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Futures are human the next big thing

AI HACKATHON
AI AS A TEAMSPORT

Real challenges from your day-to-day work. By the end, you'll have a working solution that you built yourself.
2 days | Concept & Build | in your own AI environment | Buddy beats Solo

DESCRIPTION

Background & Why Work as a Team:
Most people are familiar with AI from demos, brief trials, and headlines. Few use it extensively in their day-to-day work. The AI Hackathon bridges exactly this gap. AI is evolving faster than any technology before it: What's best practice today will be standard in three months and outdated in six. No one can keep up on their own – but a team can. Two heads see what one misses; your buddy asks the question you didn't think of; shared knowledge doubles, while knowledge in just one head becomes outdated. That's why you never work solo here: Buddy beats Solo.

What the event achieves:
The AI Hackathon isn't a lecture – it's a workshop. You'll spend two days working on real-world tasks from your daily routine – not on hypothetical examples – and go home with a working solution that you built yourself. We fill in the knowledge gaps with concepts that apply to every modern AI tool, not just one. We make AI tangible and translate it into real impact: fewer clicks, less copy-pasting, more time for what matters. And yes, it's fun – building is more fun than listening.

BACKGROUND

Good solutions emerge when real problems meet real tools. That is why the AI Hackathon is based on three core beliefs:

- **In your own AI environment.** We'll be building in your real AI environment – with all its possibilities and limitations. We'll see what's available on the day of the event. That's by design: The AI world – including your internal one – is evolving rapidly; much of it is brand-new or still on the roadmap for later in 2026. We'll take what's available and build with it.
- **Concepts trump tools.** The concepts and principles you'll learn apply regardless of the tool. The buttons just have different names.
- **On a foundation we don't have to build from scratch**. A prerequisite is a **basic understanding of AI fundamentals:**

What is an LLM? What is a prompt? What is a logical approach to interacting with an AI model?
If someone has a definitive answer to this, it will surely become clear. And if not, they will likely weigh in on it later.

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CONTENT OVERVIEW

The hackathon follows a clear **two-day structure** – even for non-technical roles:

- Day 1 · Concept Day – From the pain point through AI fundamentals and the hypothesis to the plan. The day's guiding principle: Concept before build.
- Day 2 · Build Day – Turning the written plan into a working solution: build, test, deliver. The day's guiding principle: Build, test, iterate.

You bring the most important part yourself: three real pain points from your workweek – not ones that sound good in the status meeting, but the ones that really get on your nerves. A good pain point meets three criteria:

- **Friction** – The task is annoying every single time.
- **Frequency** – It comes up regularly.
- **Impact** – Solving it saves a noticeable amount of time and effort.

High score on all three: strong candidate. Weak on one: maybe not today.

2
Days full of focus

10
Concepts and Foundations

3
Pain points you bring

METHODS AND PHILOSOPHY

Learning takes place at a steady pace and always using one's own examples. Over the course of two hours, each concept goes through the same cycle before the next one is introduced:

1 TERM EXPLAINED
Short mini-lecture, 3 to 5 minutes

2 TERM APPLIED
You'll try it out right away using your own example

3 JOINT REFLECTION
A quick check with buddy. What fits, and what doesn't?

4 NEXT TERM
Same again.

Behind this lies a simple conviction: Cognitive understanding alone doesn't change anything. It's only through taking action, exchanging ideas with a buddy, and working on real-world tasks that new knowledge takes root. Learning alone is a race against time; learning as a team gives you a head start – **Buddy beats Solo.**

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CONTENTS & SCHEDULE

DAY 1: CONCEPT DAY

Kickoff

Goals, buddy rule, privacy mindset.

Terms & Foundations · Part 1

Prompt, skill, plugin. Context and tokens. Per topic: explanation, application, reflection.

Terms & Foundations · Part 2

Memory, quality gates, harness, MCP, reasoning, API, etc. Same rhythm: explained, applied, reflection.

Ideate: What If & How Might We

Thinking about the future, starting manually.

Hypotheses & Buddy Pairs

Formulate, vote, form pairs.

Paper Plan

Problem, hypothesis, where does it exist, building blocks, effort.

Show & Wrap

Short presentation per pair.

DAY 2: BUILD DAY

Warm-up

Standup, Plan-Check.

Build Sprint 1

First version of the paper plan

Build Sprint 2

Optimize version 1, real data

Peer Test

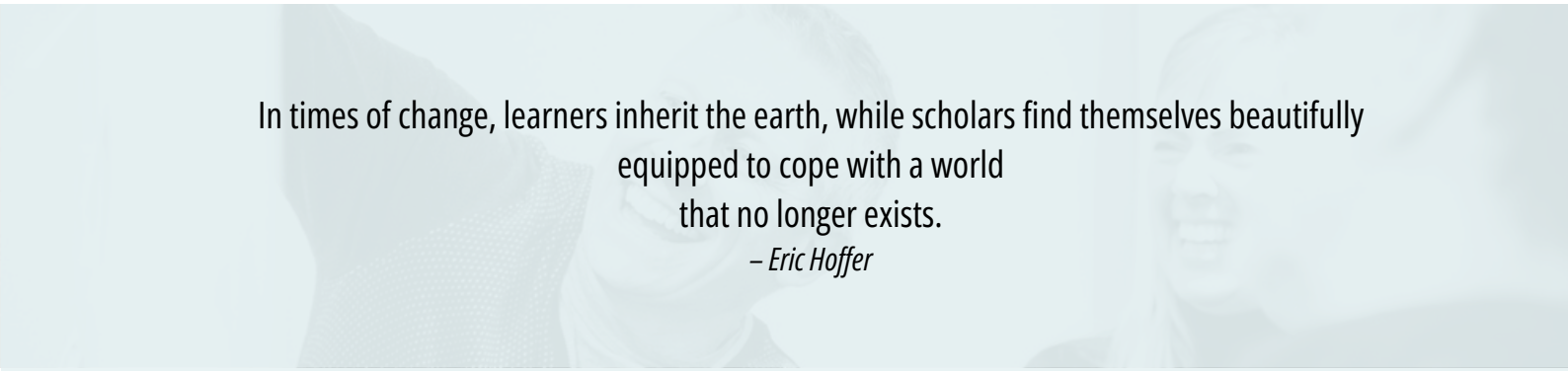
Exchange ideas, let people try them out, gather feedback.

Polish and Demo Preparation

Finalize the findings. Prepare a 4-minute demo.

Demos and Conclusion

4-minute demo + 2-minute Q&A. Reflection.



In times of change, learners inherit the earth, while scholars find themselves beautifully equipped to cope with a world
that no longer exists.
– Eric Hoffer

ABOUT US

triangility is an interdisciplinary community of learning designers and leadership experts who share a common goal: to foster positive change in individuals and organizations by integrating New Leadership principles and competencies.

We believe the world needs more than just good management. It needs humanity, innovation, and responsibility that go beyond profit. Diversity and autonomous work environments. More dialogue than debate. Digital literacy, agility, and systems thinking. Cultural awareness and radical openness.
It needs everyone's creativity.

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