

KreativEU Hackathon: *Values in Play*

AI, Games and European Heritage

Dates: 21–23 October 2026

The KreativEU Hackathon brings together students, researchers, creative professionals, and cultural heritage experts to co-create innovative concepts and prototypes exploring the intersection of artificial intelligence, games, and European cultural heritage.

Day 1 – Registration & Kick-off (Wednesday, 21 October 2026)

Time	Activity
08:00 – 08:30	Registration and Welcome
08:30 – 09:30	Icebreaker Activity
09:30 – 10:30	Introduction to the Hackathon
10:30 – 12:00	Team Formation and Ideation
12:00 – 13:00	Lunch
13:00 – 14:00	Mentorship Sessions
14:00 – 16:00	Team Work
16:00 – 17:00	Mentorship Sessions
17:00 – 19:00	Team Work
19:00 – 20:00	Dinner and Networking

Day 2 – Hackathon Development (Thursday, 22 October 2026)

Time	Activity
08:00 – 09:30	Team Work
09:30 – 10:30	Mentorship Sessions
10:30 – 12:00	Team Work
12:00 – 13:00	Lunch
13:00 – 15:00	Team Work
15:00 – 16:00	Mentorship Sessions
16:00 – 18:00	Team Work
18:00 – 19:00	Dinner
19:00 – 20:00	Hackathon Wrap-up

Day 3 – Presentations & Awards (Friday, 23 October 2026)

Time	Activity
08:00 – 09:30	Presentation Preparation
09:30 – 11:00	Final Presentations
11:00 – 12:00	Jury Deliberations
12:00 – 13:30	Lunch
13:30 – 15:00	Results Announcement and Awards Ceremony

Expected Outcomes

- Innovative concepts and prototypes exploring AI, games, and cultural heritage
- Cross-disciplinary collaboration between participants from diverse backgrounds
- New approaches to engaging audiences with European values and heritage through digital experiences
- Networking opportunities with experts from academia, industry, and the cultural sector