



NASA SPACE APPS CHALLENGE ATHLONE

TU Shannon: Midlands Midwest

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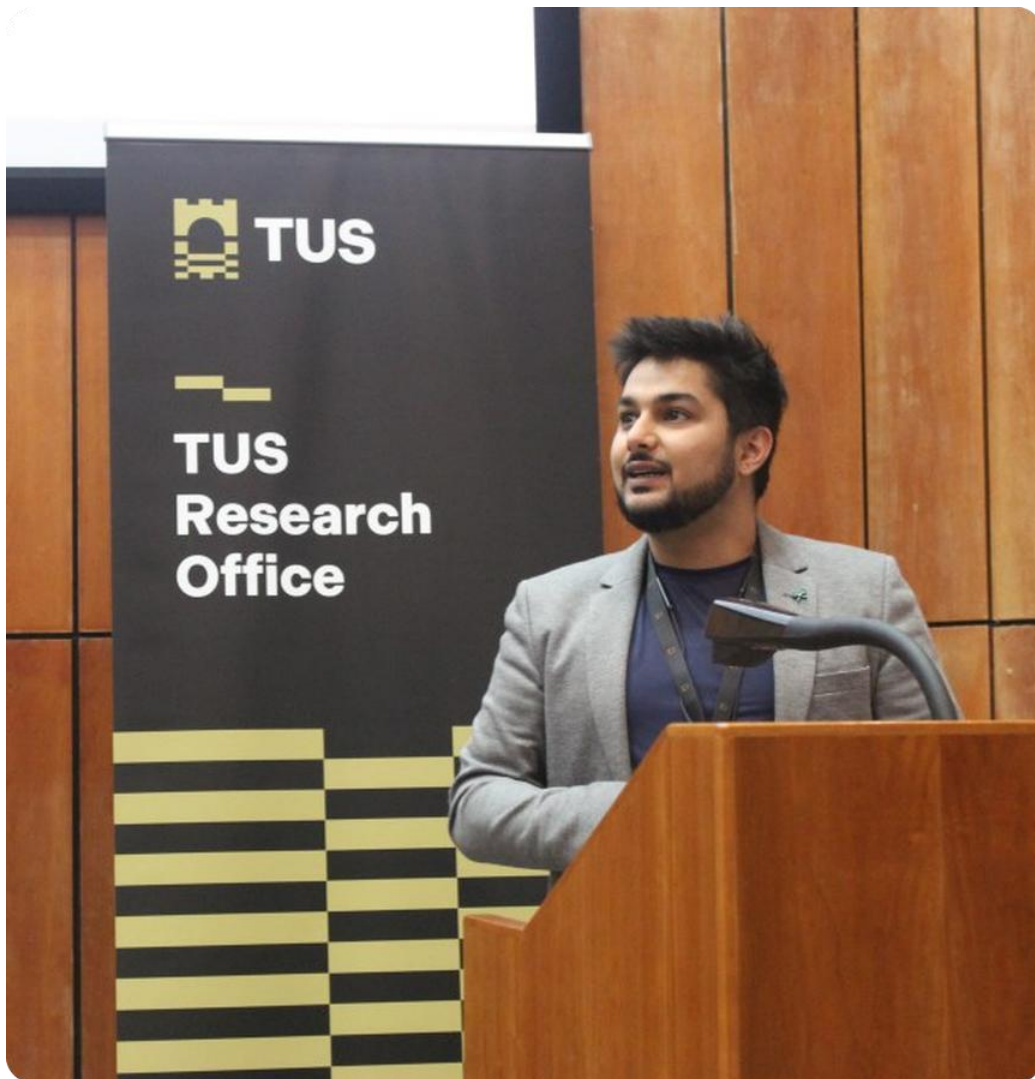
PARTICIPANTS DECK

Invitation for participants to [register](#) at
the NASA Space Apps Challenge
Athlone on **13th, 14th and 15th Nov'26**



NASA
SPACE APPS

ATHLONE



MEET THE NASA SPACE APPS CHALLENGE LOCAL LEAD FOR ATHLONE

Sahir Sharma



PhD Student in Extended Reality at [TUS Athlone](#)



Research Assistant at [AMPLIFY Project](#)

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WHAT IS SPACE APPS?

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The NASA International Space Apps Challenge (or Space Apps) is an international hackathon that will take place in person over a 48-hour period around the globe on dates **13th, 14th and 15th Nov 2026**.

Since its inception in 2012, NASA's International Space Apps Challenge has engaged **487,000+ registrants** from **190+ countries** in using NASA's open data to build innovative solutions that solve challenges we face on Earth and in Space.

The event embraces collaborative problem solving with a goal of producing **open-source solutions** to challenges we currently face on Earth and in space. Space Apps is **open to the public** and **free for all** ages to attend.

Details on this year's event can be found at <https://spaceappschallenge.org>





DISCOVER

Global Space Apps in numbers to date



487k+

PARTICIPANTS



3400+

LOCAL EVENTS



190+

COUNTRIES



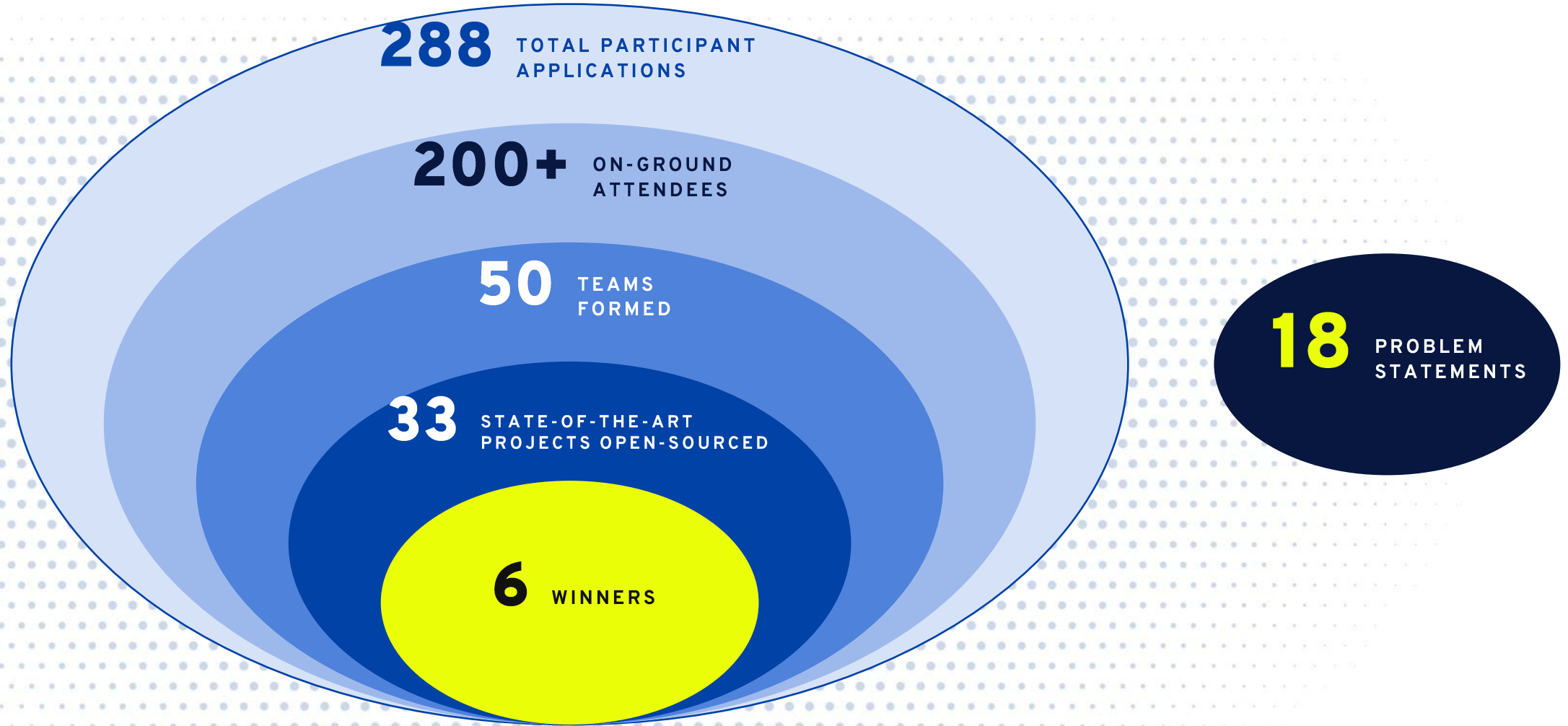
17

SPACE AGENCY
PARTNERS

02

SPACE APPS ATHLONE 2026
OR HackAthlone 4.0

SPACE APPS ATHLONE IN 2025



THIS YEAR, ITS **HackAthlone 4.0**



1 of the 600+ locations that run this hackathon. **200 Participants** are expected to be on campus for **48 hours** working on **14 problem statements** given by NASA.

This is the **only location in Ireland** to host NASA Space Apps Challenge.

Visit HackAthlone.com for more.



BEFORE THE EVENT



Challenges are live

Explore the 14 challenges for 2026 on spaceappschallenge.org.



Join/Create a Team

Teams are forming now. Participants can join or create one until the end of the hackathon.

28th October 2026

Detailed challenges are released

DAY 1 (13TH NOVEMBER, 2026)



4:00 PM

Registration Check-in

Participants arrive from across Ireland and check in at the Event Registration Desk to collect their ID, T-shirt and merchandise.



7:55 PM

Hackspaces Open

Work areas open on a first-come, first-served basis, each with internet and power for the whole event.



6:00 PM

Opening Ceremony and HACK101

Everyone gathers in the Douglas Hyde Theatre (Main Building, TUS Athlone) for the official opening of the hackathon.



9:00 PM

Dinner

Pizza dinner for everyone.



7:15 PM

PITCH101

A short talk on delivering a strong 30-second pitch for an idea, an open place on a team or a set of skills.



11:59 PM

Overnight Coffee

Coffee stations run 24 hours a day for those hacking through the night.



7:20 PM

Pitch-Fest

One by one, participants pitch their idea on stage in 30 seconds and call for teammates with the right skills to collaborate on it.

DAY 2 (14TH NOVEMBER, 2026)



8:00 AM

Breakfast with Mentors

A networking breakfast in Atrium X with fresh fruit, a bakery buffet and a chance to meet this year's mentors.



3:00 PM

AI Bootcamp (Optional)

Details to be announced.



9:00 AM

Mentor Slot #1 (9 AM to 1 PM)

Mentors from diverse backgrounds move around the venue and help teams on a first-come, first-served basis.



8:00 PM

Mentor Slot #3 (8 PM to 11 PM)

An evening round of mentoring.



12:30 PM

Lunch

A hot lunch for all registered participants, mentors and volunteers.



9:00 PM

Dinner

Pizza dinner for everyone.



2:00 PM

Mentor Slot #2 (2 PM to 6 PM)

A second round of mentoring with the mentors available that afternoon.



11:59 PM

Overnight Coffee and Tea

Coffee and tea stay on through the night, with milk alternatives available.



2:00 PM

Industry Bootcamp (Optional)

Details to be announced.

DAY 3 (15TH NOVEMBER, 2026)



6:00 AM

Team Confirmation Breakfast

A key milestone: each team sends at least one member to the Atrium X support desk to confirm its team status.



7:00 AM

Draft Presentations and Practice (Optional)

Teams that submit a draft by **7:00 AM** get a private, timed dry run with an assigned mentor at **8:00 AM**, with feedback to refine their project before the finals.



10:30 AM

Sunday Brunch (10:30 AM to 11:30 AM)

Hot brunch for everyone.



11:30 AM

Final Presentations Session #1 (11:30 AM to 1 PM)

Teams present their weekend's work to the judges. The room is announced at the venue.



1:00 PM

Short Break (15 minutes)



1:15 PM

Final Presentations Session #2 (1:15 PM to 2:45 PM)

Judging continues in the same room with the remaining teams, in order.

2:45 PM

Short Break (15 minutes)



3:00 PM

Final Presentations Session #3 (3 PM to 4:30 PM)

The last session of final presentations.



4:30 PM

Judges Deliberate

Judges tally the scores, weigh their views and agree on the winners.



5:00 PM

Feedback and Awards Announcement

Participants share feedback while the judges deliberate. At **5:30 PM**, the winners and category winners are announced, along with the next steps.



5:55 PM

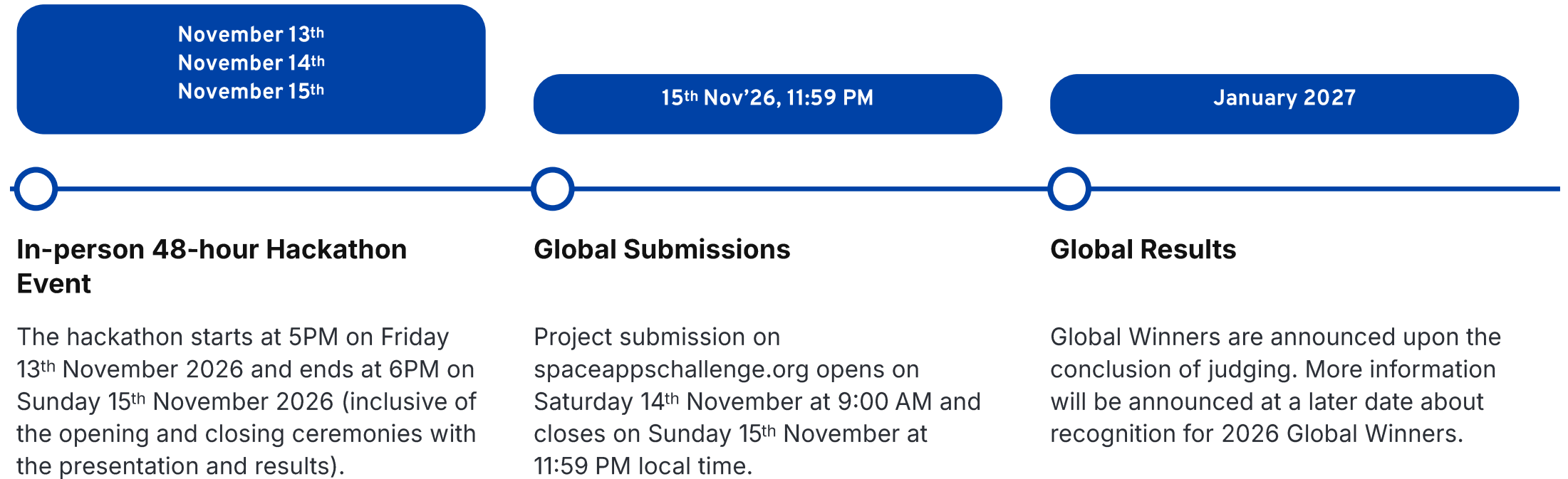
Closing Ceremony and Photo-op

Celebratory photos with everyone, then optional drinks with the volunteering team at the Tack Room, the nearby college bar.

7:00 PM

Venue closes

ITINERARY (AFTER SPACE APPS)



SPACE AGENCY PARTNERS ON THIS MISSION



In 2026, NASA collaborates with even more space agency partners to bring the largest annual global hackathon to communities around the world! With NASA's Earth Science Division, they set the challenges and share the data.



Angola National Space
Programme Management
Office



National Commission on
Space Activities, Argentina



Bahrain Space Agency



Brazilian Space Agency



Canadian Space Agency



European Space Agency



Indian Space Research
Organization



Italian Space Agency



Japan Aerospace Exploration
Agency



Korea AeroSpace
Administration



National Space Research and
Development Agency, Nigeria



Paraguayan Space Agency



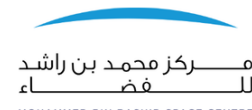
Senegalese Space Studies
Agency



Spanish Space Agency



Turkish Space Agency



Mohammed Bin Rashid Space
Centre, UAE



UK Space Agency

03

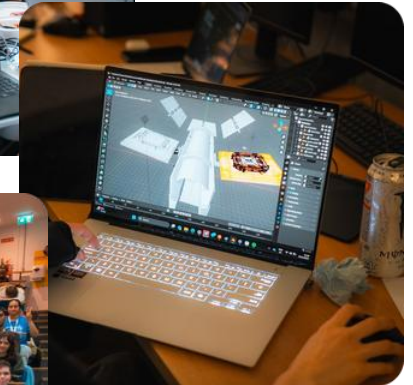
PARTICIPANT RELEVANT INFORMATION

CHALLENGES, RESOURCES AND COMMUNITY

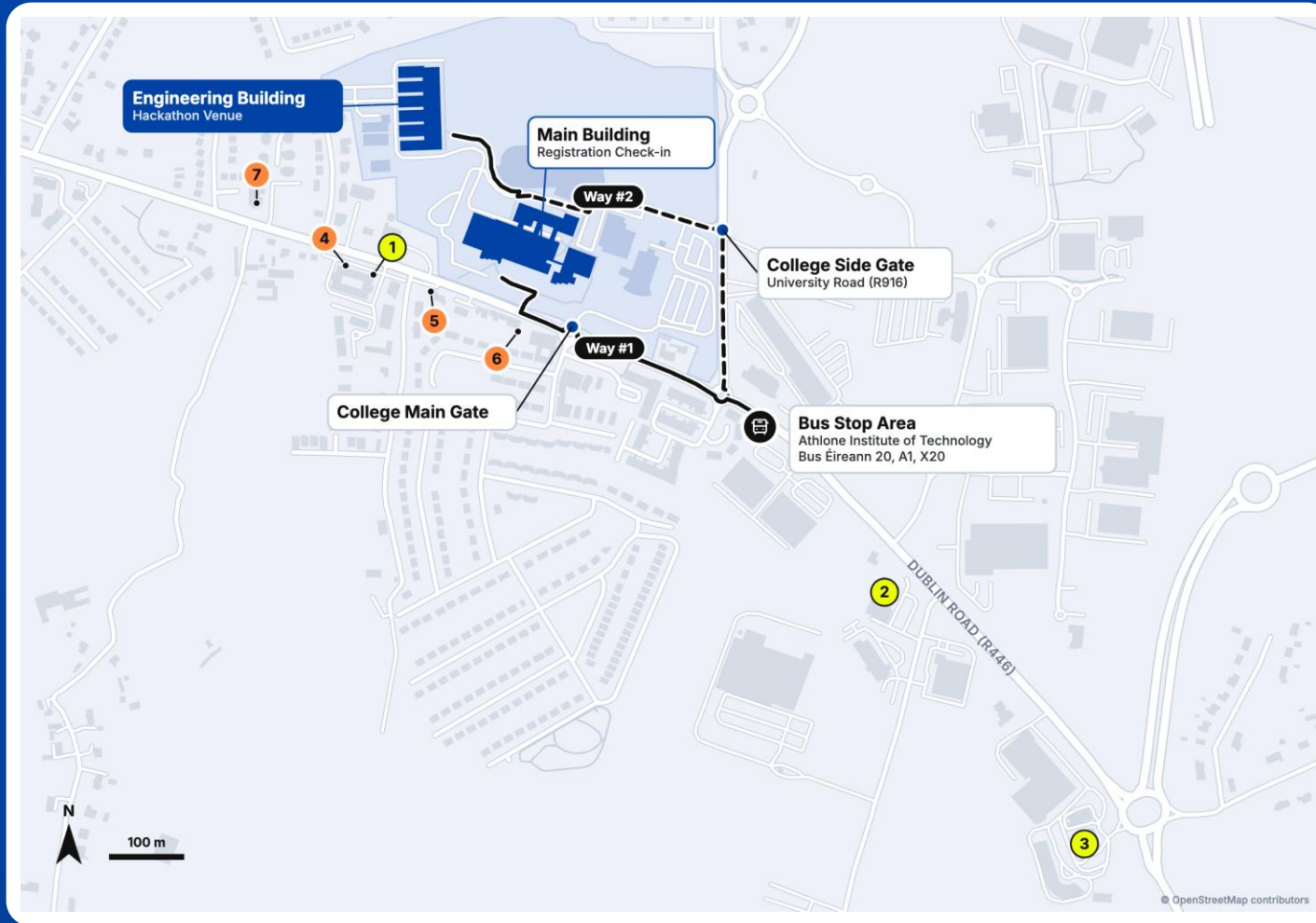


- 1 NASA engineers present 14 Challenges this year, including creative tasks for all skill levels.
- 2 NASA has OpenData that is one of the biggest repositories of open source data.
- 3 The hackathon offers networking with **experts, mentors, and key opinion leaders**. It also connects participants with similar hackathons and events they can actively take part in.

Follow the HackAthlone community at [Instagram](#), [Twitter \(X\)](#), [LinkedIn](#).



VENUE: TUS ATHLONE CAMPUS



TUS buildings and gates

Convenience stores

- 1 SPAR**
Closest, closes 10 PM
- 2 Lidl**
Supermarket, closes 10 PM
- 3 Centra**
Open 24/7

Food and drink

- 4 Chicken Cloud**
Nearest takeaway, closes 12 AM
- 5 Lin Asian Street Food**
Takeaway, closes 1 AM
- 6 The Good Cafe**
Cafe, open 9 AM to 4 PM
- 7 The Tack Room**
College bar

Way #1 and Way #2

— Walking routes from the bus stop

PRIZES, AWARDS AND GOODIES



SECOND PRIZE

FIRST PRIZE

THIRD PRIZE



HackAthlone **T-shirts** for all participants.

Certificates for all participants

Special merchandise for winners, volunteers and Campus Ambassadors.



Best Use of Open Data

€500



Best Use of Local Application (Region)

€500



Best Storytelling and Creativity

€500



People's Choice
(voted during presentations)

€500



Most Viral Post

€50



Projects will be judged on specific criteria to determine **Honorable Mentions, Global Finalists, and Global Winners.**

SUPPORT: HACKSHOP, LABS, MAKERSPACE, MENTORSHIP



HACKSHOP

Uno, Raspberry boards, Variety of sensors (IR, Bluetooth, Wi-Fi, IMU, Camera, Humidity, Ultrasonic, Gas, Sound, LCD, Pressure, Piezo, NFC, RFID), Motors (Stepper, DC, Vibration, Buzzer), 9V Battery, Jumper Cables, Splitters, Connectors, Resistors, Diodes, Capacitors, Breadboard, PCB Boards, LEDs, Relay Switches



LABS

Access to Soldering Stations and the Mechanical Workshop, plus Screwdrivers, Vernier Callipers, Glue Gun Station, Wire Cutter, Potentiometers, Multimeter, AR/VR Devices, Google Cardboard, Whiteboards



MAKERSPACE

Access to a Makerspace full of 3D Printers.



MENTORSHIP

Mentors from different subject matter backgrounds (both across industry and academia), relevant to the challenges and the projects, will be there to support participants with feedback and guidance.

TO SUMMARIZE: WHAT DO PARTICIPANTS GET?



A **certificate** from NASA authenticating project submission in a NASA Space Apps Challenge.



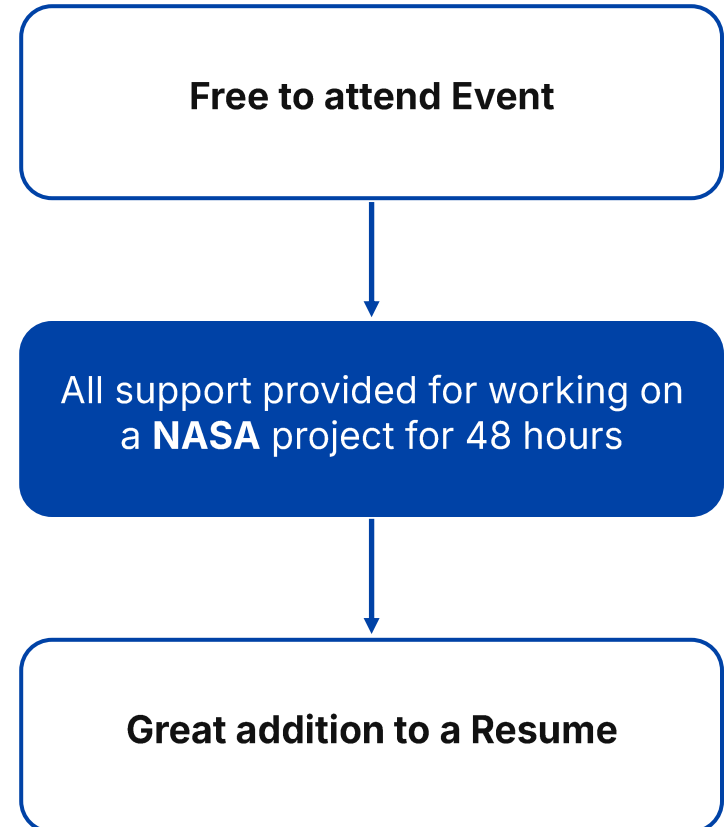
Access to a **community** of problem solvers who build go-to-market solutions in 48 hours.



Access to resources, components, technical equipment, food and a venue to work on the projects.



Mentor support and continuous feedback throughout the hackathon so that high-quality projects could be made through repeated iterations.





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THANK YOU

[HackAthlone.com](https://hackathlone.com)