



OCEAN 16 | 18  
18 OCT 2026  
HACKATHON®  
CALL  
TO HOST

You work in the marine,  
digital or innovation sector,  
organise the event  
in your town or city

# OCEAN HACKATHON®

16 | 18  
OCT  
2026

In 2026, join the Ocean Hackathon® community by organising the event in your town or city from 16 to 18 October.

The weekend culminates in the selection of your top team, who will compete at the Grand Finale in Brest, France in December 2026 and could win one of the prizes donated by our Ocean Hackathon® Ambassadors.

This document explains the attraction of organising Ocean Hackathon® in your town or city in 2026. It also sets out how to ensure your local event, and the Hackathon overall, is a success.

# OCEAN HACKATHON®

## IT COULD BE YOU

Ocean Hackathon® is a non-stop, 48-hour event during which teams develop a prototype to tackle specific, ocean-related challenges.

This must be based on marine data made available by local, national and international providers.

Ocean Hackathon® takes place in different locations at the same time. We recommend in person events, but hybrid or online events are also possible.

Ocean Hackathon® is an initiative by Campus mondial de la mer which encourages sharing, the use of new digital technologies, and an entrepreneurial spirit.

The concept originated in Brest in 2016, and was tested and optimised there before being extended to other towns and cities from 2019.



# FACTS AND FIGURES 2025

**650**  
participants

**57**  
challenges

**10**  
towns and cities

**100+**  
dataset

**114**  
data and project  
coaches

**17**  
global data partners  
+ many local data providers

## 5 GOOD REASONS TO HOST OCEAN HACKATHON®

- 1** You'll benefit from 9 years' experience, including 6 years when it ran across multiple towns and cities.
- 2** You can bring together your local marine, digital and innovation communities in a creative environment and raise your profile within the wider global marine and digital communities.
- 3** You'll identify new projects which innovators in your region can support.
- 4** You can showcase your region's flagship topics and expertise.
- 5** You'll develop new collaborations within the Ocean Hackathon® network.

# WHAT IS AN ADVISER?

In each city the event is organised by a team of 3 Advisers, which is a body that was chosen during the call to host. We at Campus mondial de la mer coordinate and support Advisers throughout the process.

At least three representatives or Advisers must keep in contact with us:

- **A general representative,**  
who manages the global organisation and the local event
- **A data representative,**  
who manages the data aspect of the local event
- **A communication representative,**  
who manages the communication aspect of the local event

Please note that most meetings and documents will be in English, although we at Campus mondial de la mer are also available to discuss the Hackathon in French.

## THE GENERAL REPRESENTATIVE:

Manages the various stages of the local event according to the Ocean Hackathon® timetable.  
Keeps in contact with the Ocean Hackathon® coordination team.  
Attends all the information meetings.

## THE DATA REPRESENTATIVE:

Has a good knowledge of marine issues and data providers that could be useful to local teams.  
Is in contact with both the local data partners for their area and Ocean Hackathon®'s global data partners while identifying the data needed for the challenges.  
Makes sure that the data is available during the Hackathon weekend.  
Helps the general representative to identify the local data coaches and to select the committee that will choose the challenges.  
Attends information meetings and webinars and keeps in touch with the Ocean Hackathon® coordination team.

## THE COMMUNICATION REPRESENTATIVE:

Is in charge of communications for the local event, following the Ocean Hackathon® timetable.  
Adapts the visuals we provide to their own town or city, in line with the style guide.  
Sends us useful materials as required (such as photos and videos).  
Attends the information meetings.



# WE PROVIDE

## A COORDINATION TEAM, AT YOUR DISPOSAL WITH:

- A hotline for the duration of the process
- Regular information meetings
- Webinars

## GUIDELINES AND TUTORIALS ON THE RESTRICTED PART OF OUR WEBSITE:

- Minutes from the various meetings
- The Ocean Hackathon® rules
- Style guides and communication packages
- Data tutorials
- Guidelines for monitoring and scoring projects

## TOOLS DEDICATED TO THE CALL FOR CHALLENGES AND THE REGISTRATION PHASE:

- One call for challenges platform per town or city
- One online catalogue of the challenges selected in each town or city
- One registration platform per town or city



## TOOLS TO UPLOAD AND ACCESS THE DATA, AND TO CONTACT THE DATA COACHES:

- A metadata portal for data provided by both our global data providers and your own local data providers, this makes the data more visible. This portal is open to the Ocean Hackathon® participants during the local events and to the winning teams until the international Grand Finale
- A dedicated server to store your local providers' data if needed
- A Discord Data Coach Centre (DCC) to contact the data coaches remotely. This DCC is open to the Advisers for a few weeks before the local events and to participants during the local events

## INTERNATIONAL GRAND FINALE SUPPORT:

- Accommodation in Brest for your winning team
- Dinner the evening before and lunch on the day of the Grand Finale for you and your teams

# YOUR INPUT AS AN ADVISER

## RESPECTING AND ABIDING BY THE OCEAN HACKATHON® VALUES AND METHODOLOGY MEANS:

- Following the procedures for general organisation, data and communication
- Keeping to the event preparation timetable
- Participating in any meetings, as required
- Obeying all instructions and directives communicated

## KEEPING IN TOUCH WITH US INVOLVES:

- Getting to know Discord (the main tool used to communicate with us)
- Ensuring your three key people are available and responsive: the general representative, data representative and communication representative.
- We reserve the right to cancel your participation in Ocean Hackathon® if you don't respond to any of our requests.

## MANAGING THE LOGISTICS OF YOUR LOCAL EVENT MEANS:

- Welcoming participants with catering in a clean, safe space
- Ensuring good internet access to the data and for speaking with remote data coaches and participants from the other towns and cities

## FINDING LOCAL EXPERTS TO SELECT THE CHALLENGES FOR YOUR TOWN OR CITY, AND TO COACH AND EVALUATE THE PROJECTS DURING YOUR LOCAL EVENT, INVOLVES:

- Mobilising your local marine, digital and innovation sectors, including students
- Ensuring local coaches are available: representatives of local data providers, as well as experts in IT, data management, communications, project management, pitching, intellectual property and any other fields that might be useful to the participants in your town or city
- Setting up a jury of appropriately qualified members to judge the different challenges following the pitch competition and selecting a winning team

## PROMOTING YOUR LOCAL EVENT AT DIFFERENT STAGES MEANS:

- Respecting the guidelines set out in the style guide
- Providing us with photos, videos and other information so we can communicate about you and your event
- Promoting your call for challenges and the webinars we organise within your communities, inviting registrations

# YOUR INPUT AS AN ADVISER

## DETERMINING THE CHALLENGES AND PARTICIPANTS FOR YOUR TOWN OR CITY INVOLVES:

- Selecting the challenges in your town or city
- Helping the challenge owners to refine their challenge
- Confirming which participants will join a team to tackle a challenge
- Helping your challenge owners to assemble multidisciplinary teams with suitable skills for their challenge

## MANAGING DATA REQUIREMENTS AND USE MEANS:

- Identifying the data requirements for the challenges you have selected as soon as possible according to the timetable
- Sharing the progress of data management with us
- Ensuring that datasets used during the local event are listed and supplying this information to us

## COVERING THE COST INCLUDES:

- Organising your local event (including catering, room hire, office supplies and equipment, videoing and photography). For an in-person event in France, approximately €3,000 for 50 participants.
- Transporting your winning team to Brest for the Grand Finale
- **The fee for the organisational work done by the Campus Mondial de la Mer team (€500 ex. VAT + €100 ex. VAT per team participating in Ocean Hackathon® 2026 in your town or city)**

# ARE YOU DEFINITELY READY TO APPLY?

BEFORE FILLING IN THE APPLICATION  
FORM TO ORGANISE OCEAN HACKATHON®  
IN YOUR TOWN OR CITY, PLEASE CHECK  
THAT:

- You have the human and financial resources to make your local event a success
- You are a legal entity and able to mobilise partners within your local maritime and digital innovation communities, including students

## PLEASE ALSO NOTE:

- We reserve the right to contact you for further details on your application
- In order to avoid overloading the same communities, where candidates are located close together we will put them in touch with one another



## TIMETABLE AT A GLANCE

**Call to host Ocean Hackathon® in your town or city:**  
From January to 13 March

**1st Info meeting:**  
19 March

**Call for challenges in your town or city:**  
From April to end of May

**1st webinar:**  
Early May

**Selection of challenges for your town or city:**  
From end of May to mid-June

**Definition of the data requirements for your selected challenges:**  
From June to July

**Preparation of the catalogue of challenges:**  
From mid-June to mid-July

**Data research and metadata portal supply:**  
From June to the beginning of October

**Registration:**  
From early September to two days before the local events

**2nd webinar:**  
Mid-September

**Ocean Hackathon® local events:**  
16-18 October

**Grand Finale preparation:**  
From the end of October to early December

**International Grand Finale:**  
8 December

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## CONTACT:

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OCEAN HACKATHON® IS AN INITIATIVE  
OF AND COORDINATED BY CAMPUS MONDIAL DE LA MER.