



# SUSTAINATHON

INDONESIA

CHANGE MAKERS 2024



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# EVENT INTRODUCTION







# What is Sustainathon Indonesia?



**Sustainathon Indonesia** is an ESG-themed virtual innovation program that aims to connect students and young professionals in a competitive and collaborative environment to develop a project with the goal of increasing the quality of life in Indonesia under ESG context.

This program is packaged **as a 6 weeks online program** with workshops delivered by **industry experts** that will help the participants to gain various skills related to entrepreneurship, product development, and ESG around Indonesia. Participants will also be able to ask one of our list of **mentors** to be their project advisor and be part of the inner circle.

**FREE**  
for Participants!





# Why do we exist?



## Urgency of Sustainability

Indonesia urgently faces rising sea levels, extreme weather events, economic instability, and unsustainable resource use, all of which demand immediate action to protect the well-being of its people and unique ecosystems while securing resources for future generations.

## Environmental Challenges

Deforestation, marine pollution, and air quality issues in Indonesia collectively threaten biodiversity, coastal ecosystems, and public health, necessitating urgent attention and action.

## Empowering The Youth

Involving youth not only cultivates future leaders who prioritize long-term sustainability but also injects fresh perspectives into environmental problem-solving, resulting in innovative solutions that drive a shift in societal values towards sustainability.



# Our 3 Sustainability Pillars



## Environment

- Access to drinking water in Indonesian villages
  - Mitigating climate change impact in high density cities
  - Deforestation of Indonesian rainforest
  - Recycling / Reuse mindset of the population
- 

## Humanity

- Sanitation and hygiene in isolated regions
  - Disease prevention and treatment
  - Basic education and literacy
  - Community and psychological support for those in need
- 

## Economic

- Circular economic development
- Financial literacy and inclusion
- Business transparency for financial and other factors
- Support for small business and entrepreneurs





# Project Criteria



01

## Sustainability Pillars

Project needs to represent 1 or more of our sustainability pillars

02

## Relevancy to Indonesia

The project needs to be first and foremost for Indonesia, which can be backed by data, or specific Indonesian cultural values

03

## Practicability

The project needs to be applicable with the available resources

04

## Well Researched

The project needs to be well researched and there exists evidence of a problem and opportunity





# Why You Should participate?

Join our first cohort of **Change Makers 2024!**



## Networking

A rare opportunity to increase your network and collaborate with other Indonesian students & expats.

## Learning

Hone your technical skills and entrepreneurial spirit with workshops organized by the committee



## Sharing

Be inspired by our guest speakers who are industry professionals who have a lot of industry experience





# What can you build?

## 1 Applications

Leverage the power and scalability of a **digital product**



## 2 Social Project

Create a **community building** project or a **social movement**





# 4 Core Objectives



## Raising awareness for ESG in Indonesia

Bringing together people from different backgrounds and expertise to work on solutions that address environmental, social, and governance issues.

## Creative problem solving

The program encourages participants to think creatively about sustainability challenges and opportunities.

## Exposure to innovation

Participants can develop solutions that are both effective and innovative.

## Networks for young generations

Participants can meet new people and professionals, build relationships, and expand their networks while working together in a competitive yet supportive environment.





**EB**  **IMPACT**

**Supported by:**

 **Kangkai**



**knods** 



**DARKSAB**







# TIMELINE



# Agenda



Phase 0 | 1 Mar - 26 April

## Open Registration

Calling all future change makers!

Phase 1 | 27 April - 10 May

## Ideation

Participants will be divided into teams and agree on a specific issue to tackle regarding sustainability in Indonesia

Phase 2 | 11 May - 31 May

## Development

Participants will proceed to develop on the projects and receive workshops on various sustainability industry topics

Phase 3 | 1 June

## Pitch and Announcement

Participants will present their project in front of the jury.





**TARGET  
AUDIENCE**

```
File.Delete("update.zip");
Console.WriteLine("Previous Update Files Deleted.");
Console.WriteLine("");
WebClient client = new WebClient();
client.DownloadFile(address, baseDirectory + "update.zip");
Console.WriteLine("Downloading update...");
Console.WriteLine("");

File.Exists("update.zip");

ZipFile zipFile = ZipFile.Read("update.zip");
Console.WriteLine("Extracting Archive...");
zipFile.ExtractAll(baseDirectory, ExtractExistingAction.OverwriteSilently);
zipFile.Dispose();
Console.WriteLine("");
MessageBox.Show("");
string str = @"Elapsed Elapsed TotalSeconds ToString()";
Console.WriteLine("SUCCESS: Update Completed Successfully in: " + str + " seconds");
File.Delete("update.zip");

return;

Console.WriteLine("Update Files not found or Corrupted! Does update.zip exist?");

catch (Exception ex)
{
    Console.WriteLine("ERROR");
    Console.WriteLine("Error Extracting Archive/Zip Message");
}

Console.WriteLine("");
Console.WriteLine("Press Any key to Close.");
Console.ReadKey();
```

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```







# An Open Invitation

## for Indonesians around the Globe

### All Indonesians Students and Young Professionals

This competition is open for all Indonesian students and young professionals around the globe regardless where and what they are studying

### All Education Background

A successful project needs people with complimentary skills and background, thus we need people from various background and experiences

### Passionate about sustainability

The main criteria is that you are passionate about Indonesia's sustainability in Indonesia and are driven to make change





# Criteria as a participant

- ✓ **Age 20-29. A university student or a young professional (<2 years in the industry)**
- ✓ **Speaks English and Indonesian fluently**
- ✓ **Strong entrepreneurial spirit**
- ✓ **Interest in Sustainability**
- ✓ **Able to commit 2 hours per week for workshop and extra hours to work on their project with their team**
- ✓ **Able to continue working on their project post-event on a minimum part-time basis**







**AWARDS**



# Awards

Awards will be given to the top 3 performing team

## Certificates of distinction

A formal document recognizing an individual's participation in the event and their commitment to collaborative problem-solving and innovation.

## 1-year support

Commitment from organizers to provide guidance, mentorship, or assistance to participants after the event to help them further develop and implement their projects.

## Recognition

Best performing team will be posted and showcased in our social media which is good for the project's brand exposure





# What are you waiting for?

**Get in touch and let's discuss!**



## SUSTAINATHON

INDONESIA



[sustainathon.id](https://sustainathon.id)



[contact@sustainathon.id](mailto:contact@sustainathon.id)

