Report

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BLUETHON BATUMI 2023

29-30 September



BLUETHON BATUMI 2023

International Business and Economic Development Center (IBEDC) cooperation with the Georgian Innovation and Technology Agency and the contractor company Cleverton LLC conducted the largest hackathon in the Blue Economy - Batumi BLUETHON within the framework of the project "Digital Blue Economy and Innovation Acceleration Network (DBAN)" funded by EMFAF (European Maritime, Fisheries and Aquaculture Fund) on September 29-30 2023.

✓ The purpose of the event was informative, digital and engineering Optimizing sectors of the blue (maritime) economy using technologies, Facilitating understanding and implementation of new solutions.

The tasks to be performed within Bluethon were divided into the following stages:



2. September 27 - informational meeting with the participants

3.28 September - settlement of technical details and clarifying communication with participants

4. September 29 -Hackathon opening, training and mentorships

5. September 30 pitching training, mentorships

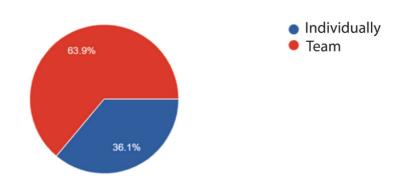
6. September 30 - final presentations

SELECTION OF PARTICIPANTS AND COMMUNICATION WITH THEM

Bluethon registration was announced by the N(N)LE International Business and Economic Development Center together with Georgian Innovation and Technology Agency. Our team subsequently selected and communicated with participants. A total of 36 applications were registered



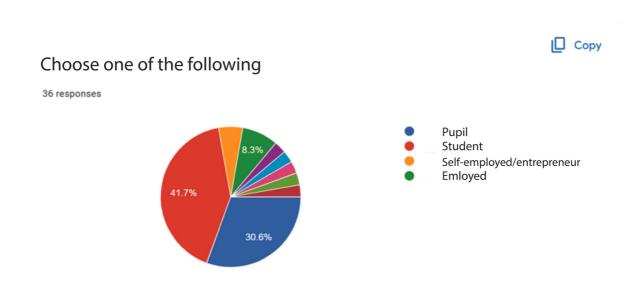
36 responses



63.9% of which registered as a team, and 36.1% individually.

In the end, 30 participants were selected, who were divided into 11 teams.

Most of the participants, 41.7% were students, 8.3% were employed in different places, and 30.6% were schoolchildren.



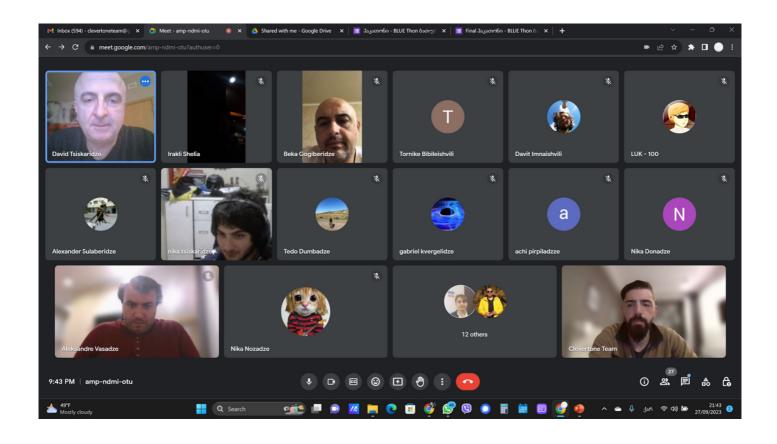
BLUETHON CURRENT

On September 27, an information meeting was held for the participants, where the work challenges of the hackathon were announced, as well as the schedule of the hackathon and other technical issues.

And on September 28, the technical details were specified and the participants were repeatedly contacted to confirm their attendance.

The following channels were used to communicate with the participants:

- 1. Branded Short Text Message (SMS)
- 2.E-mail
- 3. Facebook group
- 4. WhatsApp group



SEPTEMBER 29

After the opening of Bluethon on September 29, the participants were trained

- · Idea generation, product management Lasha Mikiashvili
- The rest of the time was devoted to mentorship sessions with the participants
- During the mentorships, each team had their ideas registered and the mentoring process was modified.

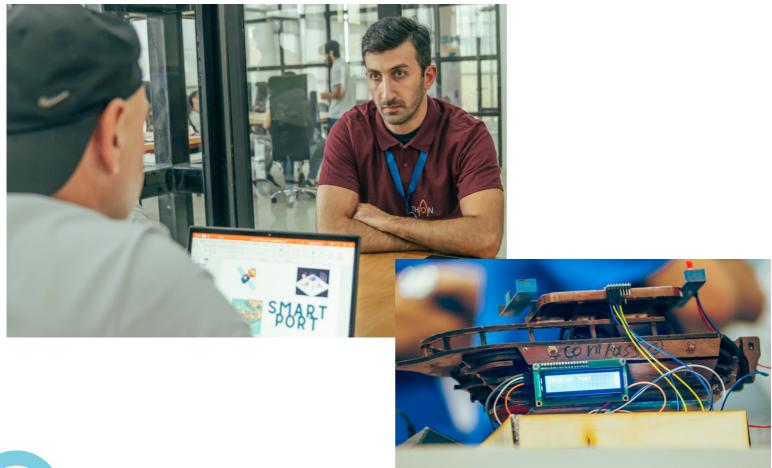


SEPTEMBER 30

On September 30, the participants were given a mini-training on the topic: pitch and pitch deck preparation

Mentorship sessions were held until 17:30 and then preparations for the final presentations began.





FINAL PRESENTATIONS

A total of 11 teams participated in the final presentations or demo day (see the evaluation sheet and teams in the attached file)

Jury members of the event were:

- Lasha Mikiashvili
- Irakli Tkemaladze
- · Givi Tsitskishvili



The Defishillator team came up with an idea: an electronic fish ceiling detector aimed at preventing poaching.

And the 2nd and 3rd places were won by the teams: iFish and Pescare. who were given paid gifts.





participating teams

- 1.Argo
- 2. Crewlink
- 3. Pescare
- 4. DiVer
- 5.AST
- 6.iFish
- 7. Defishillator
- 8. FishLink
- 9. Moageny
- 10.Gyro
- 11. Fisheye





Argo - is a unique and innovative software solution for logistics operations, for those engaged in maritime logistics, as well as: cargo owners, freight forwarders, forwarders, agents, etc. Argo's software helps both parties handle containers, documents and various technical details in the fastest way possible.

Which increases the time of operations, reduces the quality of risks and, most importantly, makes the full operation of the demand-supply chain much more comfortable.



Crewlink - is an app that makes it easy between unemployed, employed and employers communication. With the latter, the unemployed (user) will undergo training without agencies and will send his profile to the companies, and on the other hand, there will be easy communication and quick information exchange between the staff through the application. And the employer will be able to recruit a reliable workforce and do their analytics/reporting. It will make further management of employees much more efficient and easy.



Pescare - offers you to grow seafood through hydroponics and create your own ecosystem. Through high-tech, special ponds, farmers will have the opportunity, with minimal costs, to develop fish farming as effectively as possible and make products available to everyone for \$25-35. Using modern technologies, through artificial intelligence and machine learning, the process of growing fish will be both costeffective and maximally optimized in minimal time.



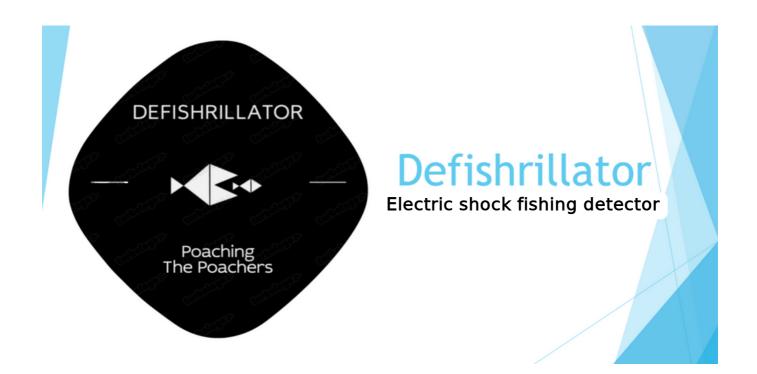
Diver's goal is to create high-tech goggles that will enable the diver to scan the underwater space and use artificial intelligence to detect fish invisible to the eye, register them and simplify their tracking using thermal cameras.



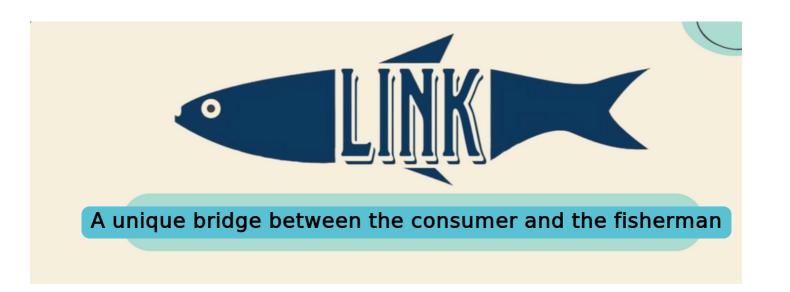
Clever Anti-heeling Device - This is a device that allows us to distribute the cargo evenly on the ships without damaging the ship and the crew. This device reacts to the deviation of the ship and, in case of crossing the permissible mark, provides information to the crew as quickly as possible by various means, and as a result, the following problems will be eliminated: danger of the crew, loss of cargo, damage and/or sinking of the ship, pollution of the environment, damage to the port infrastructure.



iFish - helps to clean the inside of artificial aquariums. A robot assistant will make cleaning 3-4 times cheaper, and the user will no longer need to hire divers. Smart robot fish will come in different sizes and shapes. Taking into account the additional functions, it will also be possible to manage and video control the aquarium



Defishrillator - a device that detects fishing with an electric shock, was created to prevent poaching. Problems such as: 57% mortality of the bottom population in electrofishing areas, 50-70% of electrocuted fish are not used, and most importantly, it poses a threat to both the ecosystem and human health. With our device, fishing poaching will be put to an end once and for all.



Fishlink - is a unique bridge between the consumer and the fisherman, whose goal is to digitize the fish market, increase quality and become a kind of bridge between the consumer and the fisherman. As a result: the user will receive a 100% healthy product, any purchase will be made directly from the first person, and most importantly, the price will be much more affordable. Our unique platform will help micro and small entrepreneurs to develop fisheries and make fish products more popular.



Digital platform for tourism and recreational Services

MOAGENY's main goal is to connect marine tourism service providers with travelers. Nowadays, the problem of digitization is quite acute in the field of marine tourism. There is no single space for interested users. We will unite in one space and simplify the connection between the user and the service provider. We will help tourists to choose the appropriate service according to their own taste and needs, to book and receive services.



Through GYRO, movement by any sea transport will become much safer and more economical. Through our device, we increase the stability of the body during movement, reduce fuel consumption, and make the process of movement much more pleasant for the passenger. As a result: we reduce the causes of seasickness in the user, increase safety and, most importantly, make the movement of the ship 15-20% more economical.



Fisheye is a method of aquaculture technology using a combination of sensors. Which in turn includes water quality control, optimization of its use and artificial intelligence control of the fish farming process for the farmer. The unique technological solution is intended for both small enterprises and large-scale production.

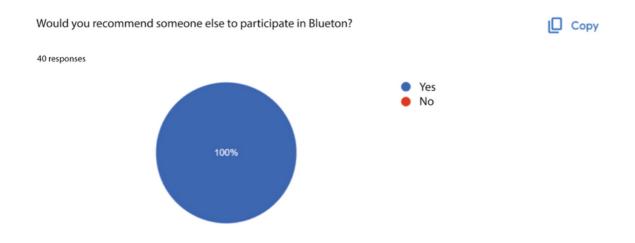
Evaluating the hackathon

Hackathon was evaluated by 40 participants in total, out of 44 participants registered on the second day.

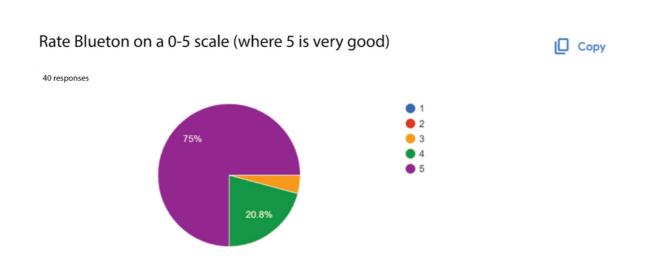
The hackathon was evaluated through an anonymous questionnaire.

The questionnaire consisted of 11 questions, while

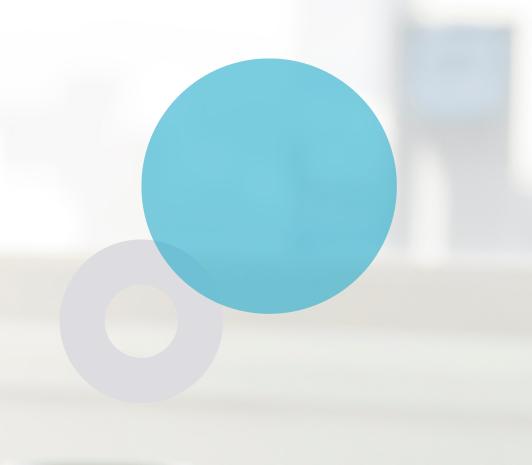
When asked if you would recommend others to participate in the hackathon, the answer was as follows:



The answers to the question to evaluate Blueton were distributed as follows:



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Additional information:



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