



INVESTech 2026

Hackathon, Pitching Day and Final Competition Agenda

Venue: Frederick University, 3rd Floor, Limassol Campus/Building

Google Maps - Click to Navigate: [Mariou Agathaggelou 18, Limassol 3080](#)

<p>1. 3-Day Hackathon</p> <p>Mon 15 - Wed 17 June 2026</p> <p>10:00 AM - 4:00 PM</p>	<p>2. Pitching Day</p> <p>Friday, 19 June 2026</p> <p>09:30 AM - 1:00 PM</p>	<p>3. Final Competition</p> <p>Wednesday, 23 September 2026</p> <p>09:30 AM - 4:00 PM</p>
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Day 1: Monday, 15 June 2026 - Startups, UI/UX & Core Logic Extension

Objective: Gain business and entrepreneurial insights, extend the core logic and UI/UX.

10:00 - 10:10	Kickoff & Daily Briefing (Room 306) <ul style="list-style-type: none"> Welcome, review of the goals, and the agenda for the event. Presenter: Dr. Achilleas Achilleos, Assistant Professor, Frederick University
10:10 - 10:50	Seminar: Startups & Entrepreneurship (Room 306) <ul style="list-style-type: none"> A deep dive into entrepreneurship, startup culture, and how to pitch a product. Presenter: Panayiotis Korinos, Manager Innovation & Entrepreneurship Center, Bank of Cyprus (Teams)
10:50 - 11:00	Morning Stand-up - Daily check-in meeting used by tech teams (Library Room)
11:00 - 13:00	Sprint 1: Feature Extension & Improvement (Library Room) <ul style="list-style-type: none"> Teams focus heavily on extending and improving the core features of their application based on their initial development progress.
13:00 - 14:00	 Lunch Break & Networking (Library Lobby)
14:00 - 16:00	Sprint 2: UI/UX & Core Logic Extension (Library Room) <ul style="list-style-type: none"> Students continue expanding the core logic to ensure it fully supports the improved interface and functionality. Teams spend the remainder of the afternoon extending and improving their applications UI/UX.



Day 2: Tuesday, 16 June 2026 - API Exploration & Integration

Objective: *Discover, evaluate, and connect external services to the application.*

10:00 - 11:00	Company API Presentations (Room 306) <ul style="list-style-type: none">• Antonia Mavrochanna, Product Manager Digital Product Management, https://www.bankofcyprus.com/ (Teams)• Angelos Constantinides, Tech Lead, Jinius, https://www.jinius.com.cy/ (Teams)
11:00 - 11:10	Morning Stand-up - Daily check-in meeting used by tech teams (Library Room)
11:10 - 13:00	Sprint 3 (Part A): API Evaluation & Discovery (Library Room) <ul style="list-style-type: none">• Students evaluate the technical documentation of the presented APIs, as well as other public APIs (e.g., https://github.com/public-apis/public-apis, https://publicapis.dev/) and decide if they fit within their application.• Alternatively, teams may research and discover an open-source API that aligns with their project's needs.
13:00 - 14:00	 Lunch Break & Networking
14:00 - 16:00	Sprint 3 (Part B): API Integration (Library Room) <ul style="list-style-type: none">• Coding Session: Teams actively integrate their chosen API (company-provided or open-source) into their app, establishing data flows and handling authentication.



Day 3: Wednesday, 17 June 2026 - Version Control & Feature Finalisation

Objective: *Secure the codebase, establish collaboration, and finalise.*

10:00 - 10:30	Seminar: Repositories & Version Control (Room 306) <ul style="list-style-type: none">Repositories, including best practices for version control and collaborative workflows in the context of a company. Lessons Learned by a Frederick University graduate.Presenter: Andreas Malathouras, Lead Developer, GuestFlip (https://guestflip.io/)
11:00 - 13:00	Sprint 4: GitHub Hosting & Collaboration <ul style="list-style-type: none">Teams create, structure, and successfully publish their existing local codebase to a shared GitHub repository.Students use GitHub to host their code, set up and understand their collaborative workflow.
13:00 - 14:00	 Lunch Break & Networking
14:00 - 15:30	Sprint 5: UI/UX & Core Logic Finalization <ul style="list-style-type: none">Teams finalize the user interface, specifically ensuring accessibility standards are met for their target audiences.Finalizing the core logic and debugging to ensure a smooth, bug-free user journey.
15:30 - 16:00	Code Freeze & Closing Remarks <ul style="list-style-type: none">All developments stops.Instructions and logistics are provided for Friday's Pitching Day, including how the evaluators will score the <i>prototypes</i>.



Prototype Pitching Day Agenda-


Date: Friday, 19 June 2026

Format: 4-Minute Pitch + 2-Minute Q&A per team (Strict Timing)

Focus: Prototype demonstration, business case, and securing evaluator feedback for the summer MVP sprint.

09:30 - 09:50	<p>Arrival & Registration</p> <ul style="list-style-type: none"> Teams arrive, register, and load their presentation decks onto the main system. All participants must be seated by 09:50.
09:50 - 10:00	<p>Welcome & Rules of Engagement</p> <ul style="list-style-type: none"> Opening remarks from Dr. Achilleas Achilleos. Explanation of the strict 6-minute timer and a reminder on how the evaluators will score the <i>prototypes</i> to establish the baseline for the September Finals.
10:00 - 11:05	<p>Pitch Block 1 (Teams 1 to 8)</p> <ul style="list-style-type: none"> <i>Fast-paced, back-to-back presentations.</i> Each team gets exactly 4 minutes to pitch their working prototype, followed by 2 minutes of rapid-fire Q&A and constructive feedback from the judges.
11:05 - 11:35	<p> Coffee Break & Networking/Recruitment Slot (30 Mins)</p> <ul style="list-style-type: none"> Break for judges to catch up on their scoring spreadsheets and for students to stretch and meet up with companies.
11:35 - 12:40	<p>Pitch Block 2 (Teams 9 to 15)</p> <ul style="list-style-type: none"> Presentations resume.



	<ul style="list-style-type: none">• Remaining teams complete their 4-minute pitches and 2-minute Q&A sessions.
<p>12:40 - 13:00</p>	<p>Closing Remarks & The "Summer Sprint"</p> <ul style="list-style-type: none">• Congratulations to the teams for surviving the hackathon and successfully presenting their prototypes.• Briefing on the "Summer Sprint"—the next steps for upgrading these prototypes into fully functional MVPs for the September Finals.• Evaluation Panel: Convenes privately to finalize the Excel scoring and lock in the top 5 prototype scores.
<p>13:00-14:00</p>	<p> Lunch & Evaluator Deliberation</p> <ul style="list-style-type: none">• Results Announcement (Post-Lunch): The top 3 teams are announced and awarded the "Best Prototype" honors and interim prizes (e.g., tech gadgets, vouchers), setting the stage for the ultimate showdown in September.



INVESTech 2026 Finals Competition (Draft)

Date: Wednesday, 23 September 2026

Format: 4-Minute Pitch + 2-Minute Q&A (Strict Timing)

Focus: Final MVP demonstrations, business viability, EU team integration, and the main prize awards.

09:00 - 09:45	<p>Arrival, Registration & Tech Checks</p> <ul style="list-style-type: none"> Teams arrive, register, and ensure their live MVPs and presentation decks are correctly loaded on the main system. All participants and judges seated by 09:55.
10:00 - 10:15	<p>Welcome & EU Team Introductions</p> <ul style="list-style-type: none"> Opening remarks from Dr. Achilleas Achilleos. A warm welcome to the visiting EU teams (e.g., Slovakia, Lithuania). Review of the evaluation criteria.
10:15 - 11:20	<p>Pitch Block 1 (Teams 1 to 7)</p> <ul style="list-style-type: none"> <i>Fast-paced presentations.</i> Each team gets exactly 4 minutes to pitch their MVP, followed by 2 minutes of Q&A from the international evaluation panel.
11:20 - 11:35	<p> Morning Coffee Break (15 Mins)</p> <ul style="list-style-type: none"> A quick intermission for judges and for participants to stretch.
11:35 - 12:45	<p>Pitch Block 2 (Teams 8 to 14)</p> <ul style="list-style-type: none"> <i>Presentations resume.</i>
12:45 - 13:45	<p> VIP Networking Lunch (60 Mins)</p>



	<ul style="list-style-type: none">• A longer break allowing the EU and local students to mingle with industry partners, while giving the judges a proper rest before the final block.
13:45 - 14:55	Pitch Block 3 (Teams 15 to 22) <ul style="list-style-type: none">• <i>Final presentations.</i>
14:55 - 15:30	Evaluator Deliberation & Student Networking <ul style="list-style-type: none">• Evaluation Panel: Moves to a private room to finalize the Excel scoring matrix, debate the top contenders, and select the overall INVESTech 2026 Champions.• Students: Stay in the main hall/networking area for a final sponsor tech showcase or informal mixing.
15:30 - 16:00	Awards Ceremony & Closing Remarks <ul style="list-style-type: none">• Announcement of the winners.• Distribution of the final prizes (e.g., cash prizes, startup incubator fast-tracks, major tech gear).• Closing group photo and official end of the INVESTech 2026 program.