Call for Participation in the EGI 2026 Hackathon

"From Research to Action: Bridging Disciplines, Making a Difference"

Hackathon Organizers

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The Doctoral School of Economics, Management, and Computer Science (EGI) at the Faculty of Economics and Management in Sfax (FSEGS), in partnership with the Digital Research Center of Sfax (CRNS), will host the first EGI 2026 Hackathon from 2:00 p.m. on Friday, October 23, to 2:00 p.m. on Saturday, October 24, 2026, at the FSEGS.

1. Purpose

PhD students are invited to participate in a **multidisciplinary** hackathon aimed at developing innovative, data-driven solutions to address major contemporary research and societal challenges.

2. Who Can Participate?

Participation is available to PhD students enrolled in the doctoral schools of FSEGS, ENET'Com, ENIS, FS-Sfax, and ISGI-Sfax.

Applications require **multidisciplinary teams** of three doctoral students (e.g., Computer Science, Economics, Management Sciences).

3. Hackathon Objectives

- Empower PhD students to innovate and make a tangible impact.
- Develop digital prototypes, dashboards, and business models for startups, or predictive models for real-world problems.
- Offer a platform for young researchers to exchange ideas and gain visibility.

4. Schedule and Expected Outcomes

The EGI 2026 Hackathon is an intensive, **24-hour** challenge in which teams must design and develop innovative solutions using a **dataset provided by the organizers at the start of the event**.

Teams will use the provided data to address a **specific challenge** that will be announced at the start of the event. Tasks may vary depending on the dataset and challenge, and may involve, in particular:

- **Prediction** or forecasting of phenomena or indicators;
- **Classification** or pattern detection;
- **Data analysis and exploration**;
- Design and development of **artificial intelligence or machine learning models**;
- Creation of **interactive dashboards** and data visualizations;
- Development of an **intelligent application or prototype**, including **BMC for e-commerce**, as well as the **design of digital platforms**;
- Or any other innovative approach that effectively leverages the provided data.

The objective is to propose a **functional, relevant and innovative solution** within the given timeframe, supported by a methodological approach that justifies the choices and results.

4.1. Developed Solution

At the end of the **24-hour work period**, each team must present a **solution** developed using the dataset that addresses the challenge. These solutions may lead to the creation of **startups**.

The solution may take various forms, including:

- A predictive or machine learning model;
- An AI-based application or solution;
- An interactive dashboard;
- A data analysis or visualization tool;
- A decision support solution;
- Or any other innovative digital solution that addresses the challenge.

Teams must **demonstrate the functionality** of their solution and present the resulting outcomes as deliverables.

4.2. Final Pitch

At the end of the 24-hour period, each team will present its developed solution to a panel of judges.

Presentation Guidelines:

- **Pitch duration:** 10 minutes;
- **Presentation:** Maximum of 10 slides;
- **Prototype demonstration:** Recommended;
- **Q&A session with the jury:** 5 minutes.

The pitch should highlight, in particular:

- Understanding of the problem statement;
- The methodological approach adopted;
- The techniques and tools used;
- The solution developed;
- The results obtained;
- The added value and potential avenues for further improvement.

5. Evaluation Criteria

- Multidisciplinarity and socio-economic impact;
- Methodological and scientific rigor **(justification of analytical choices)**;
- Technical quality of the prototype **(model, code, visualization)**;
- Quality of the pitch and demonstration;
- Innovation;
- Relevance of the solution;
- Feasibility.

6. Prizes & Rewards

Three prizes will be awarded for outstanding solutions, based on the evaluation criteria of the Hackathon's Scientific Committee.

Participants will receive:

- **Credits** of participation in the Hackathon;
- **Certificate of participation**.

7. Intellectual Property and Data

Participants own their solutions and code, granting FSEGS and CRNS non-exclusive rights to disseminate results for academic use. The provided dataset is confidential and for Hackathon use only.

8. How to Register?

https://hackathon-egi-2026.netlify.app/liens.html

Scientific Committee

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Prof. Bilel GARGOURI
Prof. Habib AFFES
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