri-food social economy**.

By participating, you will sharpen your innovation skills, expand your transnational network, generate or refine business ideas, and help shaping the digital and social transformation of the agrifood sector.

The present Open Call awards financial support in the form of **travel grants to social economy stakeholders** to participate in the **ENACT HACKATHON**, in one of the three defined roles: **participants, mentors** or jury **members**.

TIMELINE

The key dates associated with the Call and the **ENACT HACKATHON** are:

TIMELINE of the ENACT Hackathon		
EVENT	DATE	DESCRIPTION
Opening of the Open Call	10 th of September 2025	The date the online application page is accessible at the ENACT webpage: APPLY HERE
Deadline for submitting your application	3 rd of October 2025 at 23:59h CET	Final date for submitting your application. Late submissions will not be accepted
Notification of the results	10 th of October	Date you will be notified of your application results after evaluation.
ENACT Hackathon	24 th to 26 th of November 2025, Vilnius	Three-day co-innovation event for the social agrifood sector
ENACT Matchathon	March 2026, Barcelona	Upcoming Matchmaking innovation event

2. WHY SHOULD YOU APPLY?

ABOUT THE PROJECT

The **ENACT project** “Enabling Social Innovation Entrepreneurship in Agri-food through Digital Transition” is a transformative initiative aimed at promoting **digital innovation and social**



entrepreneurship within the agri-food sector. Through collaboration and knowledge-sharing, ENACT seeks to empower social economy actors to address societal challenges while driving sustainable development across Europe.

The project offers training programs and educational resources to equip businesses and social initiatives with the tools needed to address challenges such as sustainable production, waste reduction, energy efficiency, and resource optimization. It also facilitates collaboration across European countries, building a support network and mutual learning platform to drive sustainable innovation and strengthen the agri-food sector and the broader social economy. ENACT is supported by the European Union Single Market Programme (SMP) [101167981].

To stay tuned, follow us:

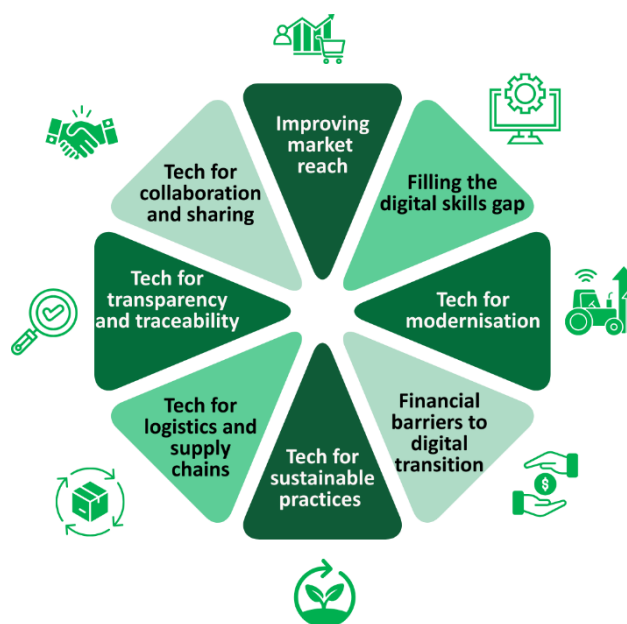
www.projectenact.eu & [LinkedIn](#) 

THE ENACT HACKATHON

The **ENACT HACKATHON** is an **innovation event** aimed at **supporting digital social innovation (DSI)**¹ that responds to challenges in the agri-food sector across Europe.

Selected participants from across Europe will **co-develop new-to-market products and services to key challenges in the agrifood social economy**. Working in diverse and transnational teams and building on pre-identified **challenge topics** (please see [ANNEX 03](#)), the **ENACT HACKATHON** spans the full innovation cycle: participants will move from challenge definition to the co-ideation of practical, value-driven ideas, culminating in business model prototyping and pitching of impactful and added-value solutions.

For three days, teams of 5 to 6 participants will join forces to tackle **sector-specific challenges** -based on challenge topics presented in [ANNEX 03](#) - with a focus on digital products and services, deliberately encouraging **out-of-the-box thinking** through design thinking methodologies. Throughout the whole process, they will be supported by mentors—experts on the addressed topics—and by dedicated facilitators assigned to each team.



¹ Digital social innovation (DSI) involves the use of digital technologies in the development and implementation of innovative products, services, processes and business models that seek find innovative, effective and sustainable solutions to pressing societal challenges

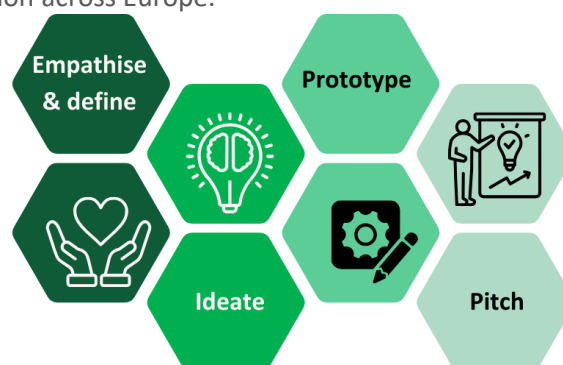


Furthermore, participants will focus on materializing innovative ideas and learning how to communicate them, developing **initial prototypes** or concept models and refining them through feedback from their mentors and facilitators. By the end of the Hackathon, each team will present a **well-defined solution using a pitch deck**. As a transnational event, the **ENACT HACKATHON** will involve actors from multiple EU countries, and as a result, the co-developed solutions will have a much higher impact and potential for implementation and replication across Europe.

A jury with proven experience in the agrifood social economy will evaluate the solutions presented, and the **three winning teams** will be recognised in the final award ceremony. The **ENACT HACKATHON** award ceremony will be organized during the **AgriFood Forum 2025**.

Prizes

The ENACT Hackathon will reward the top three teams presenting the most innovative solutions:



- **1st Place** – Direct pass for the whole team to participate in the **ENACT MATCHATHON** happening in Barcelona in March 2026, including [Alimentaria 2026 Exhibition](#) (see [Other Upcoming Events](#)). Participants will receive a travel lump sum for the **ENACT Matchathon**, bypassing the regular selection process,² encompassing a tailored business agenda, **plus two types of advisory services**. On the one hand, **group advisory services** to refine their proposed solution, strengthen its feasibility, and identify potential pathways for implementation. On the other hand, **individual services** for team members to map each member's specific follow-up opportunities.
- **2nd and 3rd Place** – Tailored advisory services for participants, both collective as a team and individual.
- **3rd Place**: Collective advisory services for the team.

The **advisory services** will be designed and delivered by ENACT partners focusing on the specific needs of each team and team's member.

In [ANNEX 01](#) and [02](#) of the present call, you will find the main details (agenda and grant details) of the **Hackathon**, as well as the **lump sum grant amounts** allocated for participants. The **Hackathon** has been designed around a 3-day programme, including 2 nights of accommodation and, if necessary, adding 2 extra days of travelling⁴.

HACKATHON ROLES AND BENEFITS

Applicants can take part in the **ENACT HACKATHON** under three different roles, selected through the current open Call: **participants, mentors and jury members**.

All applicants (participants, mentors and jury members) will receive equivalent lump sum grant for traveling as outlined in [ANNEX 02](#):

² More information about the ENACT Matchathon will be published soon. In the meanwhile, please refer to [Other Upcoming Events](#)

⁴ Depending on the country of origin, some participants will have to extend their accommodation to 3 nights. Please carefully revise [ANNEX 02](#) on this matter.

Participants (attendees)



Participants will work in teams to develop a marketable solution for agrifood sector-specific challenge, within the DSI framework.

Participants will be selected through the current call based on the pre-defined criteria in [section 4](#).

Why should you join the Hackathon as participant?

- > **Turn ideas into scalable business models:** Advance user-centered, groundbreaking products and services for the agri-food sector, while building profitable business models that can be replicated and scaled across Europe.
- > **Shape digital and social innovation:** Contribute to meaningful change by being part of a programme that links digital transition with social impact in the agrifood sector. Gain hands-on experience with design thinking and collaborative innovation methodologies, supported by experienced mentors.
- > **Expand your network:** Connect with peers, mentors, jury members, and facilitators from across Europe, opening doors for future collaborations. Attendance at the Agrifood Forum 2025.
- > **Access further support opportunities:** The winning team will be fast-tracked to participate in the **ENACT MATCHATHON** in Barcelona, and the top 3 teams will get tailored advisory services for project growth and financing.

Mentors



Innovation experts with knowledge of the agrifood industry and/or social economy sectors will support participants in developing their ideas, offering guidance and feedback.

Mentors will be selected based on a set of relevant criteria and sectorial expertise defined in [section 4](#).

Why should you join the Hackathon as mentor?

- > **Engage in a dynamic innovation environment:** Support early-stage solutions while exploring co-innovation methodologies and tools that you can apply in your own work.
- > **Contribute through mentorship:** Support the next generation of innovators in the agri-food sector by sharing your expertise, providing strategic guidance, and help shaping solutions with real potential for impact.
- > **Empower emerging entrepreneurs:** guide and inspire participants as they design impactful solutions in the agrifood and social economy sectors, from idea conceptualisation to mastering impactful pitches.
- > **Enhance your professional network:** Collaborate with peers, experts, and stakeholders from across Europe in a highly interactive setting. Attendance to the Agrifood Forum 2025.

Jury Members



Specialists in the agrifood industry and/or social economy sectors will evaluate the solutions developed by the teams based on pre-defined criteria, and will then **select three (3) winning solutions**.

Jury members will be selected on a set of relevant criteria, background and expertise defined in [section 4](#).



Why should you join the Hackathon as jury?

- > **Leverage your expertise to shape impactful solutions:** By identifying the most promising digital and social innovations for the agrifood industry, contribute to create long-term value for the agrifood sector.
- > **Promote innovation in your sector:** Evaluate ideas based on feasibility, relevance, and alignment with social economy values.
- > **Strengthen your professional profile:** Gain visibility as a recognised expert in an EU-level innovation initiative in the agri-food and social economy sectors.
- > **Connect with key stakeholders:** Expand your network by engaging with entrepreneurs, business mentors, EU project partners, and ecosystem actors from across Europe.

In addition, the Hackathon will have **facilitators** moderating the teams. Facilitators will be ENACT project partners who will be there to encourage collaborative work and ensure the smooth running of the session. One facilitator will be assigned per team.

OTHER UPCOMING EVENTS

The **ENACT HACKATHON** will be followed by two other ENACT events:

The ENACT Matchathon

- > **When?** March 2026
- > **Where?** [Alimentaria 2026 Exhibition](#), Barcelona (Spain)

The **ENACT MATCHATHON** is a matchmaking innovation event where selected participants from across Europe are brought together to work on peer learning, idea generation, problem-solving, partnership formation and further networking. It will take place in the framework of [Alimentaria 2026](#), the International Food, Drinks and Food Service Exhibition.

The **winning team** of the **ENACT HACKATHON** will get a **direct pass** to participate in the ENACT Matchathon, without having to go through the selection process. The rest of participants of the Matchathon will be selected through an upcoming Call to receive financial support to travel from targeted regions and other EU territories.

Taking place within the [Alimentaria 2026 Exhibition](#), the **ENACT MATCHATHON** will stand out as a unique networking event, where the ENACT team will provide Hackathon winning team's member with a tailored commercial agenda. This includes the opportunity to meet and connect directly with stakeholders most relevant to their business and strategic objectives, ensuring meaningful exchanges that can accelerate partnerships, financing opportunities, and market access.

The Final Showcase

- > **When?** 2027
- > **Where?** Vienna (Austria)

The Showcase will be the final event of the ENACT project. Its objective is to consolidate a collaborative platform of social economy stakeholders, and to share and highlight innovative best practices

identified through ENACT collaborative efforts.

3. WHO CAN TAKE PART



If you want to apply to participate in the Hackathon as a **PARTICIPANT**, you must fulfil the following eligibility requirements, namely:

- **Represent an entity that qualifies as a Social Economy SME⁵: a small and medium enterprise related to the social economy sector.**
- **Be active in the agri-food sector or other interconnected ecosystems** (food and beverages, tourism, etc.) and or **instrumental to its digital transformation** (digitalization and technology related entities).
- **Be registered in one of the eligible countries:** European Economic Area (EU member states, Iceland, Norway, Lichtenstein) or Switzerland.
- Be able to effectively communicate in **English**, both in written and oral form.
- Confirm your interest in engaging in ENACT project activities.



If you want to apply to participate in the Hackathon as a **MENTOR**, you must fulfil the following eligibility requirements, namely:

- **Represent an entity that qualifies minimum as one of the following categories:**
 - > SME: a small and medium enterprise related to the agrifood sector.
 - > Social economy enabling organisation⁶.
- **Have a minimum of 5 years of relevant professional experience** in a business-oriented profile, with a strong focus on innovation, entrepreneurship and/or technological development.
- **Be registered in one of the eligible countries:** European Economic Area (EU member states, Iceland, Norway, Lichtenstein) or Switzerland.
- Be able to effectively communicate in **English**, both in written and oral form.



If you want to apply to participate in the Hackathon as a **JURY MEMBER**, you must fulfil the following eligibility requirements, namely:

- **Represent an entity that qualifies minimum as one of the following categories:**

⁵ SMEs must follow EU definition in line with the EU recommendation 2003/361. In general terms, this means that they employ less than 250 people with an annual turnover of up to EUR 50 million, or a balance sheet total of no more than EUR 43 million, as per the SMEs self-assessment: [SME Questionnaire \(europa.eu\)](https://ec.europa.eu/economy_finance/sme_questionnaire_en).

⁶ These organisations (public or private) can be established as business support organisation, incubator and accelerator, sectoral federation or association representing social economy entities, providing support services to social economy entities or federate social entities at local, regional or national level.



- > SME: a small and medium enterprise related to the agrifood sector.
- > Social economy enabling organisation⁷.
- **Have over 7 years of professional experience in the agri-food and social economy sector or other interconnected ecosystems** (food and beverages, tourism, etc.) and or **instrumental to its digital transformation** (digitalization and technology related entities).
- **Be registered in one of the eligible countries:** European Economic Area (EU member states, Iceland, Norway, Lichtenstein) or Switzerland.
- Be able to effectively communicate in **English**, both in written and oral form.

4. HOW TO APPLY

Interested candidates in any of the three roles (participant, mentor or jury) attending the Hackathon are invited to apply for the programme filling in the **Expression of Interest (Eoi)** - [Online Form](#) - before the deadline **-3rd of October 2025 at 23:59h CET-**. In the Eoi form, candidates will be able to choose one of the three following roles, which will be linked to the relevant questionnaire for each of the three differentiated roles: participant, mentor or jury.

Applicants can only choose one of the roles for their application. In the Eoi form, participants and mentors will be invited to select up to three **Challenge Topics** that interest them most. They will also have the chance to briefly explain their choices and even suggest additional topics not listed. While the ENACT team will do its best to match preferences, please note that not all individual requests can be guaranteed.



[**APPLY HERE**](#)

Applications should be **drafted in English** and submitted before the **3rd of October 2025 at 23:59h CET.**

5. SELECTION PROCESS

Applicants must submit the **Eoi**, through the online form made available above, including administrative information, which will be the basis to conduct the eligibility check, and other technical

⁷ These organisations (public or private) can be established as business support organisation, incubator and accelerator, sectoral federation or association representing social economy entities, providing support services to social economy entities or federate social entities at local, regional or national level.



details. Once submitted, the applications will go through the following evaluation steps:

ADMISSION

The application is compliant with the time and form of submission, which means it has been submitted within the deadline, and through the online form in English, with all compulsory fields filled in.

SELECTION OF CANDIDATES



1. APPLYING AS A PARTICIPANT

Participants will be people who take part in the design thinking/service design process and that will be assigned to a team in order to work on a solution for a challenge presented at the Hackathon. Participants will be selected through the current call based on the pre-defined criteria outlined below.

Selection criteria for participants

The application will be evaluated against the selection criteria listed here below:

#	CRITERIA	DESCRIPTION	WEIGHT	SCORING
1	RELEVANCE TO SOCIAL ECONOMY VALUES	Commitment to social impact, sustainability, inclusion and society-focused practices.	25%	From 0 to 5
2	ACTIVE IN THE AGRIFOOD SECTOR	Operating in farming, food production, distribution, retail, circular economy, or related agrifood supply chains.	25%	From 0 to 5
3	INTEREST IN DIGITAL INNOVATION	Interest and/or track record in digital innovation & digitalisation in the social economy and agri-food sectors	25%	From 0 to 5
4	PROBLEM AWARENESS & READINESS	Experience with challenges in the social economy ecosystem (i.e. digital exclusion, food waste, or access to markets) and a desire to address them.	15%	From 0 to 5
5	COMMITMENT TO COLLABORATE	Interest in engaging in other workshops, events, sharing experiences and other ENACT follow-up activities.	10%	From 0 to 5

At the end of the evaluation process, all applications will be ranked based on the score resulting from the application of the selection criteria. Remaining applicants (not selected) will be part of the reserve list.

Selected **participants** will receive financial support in a form as a lump sum, as per the amounts outlined in [ANNEX 02](#).



2. APPLYING AS A MENTOR

Mentors are experts **with a strong background in business-oriented roles**, particularly in **innovation and entrepreneurship**. They bring their experience and knowledge to the teams, helping participants refine their ideas and supporting them in developing innovative solutions. By providing insights,



suggesting improvements and challenging assumptions, these mentors facilitate deeper understanding and foster a more robust development of concepts.

Selection criteria for mentors

The application will be evaluated against the selection criteria listed here below:

#	CRITERIA	DESCRIPTION	WEIGHT	SCORING
1	PROFESSIONAL BACKGROUND	A university degree or a minimum of five years of relevant professional experience in business-oriented roles such as entrepreneurship, business development, marketing, finance, or management.	30%	From 0 to 5
2	INNOVATION ORIENTATION	Ability to support the development of innovative ideas, products, services, or business models, ideally within entrepreneurial or impact-driven contexts. Experience working with startups, incubators, accelerators, or innovation programmes is a strong asset.	30%	From 0 to 5
3	MENTORING AND COACHING CAPACITY	Proven experience in mentoring or coaching teams, particularly in the early stages of idea or business development. Ability to guide participants through innovation processes, provide constructive feedback, and support strategic decision-making.	30%	From 0 to 5
4	KEY SKILLS	Strong communication and interpersonal skills; ability to motivate and engage teams and capacity to foster critical thinking.	10%	From 0 to 5

Applications will be reviewed by the ENACT Team, and the candidates with the profiles that best respond to the above criteria will be selected. Remaining applicants (not selected) will be part of the reserve list. **Six (6) mentors** will be selected.

Selected **mentors** will receive financial support in a form of a lump sum, as per the amounts outlined in [ANNEX 02](#).



3. APPLYING AS A JURY MEMBER

Jury members will assess how effectively the proposed solutions respond to the challenges, having a strategic overview of the agrifood and social economy sectors. Jury members will have a strong understanding of the agri-food and social economy sector, and will draw on their in-depth understanding of sectorial needs to evaluate the final solutions based on feasibility, impact, innovative component and alignment with social economy values.

Selection criteria for a jury member

The application will be judged against the selection criteria listed here below:

#	CRITERIA	DESCRIPTION	WEIGHT	SCORING
1	AGRI-FOOD / SOCIAL ECONOMY SECTOR EXPERTISE AND BACKGROUND	Professional experience in the agrifood industry and/or the social economy sector , with a minimum of seven years in relevant roles , with a solid understanding of sectoral challenges.	25%	From 0 to 5



2 EVALUATION EXPERIENCE	Experience in assessing projects, pitches, proposals, or innovation solutions, preferably in the context of hackathons, accelerators, grant evaluations, or sectoral competitions.	25%	From 0 to 5
3 ANALYTICAL AND ASSESSMENT SKILLS	Ability to critically evaluate the feasibility, innovation potential, and sectoral relevance of proposed solutions.	25%	From 0 to 5
4 KEY COMPETENCES	Leadership skills, recognized expertise. Proven analytical, reporting and communication skills.	25%	From 0 to 5

At the end of the evaluation process, all applications will be ranked based on the score resulting from the application of the selection criteria. **Five (5) jury members will be selected** to carry out the selection and evaluation of the proposed digital solutions.

Selected **jury members** will receive financial support in a form of a lump sum, as per the amounts outlined in [ANNEX 02](#).

PRACTICAL INFORMATION FOR SELECTED APPLICANTS

All applicants will be informed via email about the evaluation results. Selected applicants will be invited to join the Hackathon, in one of the three roles. The selected applicants will be published on ENACT project official communication channels. After the selection process, the applicants will be informed about the most important information regarding the event.

Selected applicants will be provided with more detailed information regarding the travel arrangements for the Hackathon. Each applicant, individually, is expected to book and organise their own transportation and accommodation (see [ANNEX 02](#)). ENACT will provide an overall coordination and practical suggestions for the travel arrangements to ensure a smooth process for the applicants.

FINANCIAL SUPPORT AND MANAGEMENT

All applicants are expected to advance the payments for their travels.

The LUMP SUM (fixed travel grant amount) allocated per participant is **calculated to cover travel, accommodation, meals, and other required costs during the trip to participate in the Hackathon** hosted in Vilnius, Lithuania. The calculation assumes:

- After the participation in the Hackathon, ENACT will proceed with the payment of the full amount of the established LUMP SUM for the destination country as outlined in [ANNEX 02](#). **Full participation in the programme for the costs' reimbursement is required.**

Only one person per entity can receive the financial support. If extra people from the same entity would like to join (without financial support), please contact the local contact. Each case will be evaluated and addressed according to the circumstances.

CONTACT



For any further queries please contact us through info@projectenact.eu or the **contact point** near you:

ID	COUNTRY	NATIONAL CONTACT POINT	CONTACT EMAIL
01	PORTUGAL	Make it Better	portugal@projectenact.eu
02	LITHUANIA	AgriFood Lithuania	lietuva@projectenact.eu
03	SPAIN	Barcelona Chamber of Commerce	espana@projectenact.eu
04	AUSTRIA	Austria Wirtschaftsservice	osterreich@projectenact.eu
05	OTHER COUNTRIES	For countries that do not have a national contact point listed, please contact us at the following e-mail directly and you will be assigned a contact point.	info@projectenact.eu

COMPLAINT PROCEDURE

Applicants wishing to raise a complaint regarding the application process or the evaluation of their application may submit a written complaint to info@projectenact.eu within five working days of receiving the notification of the outcome.

The complaint should clearly outline the grounds and any relevant details. All complaints will be acknowledged within two working days and reviewed by the project steering committee, which is committed to maintaining the highest level of impartiality. A response will be provided within seven working days of receipt of the complaint. Please note that the decision made by the complaints committee is final.

6. DATA PROTECTION

The personal data of applicants will be processed by ENACT for the sole purpose of administering the Call.

The processing will be governed by this clause and by the legislation governing data processing. Specifically, ENACT will process the personal data supplied by the applicants to administer their applications to take part in the Call, as well as (with their consent) to inform them and send them communications about the activities and new developments in the ENACT project, which may be of interest to them, via electronic and other similar channels.

The legal basis for processing their data is to administer their application to take part in the Call and the Programme process, or in the case of sending them communications, it is the consent given by the applicants. The data will be processed under all circumstances in accordance with a level of protection that corresponds to the applicable data.

Following the selection process, ENACT will keep the data supplied by the applicants so that the candidates can be taken into consideration in future project events or programs, if they consent to this.

Applicants may revoke their consent to receiving commercial communications at any time by sending an e-mail to info@projectenact.eu.

If personal data is supplied, users warrant that they have informed those parties of the content of this clause before supplying them, and they are personally liable against ENACT for any losses that may



arise in the event of a breach. They may, at any time, exercise their rights to view, correct, or delete their data, to request restrictions on processing, to object to processing, or to request the portability of their data, in accordance with the provisions of current legislation, by sending an e-mail to info@projectenact.eu clearly stating the right they wish to exercise and attaching their national ID number or other similar ID documents in proof of their identity.



enact

ANNEX 01

HACKATHON AGENDA

DATE	TIME	ACTIVITY
24 NOV (Monday)	DAY 1: ARRIVAL and GETTING READY FOR THE HACKATHON	
	Venue: Vilniaus kolegija Higher education institution (Saltoniškių str. 58, Vilnius)	
	14h00	Arrival of participants, mentors & jury members
	14h45	Opening Remarks & Keynote
	15h15	Hackathon Methodology & Logistics
		Team building activity
	15h45	<ul style="list-style-type: none"> • Meet & Greet – users' integration. • Creative flow session to instruct participants on attaining an open-minded attitude for the hackathon.
		Workshop 1: Breaking down the challenge
	16h30	<ul style="list-style-type: none"> • Challenge definition & Teams' formation • Definition of the challenge
	18h00	Closing - Free time in Vilnius
25 NOV (Tuesday)	DAY 2: HACKATHON DAY!	
	Venue: Vilniaus kolegija Higher education institution (Saltoniškių str. 58, Vilnius)	
	9h00	Hacking begins (includes coffee break)
	13h00	Networking Lunch
	14h00	Hacking continues (includes coffee break)
	15h30	Pitch Training Session
	17h30	Submission of Solutions
	18h00	Wrap-Up & Jury Presentation
	18h30	Closing - Free time in Vilnius
	19h30	OPTIONAL: Dinner
26 NOV (Wednesday)	DAY 3: AWARD CEREMONY!	
	Venue: Grand Duke Palace, Katedros str.4, Vilnius	
	10h00	Special HackAgriFood Segment
	10h30	Top 3 Team Pitches Live on Stage
	11h30	Awards & Recognition Ceremony
	12h00	Group Photo & Media Coverage
	18h00	OPTIONAL: Gala dinner





enact

ANNEX 02

LUMP SUMS

The **LUMP SUM (fixed amount travel grant)** allocated per participant is calculated to cover travel, accommodation, meals, and other required costs during the trip to participate in the Hackathon hosted in Vilnius, Lithuania. All travel costs depend on the country of origin.

The calculation assumes, **at least**, 2 days of traveling and 2 nights of accommodation. Depending on the country of origin, the calculation also assumes that some participants will have to extend their accommodation to 3 nights. Please carefully revise the travel options according to your country of origin beforehand.

Further details about recommended accommodation and covered meals will be sent to selected applicants.

Considering this, the LUMP SUM per participant based on the country of origin is:

GROUP	COUNTRY OF ORIGIN	LUMP SUM AMOUNT
G1	LITHUANIA <i>(min. 20 km from event venue in Vilnius)</i>	€ 350,00
G2	LATVIA	€ 400,00
G3	ESTONIA	€ 500,00
G4	POLAND, CROATIA, SLOVENIA, SLOVAKIA, BULGARIA, CZECH REPUBLIC, HUNGARY, ROMANIA	€ 600,00
G5	NORWAY, SWITZERLAND, LUXEMBOURG, FINLAND, SWEDEN, DENMARK, IRELAND	€ 650,00
G6	BELGIUM, FRANCE, GERMANY, NETHERLANDS, AUSTRIA	€ 700,00
G7	SPAIN, PORTUGAL, GREECE, ITALY, MALTA, CYPRUS, LIECHTENSTEIN	€ 850,00





ANNEX 03

Digitalization Challenges for the Agrifood Social Economy Sector

How will challenges be assigned?

Below you will find key challenges of the sector that have been pre-identified. The solutions developed during the Hackathon will have to address one of these challenges through digital solutions tailored to the agrifood social economy. Applicants submitting an EOI as Participants will be asked to organize the following challenges in their preferred order. If there are any other challenges not listed below that participants would like to tackle during the Hackathon, they will be able to provide their challenges in the EOI Form.

Challenges

1. How can IT solutions and digital technologies modernize and robotize social economy businesses in the agri-food sector?

Technology is inseparable from modern business, and the agrifood sector is no exception. Tools such as drones, VR glasses, agricultural robots, mobile apps, geographic information systems (GIS), and virtual assistants offer immense potential. The challenge lies in identifying how these digital tools can be adapted and scaled for use in social economy enterprises, enhancing productivity while maintaining their social missions.

2. How can we design a digital marketplace to help social economy SMEs in the agrifood sector reach wider markets directly?

Many small cooperatives and producers face limited digital presence and rely on fragmented supply chains. A tailored digital marketplace could empower these SMEs to connect directly with consumers, bypass intermediaries, and build more resilient, profitable operations.

3. How can we address the digital skills gap in social economy agrifood SMEs?

A major barrier to digital adoption is the lack of relevant digital competencies among social economy actors. Existing training programs often fail to reflect the values or operational models of these enterprises. There is a need for digital education and upskilling initiatives specifically designed for the agrifood social economy context.

4. How can social economy agrifood SMEs overcome financial barriers to digital transformation?

Digital tools can be costly, and many social economy SMEs lack the financial capacity or access to appropriate funding streams. Innovative financing models, grants, or public-private partnerships are needed to support their digitalization without compromising their social goals.

5. How can digital tools improve logistics and supply chain coordination in rural agrifood areas?

Rural-based social economy SMEs often struggle with inefficient logistics due to poor infrastructure. Affordable and accessible digital logistics platforms could enhance coordination, optimize delivery routes, and improve inventory management—even for small-scale producers.

6. How can digital tools enhance transparency, traceability, and consumer trust for social agrifood enterprises?

Consumers want to know where their food comes from and how it was produced. Social agrifood



enterprises have strong stories to tell, and digital tools like QR codes, apps, and blockchain can help them share these stories, track their impact, and build trust with customers.

7. How can digital tools support sustainable agricultural practices and optimize resource use?

Many social economy SMEs prioritize sustainability but lack the tools to measure or manage it effectively. Precision agriculture technologies, IoT sensors, and data analytics can help these enterprises track inputs, reduce waste, and optimize resource use while staying aligned with their environmental goals.

8. How can digital platforms foster collaboration and reduce fragmentation among agrifood social economy SMEs?

Social economy SMEs often operate in silos, limiting collaboration and innovation. Digital collaboration tools and knowledge-sharing platforms can connect isolated actors, promote shared learning, and enable collective action across the sector.