

[#b_hack]

_2-5 July 2026
Lübeck, Germany

_BALTIC SEA REGION HACKATHON 2026:

**FREE AND
SECURE
SOCIETIES**

[#b_hack]

Working together in challenging times

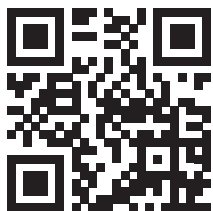
Ready to unleash your inner geek to bridge borders and shape the future with IT solutions? How about diving into the world of AI, storytelling and prototyping? Want to connect with awesome, like-minded young tech enthusiasts from across the Baltic Sea Region, all while enjoying an all-expenses-paid experience? Say hello to **[#b_hack], the Baltic Sea Region Hackathon 2026!** Happening in the charming city of Lübeck, Germany on 2-5 July 2026, 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 by 26 April 2026:



_application & info
cbss.org/b_hack

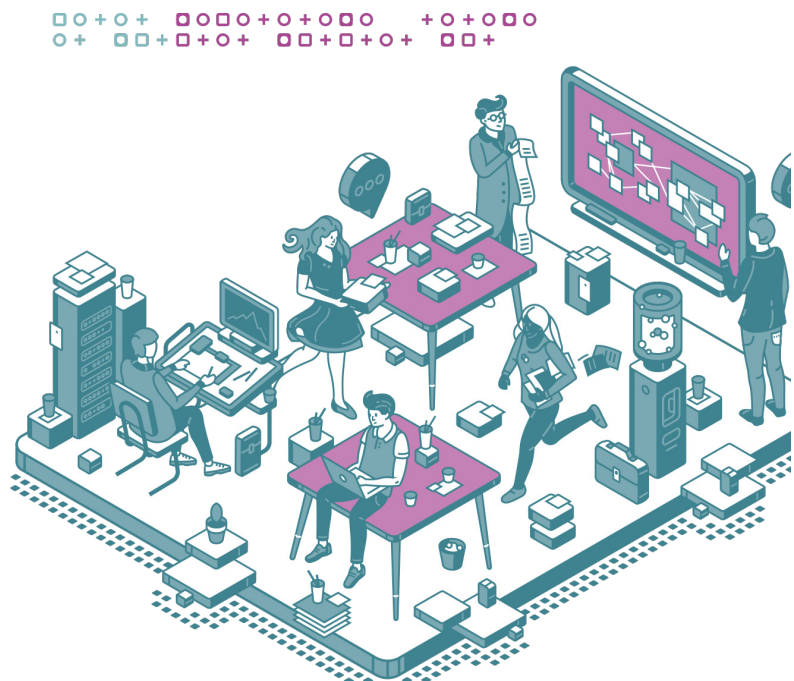
◀ or scan the code

_travel, accomodation & venue

Come as you are: your travels, accomodation and meals will be covered by the event organisers. If your application is successful, you will receive a lump sum for your travel arrangements. You will be staying in double rooms at central hotels 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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[#b_hack]

_pro gram me

Thursday

2 July

15.00-18.00:
Arrival at the
hotel. Evening
programme to
get to know
your fellow
#b_hackers.

Friday

3 July

9:30-23:00:
Instructions
and discover-
ing your topic.
Work on
your topic.
Programming,
designing,
writing.

Saturday

4 July

10:00-23:00:
Work on
your topic.
Programming,
designing,
writing and
after work
lounge event.

Sunday

5 July

10:00-14:00:
Closing event.
Presentations
of the results
followed by
discussions,
exchange
and network-
ing. Award
Ceremony.

_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.

#3

RoboFamily: Physicalization of Artificial Intelligence to make Algorithms Walk Among Us

► **Required skills:** *Programming skills recommended.*

Built AI agents on a large language model (LLM) with tool access, allowing agents to control robotic platforms through Python interfaces. Investigate how they cooperate and behave in our beloved real-world.

#6

Liberty and Security Dashboard

► **Required skills:** *Programming / development experience; laptop.*

Develop a dashboard to visualize aspects of liberty and security for students going abroad in an exchange.

#1

Fake News Detection

► **Required skills:** *Interest in programming / software development, design, analysis and investigation; laptop.*

Design and prototype ideas for tools that can help users question what they read, check sources more easily, and make more informed decisions in their everyday digital lives.

#4

Voice of the public - What moves us?

► **Required skills:** *No specific technical skills required; laptop.*

Create a data-driven exploration that uncovers patterns, contrasts, and connections that reveals what moves societies today.

#7

Cyberattacks as Predictors

► **Required skills:** *Programming / development experience; laptop.*

Collect reliable historical data on cyberattacks, visualize relevant patterns, and integrate this information with data on past military actions to explore predictive relationships.

#2

Pirates of the Baltic Sea

► **Required skills:** *Interest in programming / software development, data science, data analysis; laptop, IDE Python installed.*

Examine how independent, open-access information databases and real-time information streams could be used to understand how internationally sanctioned shipping operates in the Baltic Sea.

#5

Resilience by Design - Develop your crisis readiness checker and trainer

► **Required skills:** *Web skills recommended; laptop.*

Design and prototype Crisis Readiness AI, a privacy-first personal resilience assistant that helps individuals assess, simulate, and improve their preparedness for disruptive events.

#8

Mystery Track

► **Required skills:** *Programming / development experience; laptop.*

Stay tuned...

