

The teams work for 36 hours on certain challenges that address concrete needs of societal actors. During the creative process, they apply the skills acquired in the preliminary phase and are supported by coaches for the various sub-aspects. They present their proof-of-concept during a final pitch in front of a professional jury, which will judge them on creativity, feasibility and persuasiveness.

3. Intervision:

After completing the preparatory sessions and the Legal Techathon, students submit a written record of their proof-of-concept. During a concluding intervision moment, students reflect on the process, the realised learning effects and whether the intended learning objectives were achieved.

Initial competences

No specific prior knowledge is required. A general interest in technology and innovation is recommended.

Final competences

- 1 Understand and be able to apply the general principles of design thinking, prototyping and pitching
- 2 Analyse legal and socially relevant challenge and provide a possible solution for it together with team members
- 3 Prepare and give a clear pitch in front of a jury
- 4 Recognise the importance of and understand the interdependence between law and (information) technology
- 5 Gain insight into the basics of innovation and entrepreneurship

Conditions for credit contract

Access to this course unit via a credit contract is unrestricted: the student takes into consideration the conditions mentioned in 'Starting Competences'

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Group work, Lecture

Extra information on the teaching methods

- Group work: the students work together on a legal challenge and devise a proof of concept for it. The individual group members start from their own academic background and work together in a multidisciplinary context.
- Lectures: prior to the actual Legal Techathon, students attend a preliminary programme with plenary sessions explaining concepts such as design thinking, pitching and prototyping. Students acquire the necessary knowledge and skills during these sessions, so that they can apply them during the Legal Techathon.

Study material

Type: Slides

Name: Course Material Legal Techathon

Indicative price: Free or paid by faculty

Optional: no

Language : English

Available on Ufora : Yes

Type: Reader

Name: Reader Legal Techathon

Indicative price: Free or paid by faculty

Optional: no

Language : English

Available on Ufora : Yes

References

Course content-related study coaching

Intensive coaching by lecturers and coaches with specific expertise.

Assessment moments

continuous assessment

Examination methods in case of periodic assessment during the first examination period

Participation, Presentation, Assignment

Examination methods in case of periodic assessment during the second examination period

Examination methods in case of permanent assessment

Possibilities of retake in case of permanent assessment

examination during the second examination period is possible in modified form

Extra information on the examination methods

- Participation (50%): attendance and participation in the discussions during the preliminary process, the legal techathon and the intervision moment are mandatory.
- Presentation (30%): students pitch their proof of concept at the end of the Legal Techathon, questions will be asked by the jury after the presentation. The assessment includes the creativity and feasibility of the idea as well as the quality and persuasiveness of the oral presentation.
- Paper (20%): students describe their proof-of-concept in a written paper and also reflect on their experience and the process, the learning effects achieved and whether the intended learning objectives were achieved.

Calculation of the examination mark

- Presentation: 30% of the final score
- Participation: 50% of the final score
- Paper: 20% of the final score

Students who do not participate in all evaluations will not be able to pass this course. Specifically, if the final score would still be a mark of ten or more out of twenty, the final score will be reduced to the highest unsuccessful mark.