# Terms of reference

## Topic: Mangal 2.0 Hackathon | Recruitment of coaches to support students.

# 1. INTRODUCTION

## 1.1 PRESENTATION OF UCOOPIA

Ucoopia, the very first inter-university NGO in Europe, is the result of the association between Eclosio (NGO of the University of Liège) and ULB-Coopération (NGO of the Free University of Brussels), and the active participation of the University of Mons (UMONS).

In close collaboration with its partners, local organizations, civil society and the academic world, Ucoopia promotes dynamics of change to:

- **Preserving and restoring natural resources**, including by supporting the agroecological transition, to ensure healthy and sustainable food
- **Promoting the socio-economic integration** of populations weakened by exclusion and inequality
- **Strengthening health systems** to ensure universal, equitable and quality access to health care
- **Encouraging citizen and academic engagement** in the face of societal and climate challenges, in Belgium and internationally

Ucoopia acts through knowledge creation and sharing, innovation, advocacy, equitable partnerships and citizen mobilization.

## 1.2 BACKGROUND AND RATIONALE

The Mangal 2.0 Hackathon is part of the Mangal Festival (2nd edition), an innovative platform dedicated to preserving natural ecosystems in West Africa. Led by the Delta Gulf of Benin Collective and coordinated by Ucoopia, the Hackathon aims to mobilize the creativity and expertise of higher education students in the sub-region to design innovative solutions in response to the challenges of the Mono Transboundary Biosphere Reserve (RBTM).

The Hackathon will bring together up to 10 teams of 4 to 6 students from universities in West Africa. The event will take place entirely online (Teams/Zoom) and will follow a structured approach inspired by Design Thinking.

The Mangal Festival is positioned as an eco-festival, i.e. an event whose very organization reflects the environmental values it promotes. As such, the Hackathon is part of this logic by favouring a 100% online format (reducing travel and carbon footprint), using lightweight digital formats for deliverables, and raising participants' awareness of responsible digital practices throughout the process.

In this context, Ucoopia is launching a call for applications to recruit volunteer coaches to accompany student teams throughout the process. Each team will be accompanied by a dedicated coach.

## 2. MISSION AND COMMITMENT

### 2.1. ROLE AND RESPONSIBILITIES

The coaches intervene as accompanists and facilitators, and not as decision-makers. Their responsibilities cover three dimensions:

🞣 *Methodological support*
- Facilitate the work of the participants and structure their approach at each stage of Design Thinking;
- Guide the teams towards concrete, realistic solutions adapted to the local context;
- Improve the quality of the proposed solutions without doing the work for the participants.

🞣 *Presentation Support*
- Support the teams in the preparation of their final pitch and the structuring of the PowerPoint.

🞣 *Organization and logistics*
- Ensure the organization of work (planning, distribution of tasks, sharing of documents);
- Provide basic technical support for the use of digital tools.

### 2.2. AVAILABILITY AND TIMING

The coaches must be available throughout the Hackathon. This includes regular meetings with participants during the intensive phase, availability outside formal sessions, and presence at key moments.

| Phase | Methodological step | Period | Engagement coach |
|---|---|---|---|
| Scientific Webinars | Understanding and Immersion (Empathize) | April 15 to 30, 2026 | Recommended |
| Pre-Hackathon Training | - | April 15 to 30, 2026 | Recommended |
| Hackathon | Challenge Analysis and Ideation (Ideate) | May 06 to 09, 2026 | Required |
| | Feasibility and prototyping (Prototype & Test) | | Required |
| | Action plan and pitch preparation | | Required |
| Post-Hackathon | Support | May - September 2026 | Punctual |

## 3. PROFILE AND SKILLS SOUGHT

The coaches mobilized must have the following skills:

🞣 *Methodological skills*

- Good mastery of innovation approaches: Design Thinking, Business Model Canvas, prototyping
- Ability to support multidisciplinary teams
- Facilitation and group facilitation skills

➕ *Thematic Competencies*

- Good understanding of environmental issues: agroecology, ecotourism, wetland preservation
- Knowledge of local economic dynamics and value chains

➕ *Transversal skills*

- Ease with digital tools (videoconferencing, collaborative platforms)
- Listening, communication, and coaching skills
- Analytical and synthesis skills
- Ability to guide without imposing

# 4. PROCEDURES AND APPLICATION

## 4.1. CONDITIONS OF PARTICIPATION

The Hackathon is based on the involvement of volunteer coaches. To facilitate their participation, support is provided, including an Internet connection package and technical support. The coach will receive a certificate of participation, issued by Ucoopia, highlighting their voluntary commitment to an international cooperation program.

# 6. APPLICATION AND CONTACT

Candidate coaches must submit their application via the online form by 08 April 2026 at 23:59 (GMT). The form allows you to provide motivation, areas of interest, contact information, and an initial idea for a solution.

**Form link: Coach registration link**

For any questions or requests for additional information:

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**Mandatory mention: "Candidature_Coach_Mangal."**