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_24-27 July 2025
Lübeck, Germany

_Baltic Sea Region Hackathon 2025:
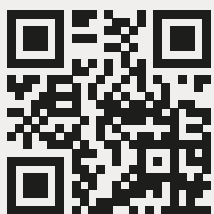
One Region –
Borderless Innovation

Ready to unleash your inner geek to bridge borders and shape the future with IT solutions? How about diving into the world of AI, storytelling and prototyping? Want to connect with awesome, like-minded young tech enthusiasts from across the Baltic Sea Region, all while enjoying an all-expenses-paid experience? Say hello to [#b_hack], the Baltic Sea Region Hackathon 2025! Happening in the charming city of Lübeck, Germany on 24-27 July 2025, this event promises excitement, innovation, and fun!

_who can apply?

We're looking for passionate changemakers aged 18–29, living in or from a CBSS Member State (Denmark, Estonia, Finland, Germany, Iceland, Latvia, Lithuania, Norway, Poland, or Sweden). Whether you're into IT, social media, or simply want to help shape the future of our region — this is your moment!

Got skills in programming, IT, audiovisual tools, or graphic design? Amazing! Not a tech wizard? No problem — we've got specially designed non-tech sessions too, so there is a place for everyone.

Sounds good? Apply now, by 15 May 2025:

_application & info

cbss.org/b_hack

◀ or scan the code

_travel, accomodation & venue

Come as you are: all your travels, accommodation and most meals will be covered by the event organisers. If your application is successful, we, the [#b_hack] team, will get in touch with you regarding your travel arrangements. You will be staying at the H+ Hotel in Lübeck. The hackathon will take place at the premises of the Technische Hochschule Lübeck (TH Lübeck), University of Applied Sciences in Lübeck. The event is organised and financed by the German *Land*, or state, of Schleswig-Holstein, in collaboration with the Council of the Baltic Sea States (CBSS) and the Technische Hochschule Lübeck (TH Lübeck).

_contact

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_programme [#b_hack]

Thursday 24 July
Arrival day. Evening programme to get to know your fellow #b_hackers.

Friday 25 July
9:30–23:00: Instructions and discovering your topic. Work on your topic. Programming, designing, writing.

Saturday 26 July
10:00–23:00: Work on your topic. Programming, designing, writing and after work lounge event.

Sunday 27 July
10:00–14:00: Closing event. Presentations of the results followed by discussions, exchange and networking.

_topics

You will join one of seven Hackathon topics based on your skills and preferences. Working in small teams of about five, guided by a TH Lübeck coordinator, you will utilise datasets and tools provided by the TH Lübeck. The results of each session will be presented on the final day to VIP officials from the *Land* Schleswig-Holstein and the CBSS.

#1
Hack the Grid – Smarter Homes, Lower Emissions

▶ **Required skills:** *No specific technical skills required; interest in data-driven approaches.*

Create innovative household energy consumption strategies to reduce CO_2 emissions and/or cut costs, using real-time and historical data from a Smart Home.

#2
Cross-Border Future Lab – A Design Thinking Workshop

▶ **Required skills:** *No programming skills needed. Comes as you are.*

Design a fictional city or region without borders, where innovation flows seamlessly. Get to know and experiment with different methods from Design Thinking, an iterative problem-solving approach.

#3
Borderless Wellbeing – Innovation for a healthy, connected region

▶ **Required skills:** *No specific technical skills required; focus on conceptualisation & design thinking.*

Design a concept for a digital wellbeing platform that uses innovation to promote mental & physical health in a connected region. It should connect cross-border health services.

#4
Borderless Entrepreneurship – Digital network for the Baltic Sea startup community

▶ **Required skills:** *No specific technical skills required; focus on conceptualisation & design thinking.*

Design a digital platform or app that acts as a central hub and facilitates access to co-working spaces, mentoring programmes and investors.

#5
RoomSwap – Accommodation for exchange students

▶ **Required skills:** *Programming / Software Development.*

Solve the accommodation problem for exchange students. Determine requirements for a platform for pairing outgoing & incoming students and discuss other approaches for solving the problem.

#6
Artificial Intelligence goes Borderline

▶ **Required skills:** *No specific technical skills required; focus on conceptualisation & design thinking.*

AI will overtake our planet and impact our precious lives. How to keep AI at bay? Sketch out the problem and provide conceptual solutions.

#7
Baltic Sea Region – Visualising Climate Risks and Solutions

▶ **Required skills:** *Programming and GIS skills will be beneficial.*

Create an interactive map to illustrate how climate change is affecting the Baltic Sea Region. The tool will allow to explore dynamic and engaging visualisations of key climate risks.