



# HACK

# 4

# HEALTH



# 2020

## MARCH 13-15

## FLANDERS EXPO

## GHENT

ORGANIZED BY



SUPPORTED BY

**HEALTH & CARE**

*Johnson & Johnson*

**MEDICAL  
DEVICES  
COMPANIES**



**Microsoft**



**in4care**

[www.hack4health.be](http://www.hack4health.be)

**f** @Hack4HealthBE

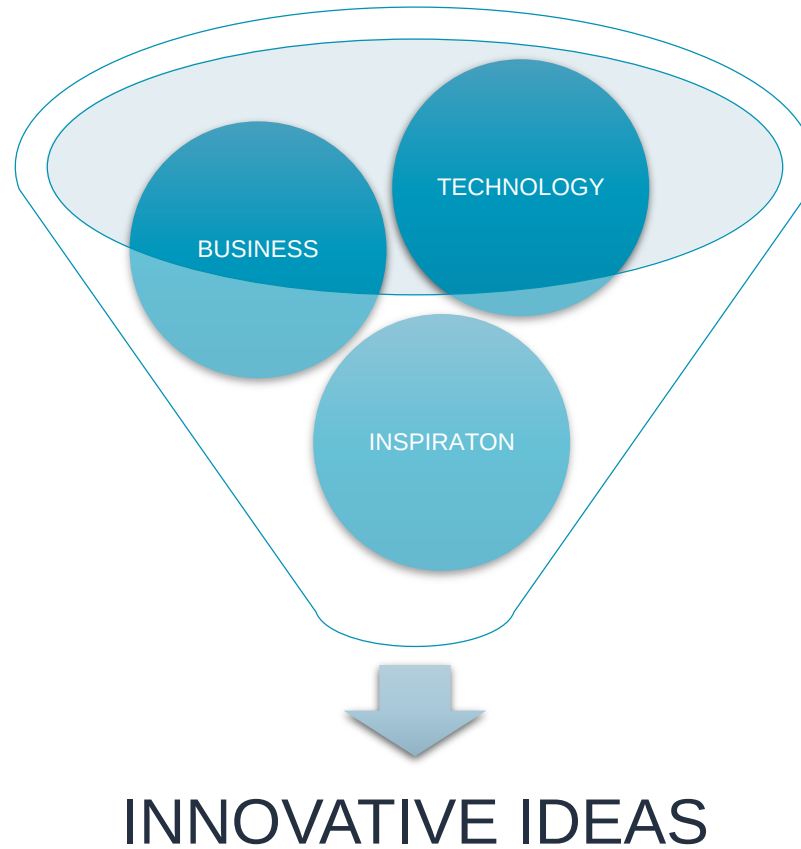
# HACK4HEALTH

enjoy yourself  
experience  
foood  
nice team  
hackathon  
ghent  
lots of fun  
technical  
energy  
have some fun  
pizza  
cappuccino  
important things  
(yes) sleep  
world fame  
(no) sleep  
new technology  
network  
more pizza  
discussions  
solve a problem  
subject tackle  
business  
amazing people  
scare you  
just fun  
smart minds  
coffee  
great prizes  
great adventure

# WHAT IS A HACKATHON?

*“an event, typically lasting several days, in which a large number of people meet to engage in collaborative computer programming”*

# WHAT IS A HACKATHON?





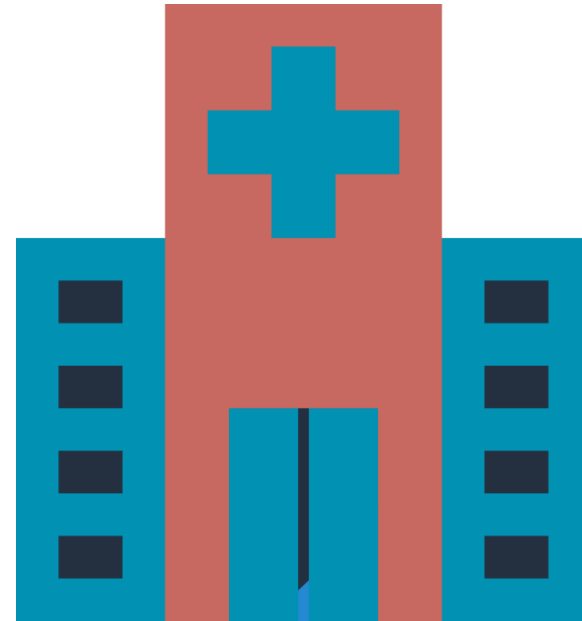
# WHAT IS A HACKATHON?



# CHALLENGES

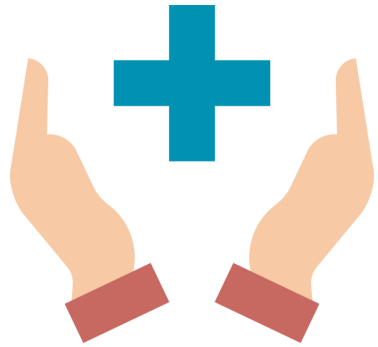


HACK THE SYSTEM



HACK THE HOSPITAL

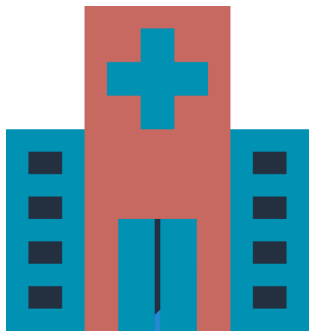
# CHALLENGES



HACK THE SYSTEM

1. **REBOOT THE SYSTEM**

2. TECHNOLOGY FOR **WARMER CARE**



HACK THE HOSPITAL

3. FROM MEDICAL **TRANSACTION** TO PATIENT **INTERACTION**

4. FROM **STANDARDIZED** TO **CUSTOMIZED CARE**

# CHALLENGE 1



## REBOOT THE SYSTEM

Pedro Facon

*Director FPS Public Health*

#HACK4HEALTH



# CHALLENGE 2



## TECHNOLOGY FOR WARMER CARE

Karlien Hollanders

*Patient Expert*

#HACK4HEALTH



# CHALLENGE 3



## FROM MEDICAL TRANSACTION TO PATIENT INTERACTION

Catherine Van Der Straeten

*Director HIRUZ*

#HACK4HEALTH



# CHALLENGE 4



## FROM STANDARDIZED TO CUSTOMIZED CARE

Valerie Zacharski

*Value Based Healthcare Manager Ethicon*

#HACK4HEALTH

Johnson & Johnson  
MEDICAL  
DEVICES  
COMPANIES





# DESIGN THINKING

Arnaud Dierickx – U-Sentric

#HACK4HEALTH





A group of people are gathered around a table in a meeting room, appearing to be in a collaborative discussion. The scene is overlaid with a semi-transparent red filter. The text 'u-centric' is prominently displayed in the center, with the 'i' in 'centric' represented by a stylized human figure. Below it, the phrase 'customer driven innovation' is written in a smaller, sans-serif font.

u-centric

customer driven innovation

# BHIC - Hackathon

## Design Thinking

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Arnaud Dierickx - U-Sentric



# Design Thinking





**“Design thinking** is a human-centered approach to innovation that draws from the designer's toolkit to integrate the **needs of people**, the **possibilities of technology**, and the **requirements for business** success.”

---

**Tim Brown** - CEO IDEO



**BEGIN HERE**



**DESIRABLE**  
(users)

**VIABLE**  
(business)

**FEASIBLE**  
(tech)

**MOST  
VALUABLE  
SOLUTION**





“ Innovation is, at its core, about **solving problems** — and there are as many ways to innovate as there are types of problems to solve. There is no one “true” path to innovation.

---

**Greg Satell** - Author Mapping Innovation





# Problems

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# Wicked Problems

Problems are never completely solved

Every problem is unique

There is no clear problem definition

Are multi-causal multi-scalar & inter-connected

Multiple stakeholders with conflicting agendas

Straddle organizational & disciplinary boundaries

Every wicked problem is connected to others

Every solution ramifies throughout the system

Solutions are not right/wrong, but better/worse

Can take a long time to evaluate solutions

Can take a long time to evaluate solutions

Solutions are not right/wrong, but better/worse

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*long* time  
to evaluate  
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definition

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There is no  
clear problem  
definition

Solutions are  
not right/  
wrong, but  
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wrong, but  
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Are multi-  
causal multi-  
scalar & inter-  
connected

Are multi-  
causal multi-  
scalar & inter-  
connected

Every solu-  
tion ramifies  
throughout  
the system

Multiple  
stakeholders  
with conflict-  
ing agendas

Every solu-  
tion ramifies  
throughout  
the system

Every wicked  
problem is  
connected to  
others

Straddle  
organizational  
& disciplinary  
boundaries

Multiple  
stakeholders  
with conflict-  
ing agendas

Every wicked

Straddle





# FUZZY



**“** A fuzzy problem, also known as an ***“ill-defined problem”***, is one without a perfectly clear goal, path to success, or known solution

---

**Definition of a Fuzzy Problem**











Swiffer

# SWEEPER

Dry & Wet Mop • Balai sec et humide  
Trapeador seco y húmedo

KIT =  
TROUSSE =  
KIT =



wet cloth/linge humidifié/paño húmedo  
25.4 x 20.3 cm (10.0 x 8.0 in/po)

dry cloths/linges secs/paños secos  
26.5 x 20.3 cm (10.4 x 8.0 in/po)

1 SWEEPER/BALAI/BARREPISOS  
2 DRY CLOTHS/LINGES SECS/PAÑOS SECOS  
1 WET CLOTH/LINGE HUMIDIFIÉ/PAÑO HÚMEDO

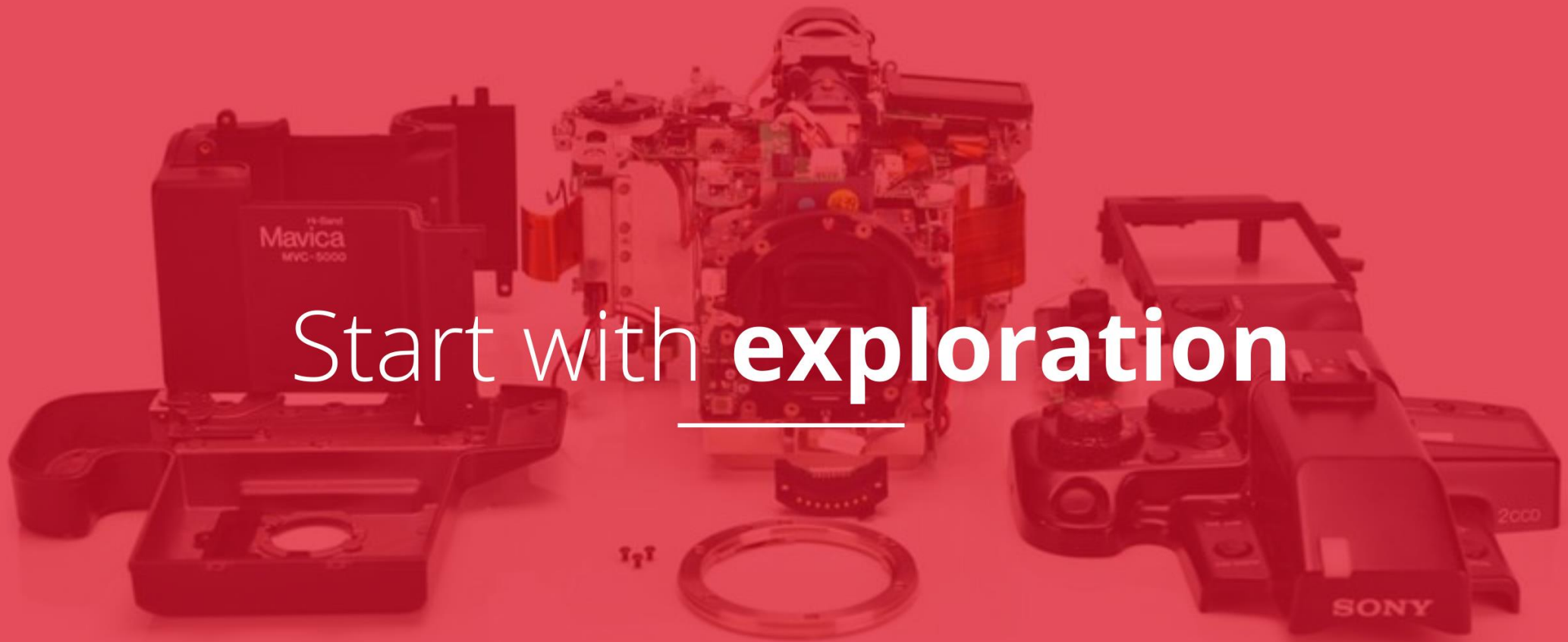


DEEP RIDGES & GROOVES TRAP  
& LOCK DIRT, DUST, & HAIR  
LES RAINURES PROFONDES  
ATTIRENT ET EMPRISONNENT  
SALETÉ, POUSSIÈRE ET POILS





Start with exploration





## Technology Push



## Market Pull





# Understanding the problem

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# Starting with **Why**



**Problem  
Space**

**Why** we make

**Understand**

What we need to do  
Why we are doing it  
Who is involved

**Solution  
Space**

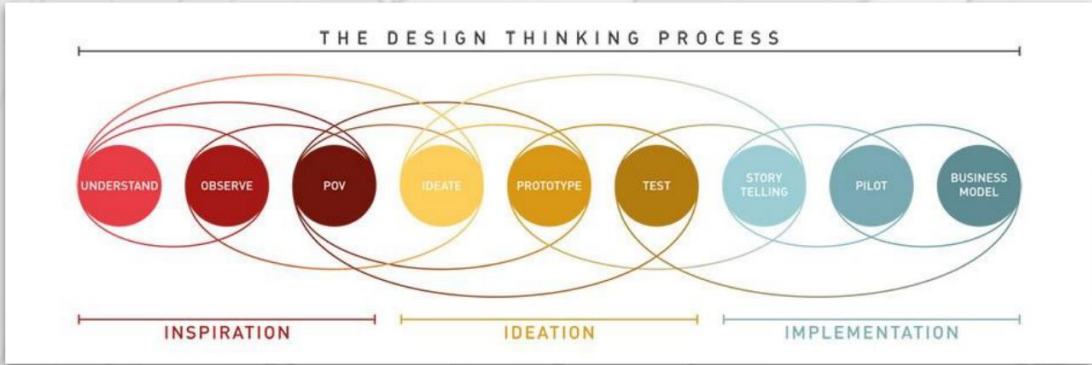
**What** we make

**Results**

Smart Designs  
Smart Decisions

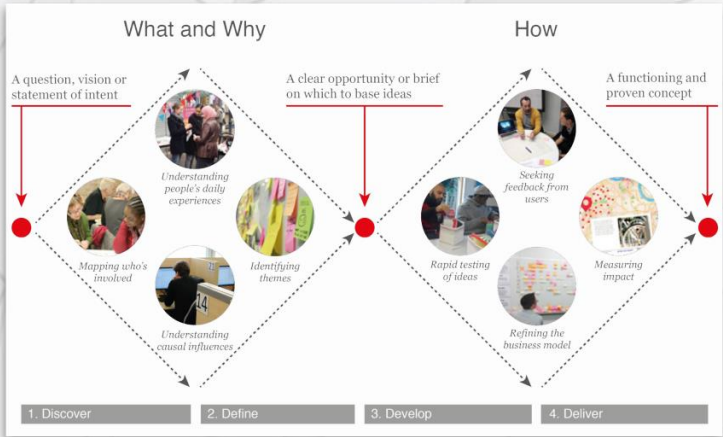
# IDEO's

Design Thinking Process (Process)



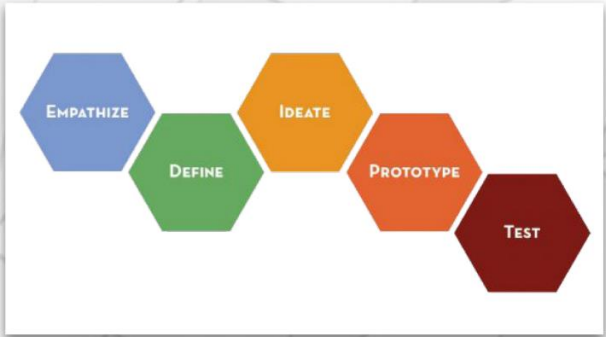
# British Design Council

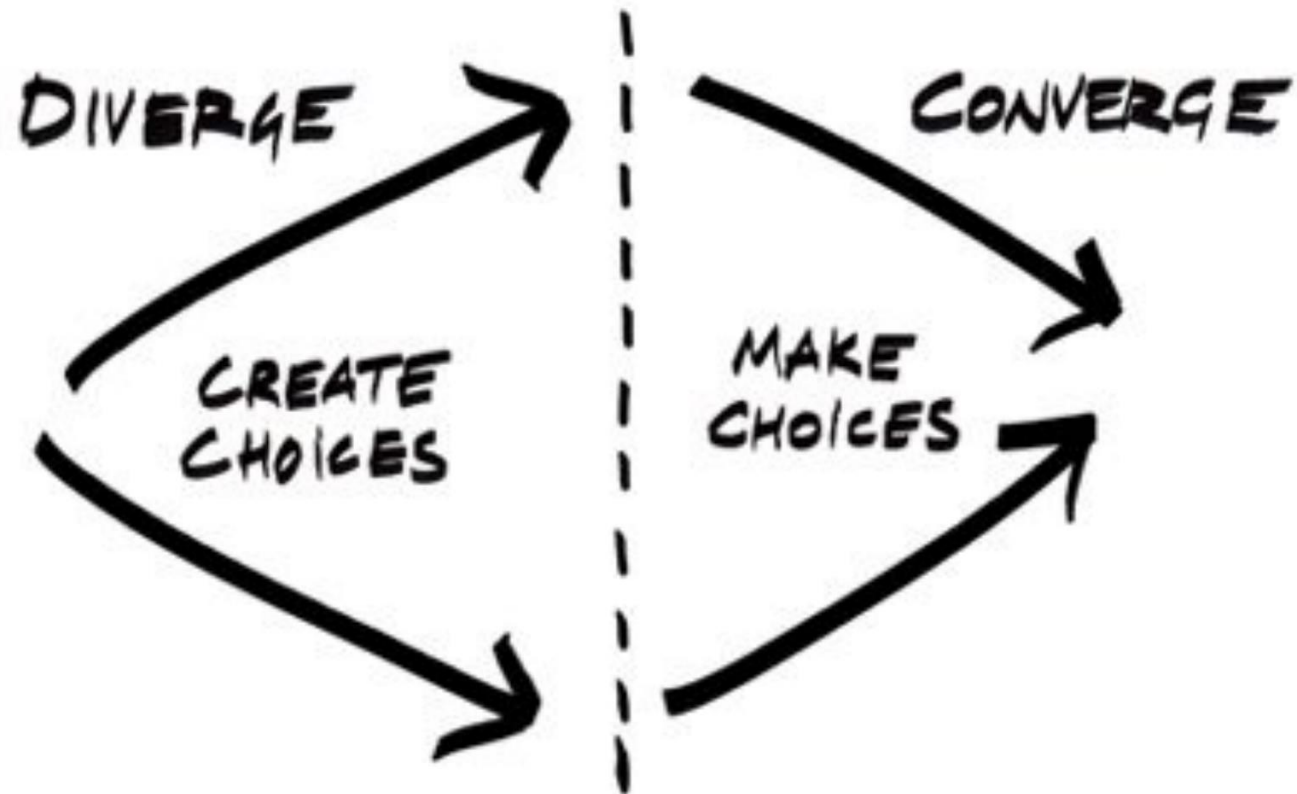
Double Diamond



# Stanford d.school

Human Centered Design Process







# Design Thinking **Tools**

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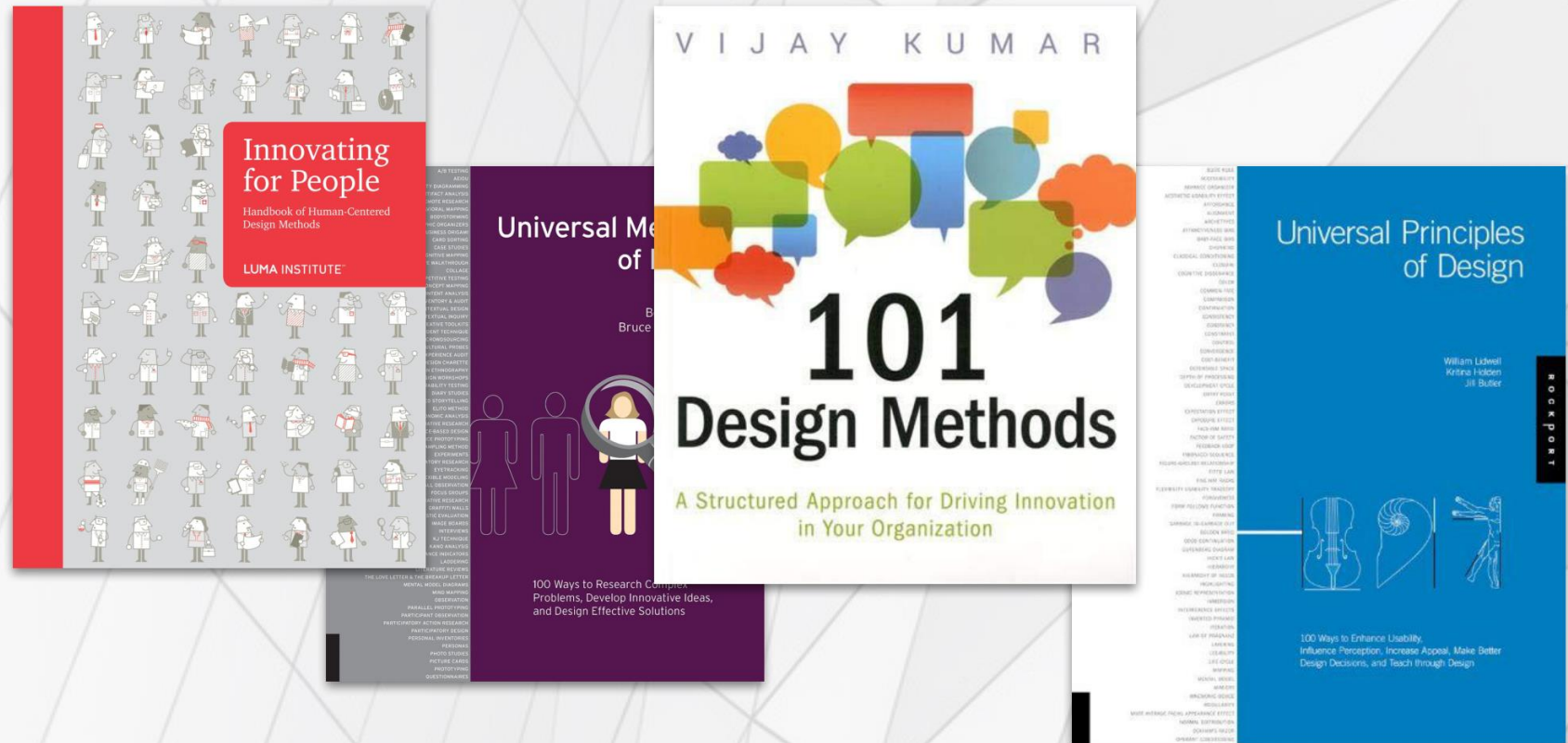
u-sentric



# Design Thinking Tools

Take your pick

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**Needs** first

---



**BEGIN HERE**



**DESIRABLE**  
(users)

**VIABLE**  
(business)

**FEASIBLE**  
(tech)

**MOST  
VALUABLE  
SOLUTION**













2  
6

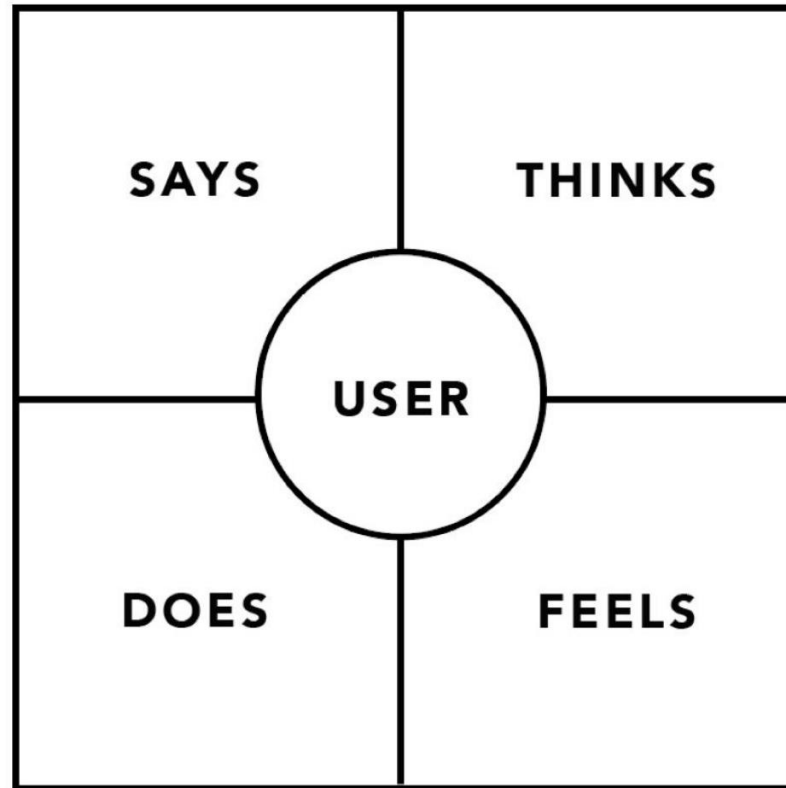
# Empathy Mapping

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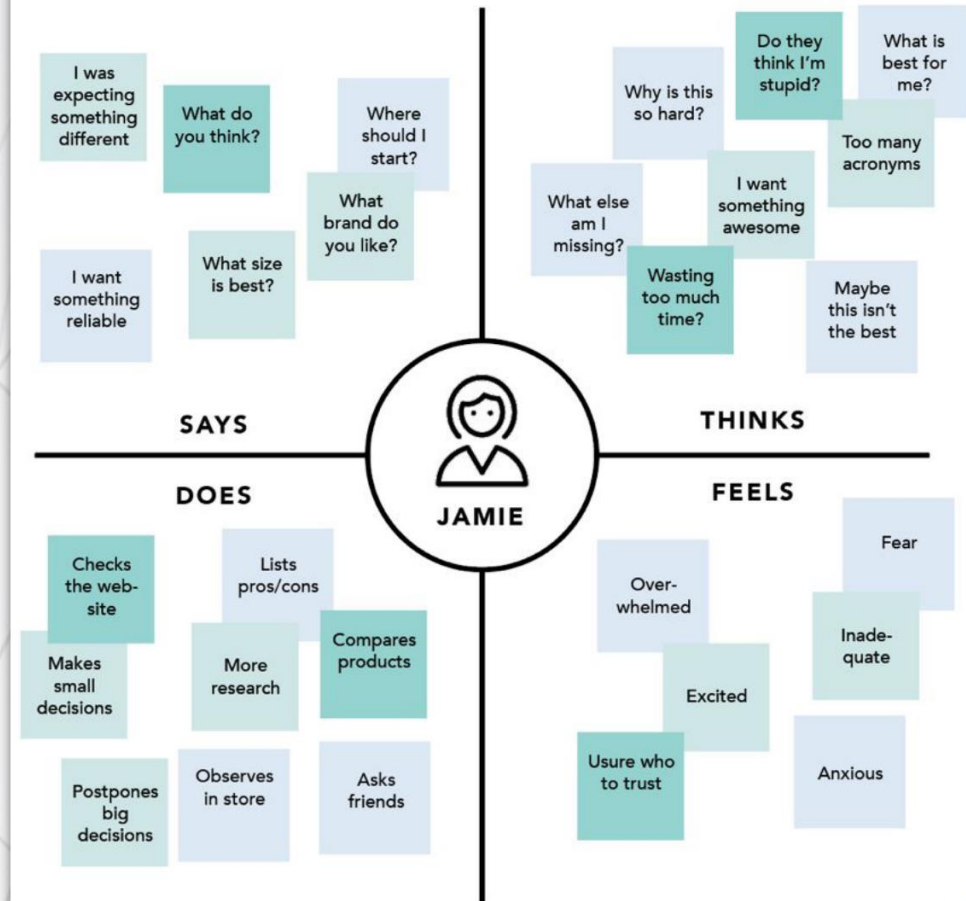


## EMPATHY MAP



NNGROUP.COM **NN/g**

## EMPATHY MAP *Example (Buying a TV)*



NNGROUP.COM **NN/g**



Persona's

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DATA-ORIENTED  
INTERMEDIATE  
USER

eurostat 

# ISAK

Works as a journalist for  
a national newspaper

STATISTICAL LITERACY  
●●●●●  
COMPUTER PROFICIENCY  
●●●●●



*"The challenge is in finding  
the right data rather than  
interpreting it."*

Why do I use European statistics?

*I build stories by analysing  
a given topic from different  
angles. Statistics is one of  
those angles.*

What do I do with European statistics?

- Search for visualisations and raw data
- Download selections of specific tables
- Look for inspiration to prepare own visualisations
- Support arguments or give the bigger picture through European comparisons

**We should** provide Isak with  
crosslinks between datasets and the related  
dissemination tools.

**We must not** let Isak waste  
time while looking for relevant data.

These user profiles are a deliverable of the DIGICOM project. Do you want to learn how you can use them in designing your statistical products?  
Contact us at [ESTAT-USER-RESEARCH@ec.europa.eu](mailto:ESTAT-USER-RESEARCH@ec.europa.eu) or [maja.islam@ec.europa.eu](mailto:maja.islam@ec.europa.eu).

PERSONALLY  
INTERESTED  
LIGHT USER

eurostat 

STATISTICAL LITERACY  
●●●●●  
COMPUTER PROFICIENCY  
●●●●●

Interested in European statistics;  
English and history teacher

# KRISTOFFER



*"The general view is enough for me  
– I am not enough of a specialist to  
dig deep into the data."*

Why do I use European statistics?

*I visit Eurostat's website out of  
personal interest and sometimes  
to prepare a lesson.*

What do I do with European statistics?

- Check out and share data visualisations from Eurostat's Facebook page
- Look for material for school lessons
- Look up facts on 'hot topics' that colleagues and friends are discussing

**We should** make sure that Kristoffer,  
who arrives on Eurostat via Facebook, can easily  
navigate his way around the rest of the website.

**We must not** ignore the fact  
that Kristoffer will also need help to correctly  
understand and interpret our data.

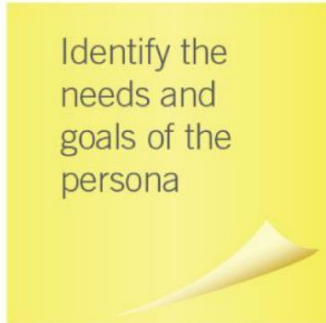
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Contact us at [ESTAT-USER-RESEARCH@ec.europa.eu](mailto:ESTAT-USER-RESEARCH@ec.europa.eu) or [maja.islam@ec.europa.eu](mailto:maja.islam@ec.europa.eu).








## HOW PROTO-PERSONAS ARE MAPPED

<b>NAME</b> 	<b>BEHAVIORS</b> 
<b>DEMOGRAPHICS</b> 	<b>NEEDS/GOALS</b> 

## A PROTO-PERSONAS WITH EXAMPLE INFORMATION

<b>JANE</b> 	<b>BEHAVIORS</b> <ul style="list-style-type: none"><li>- Avid blogger</li><li>- Doesn't like 24 hr news</li><li>- Twitter user</li><li>- Loves to eat pudding</li><li>- Online extrovert</li></ul>
<b>DEMOGRAPHICS</b> <ul style="list-style-type: none"><li>- 20-30 yrs old</li><li>- Female</li><li>- College Grad</li><li>- Non-leadership white collar job</li><li>- Economics major</li></ul>	<b>NEEDS/GOALS</b> <ul style="list-style-type: none"><li>- Ego gratification</li><li>- Wants to be heard</li><li>- Engage with humans</li><li>- Loves to find cool stuff and hang out with the "cool crowd"</li></ul>



# A day in the life Customer Journey Experience Diagram

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Define C

The  
Optimizer

The Planner

Understand RC

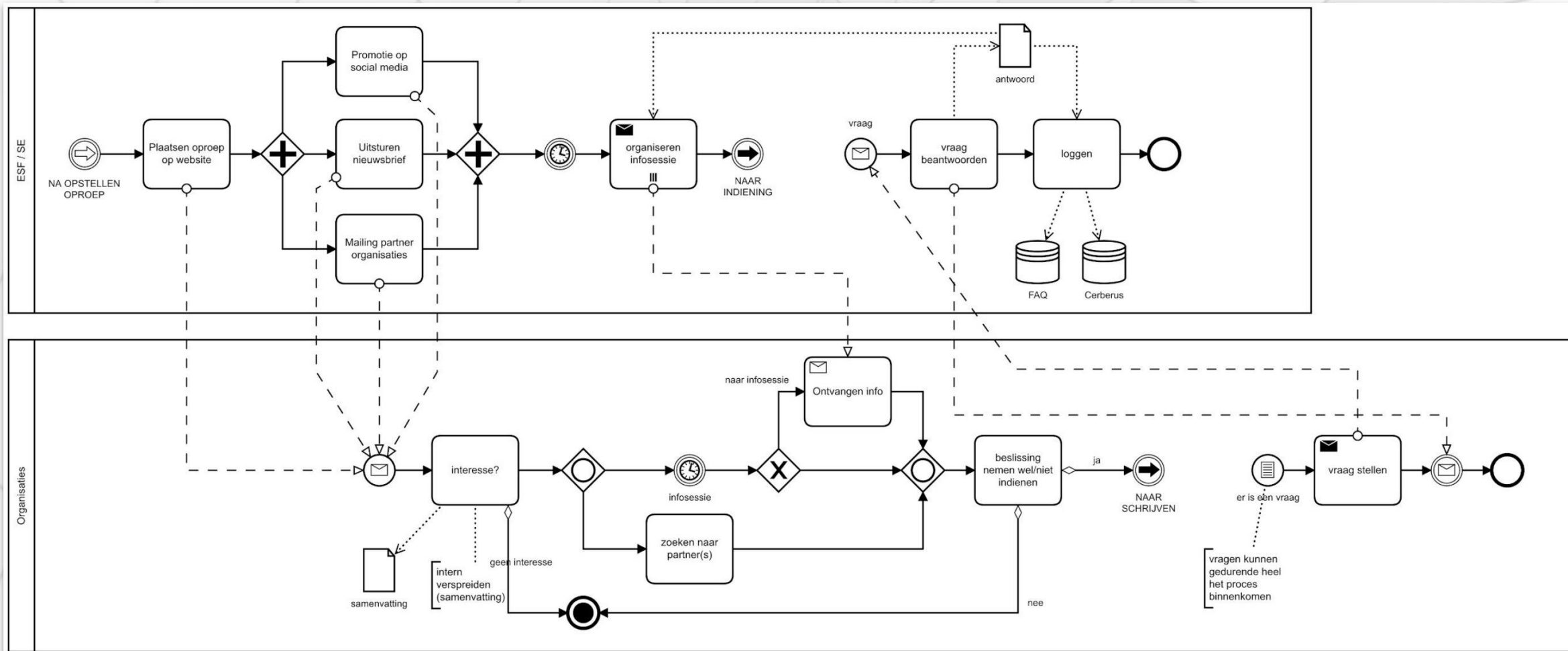
2. PROBLEMS / PAINS

Which problems do  
There could be more than one, e.g.  
eg. existing sol  
a good investment

TOO MANY  
POINTS FOR  
COMPARISONS

Hard to  
navigate

TOO MANY  
TABS







## Fase 4. Use

- Quick problem solving
- Occasional contact/update
- Relevant results!

### Communication

- **Adjustments/problems**
  - Fast problem handling
  - If not possible to solve directly, an IT ticket is made: the customer does not receive any information on the progress
- **E-MAIL: Standardized email is clear but unclear solution for specific problem**
- **Customer's knowledge of the subject**  
FIELD & KAS: Google ad words, SEO, SEA: no explanation
- **E-MAIL: Unclear sender, therefore impersonal**
- **CONTACT MOMENTS**  
KAS: Multiple contact moments  
FIELD: TELE, PB: None, only e-mails
- **Complaints**  
Guidelines for complaints lead to quick solutions for customers
- **Updates**  
Frequency of updates is not always daily
- **Efficiency**
  - Client has problem with MySite, Truvo sends 3 different e-mails instead of one
  - Client is informed after keywords are changed/optimised, but no explanation why and what was changed

### Implementation

- Web design is basic, not very exiting, sexy
- One size fits all
- Texts are delivered by external company: Briefing is very important to make it more personal

### Empty promises

- Leads: Client was promised a certain amount of leads but the results were not achieved
- Timing: customer commitment: Clients' website was not ready on time, it took several months. In the meantime he did not have a website at all
- Results: Client cannot see results of Truvo services in Google, according to Truvo it takes a month after the customers' payment

### Reporting

- ROI feedback is not tuned to customers: Investment differs from value, relevance of the figures
- Unclear analytics, not related to customers
- Truvo Lounge: Customers think this is too difficult, not relevant, not interesting. What are the real results?
- Truvo Lounge: Tool is difficult to use

### Use

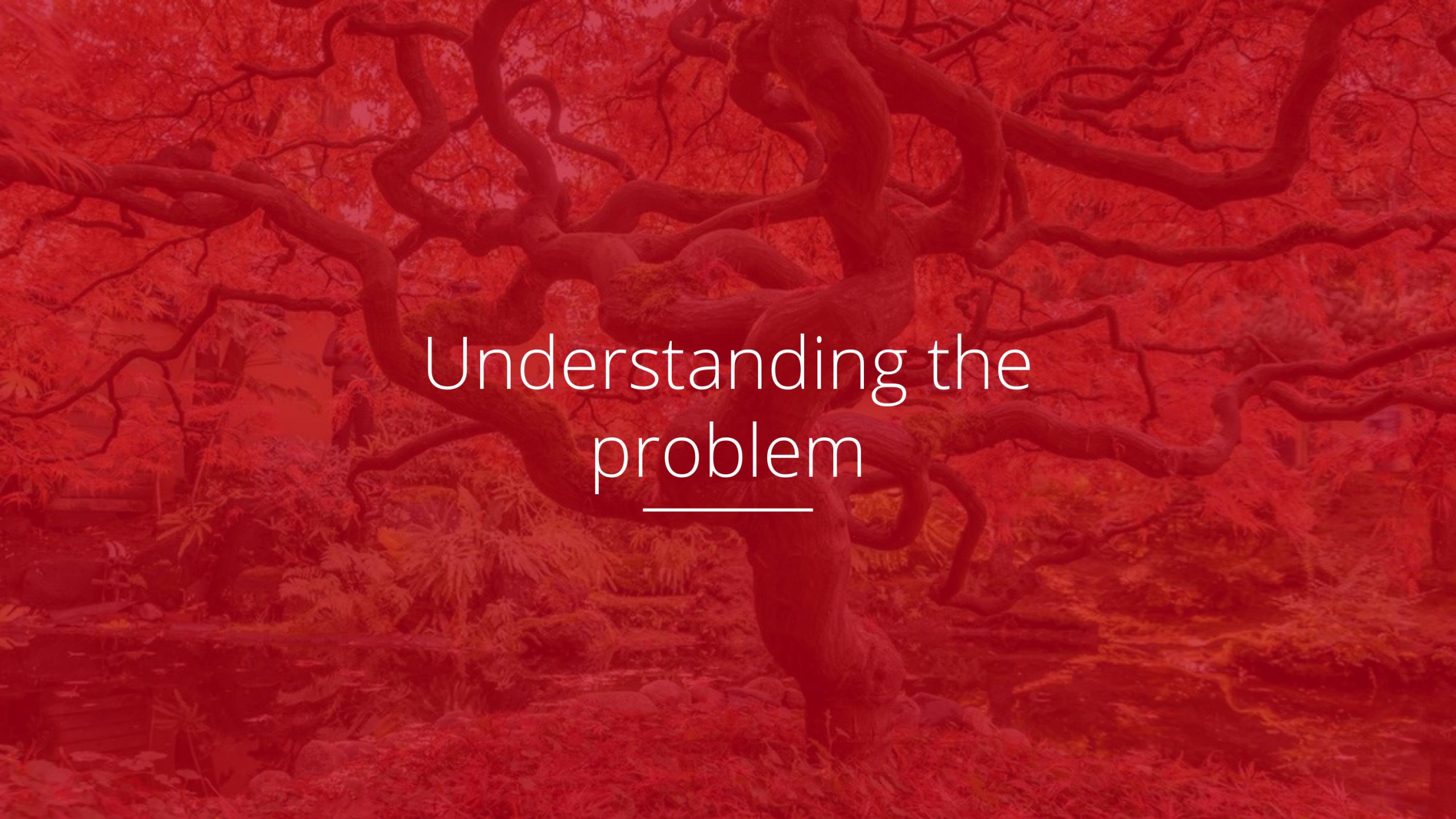
#### Publication of customer details

- Mistakes are not adjusted efficiently, no goodwill
- Check of information

#### Customer services

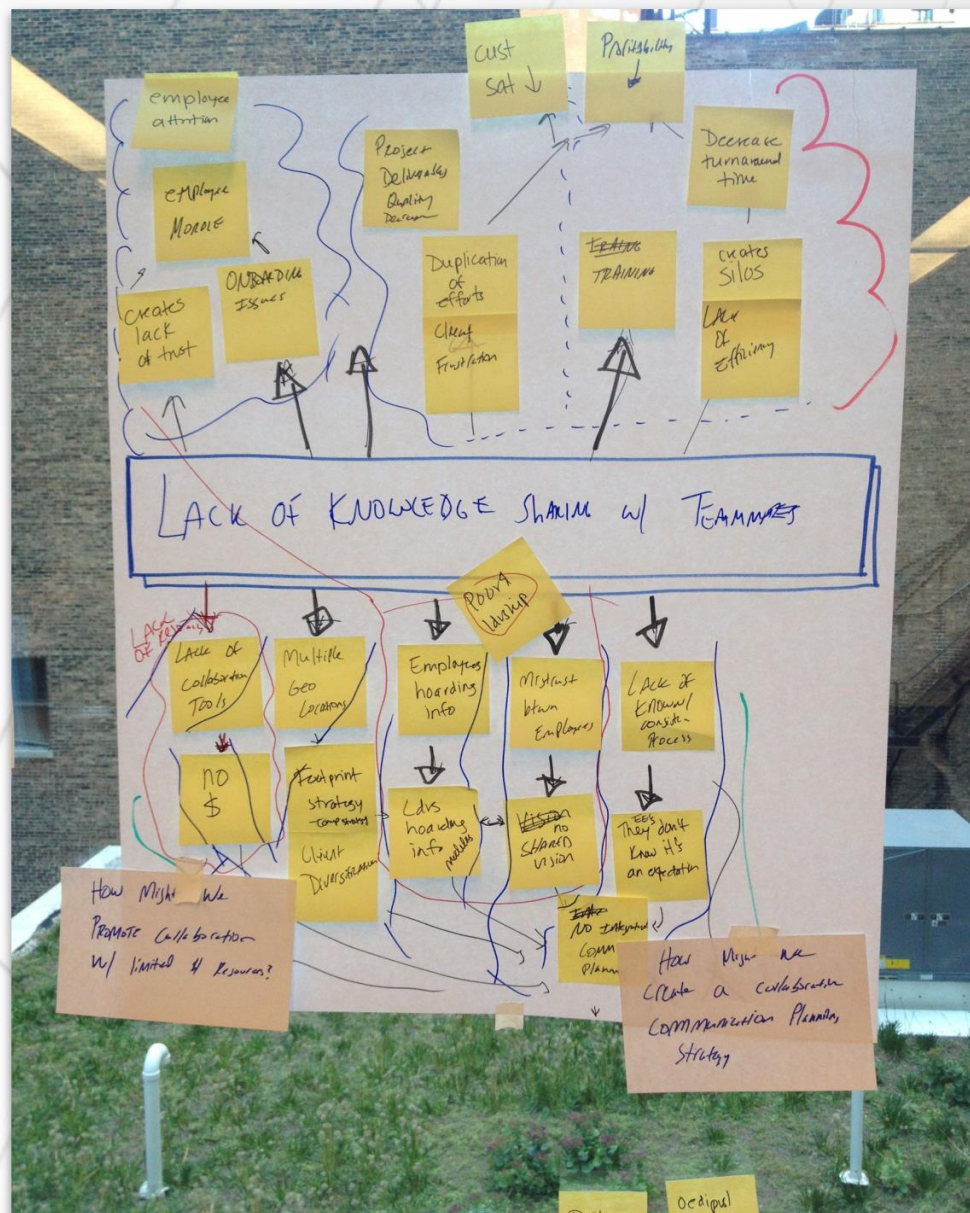
Internal services of Truvo seem not linked to each other, client needs to repeat his story every contact moment





# Understanding the problem







# Value Proposition

ZERO TO ONE | PETER THIEL

EGO IS THE ENEMY | RYAN HOLIDAY

RYAN HOLIDAY  
THE OBSTACLE IS THE WAY  
The Timeless Art of Turning Trials into Triumph

EXPONENTIAL ORGANIZATIONS | ISMAIL, MALONE & VAN GEEST  
DIVERSION BOOKS

Competing Against Luck | Chris Christensen  
Against Luck | Chris Christensen, Michael E. Kahn, Karen Dillon, and David S. Duncan

Value Proposition Design  
WILEY

THE STARTUP  
OWNER'S MANUAL

Steve Blank  
Bob Dorf  
K&S

The Corporate Startup

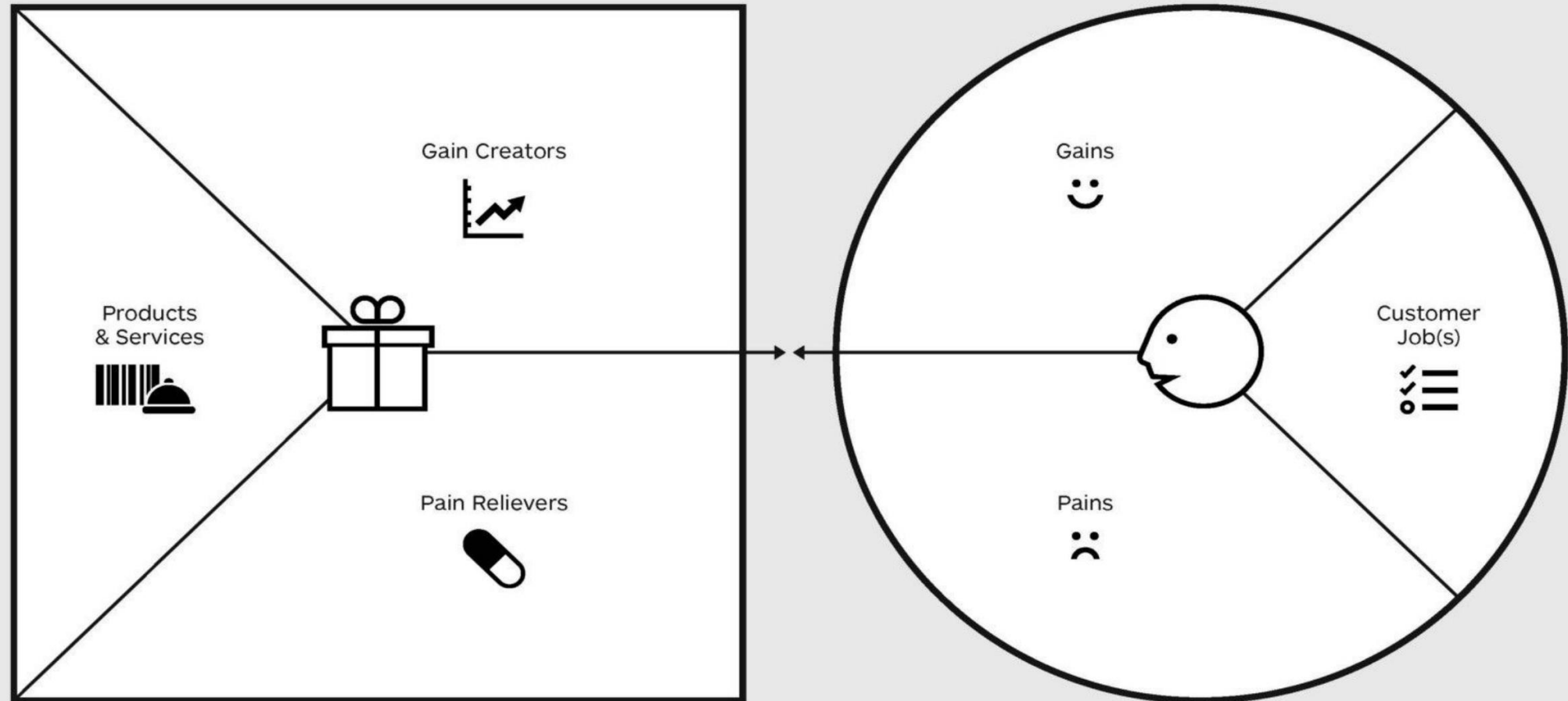
Tendayi Viki  
Dan Toma  
Esther Gons

# The Value Proposition Canvas



Value Proposition

Customer Segment



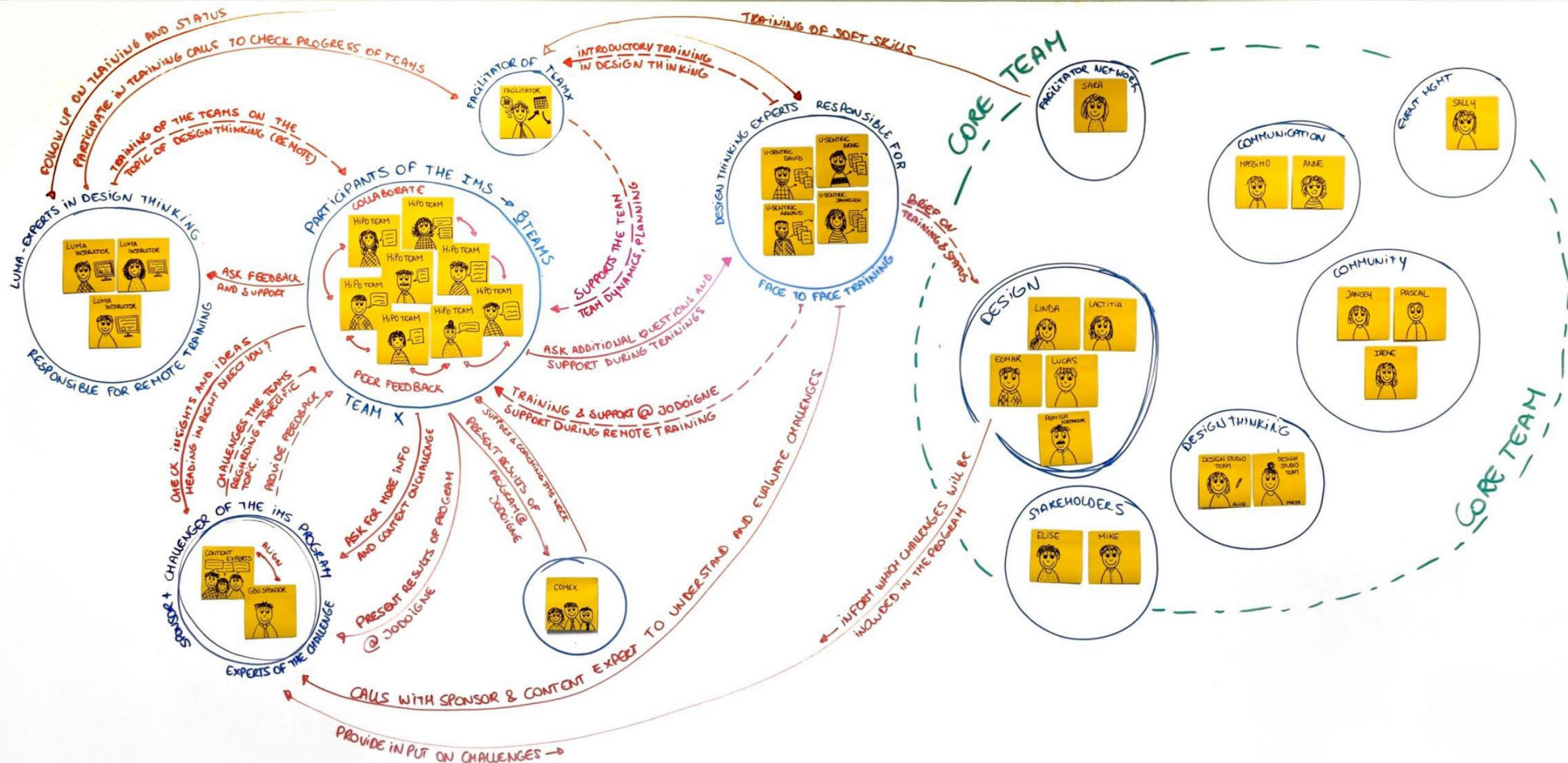


# Stakeholder Mapping

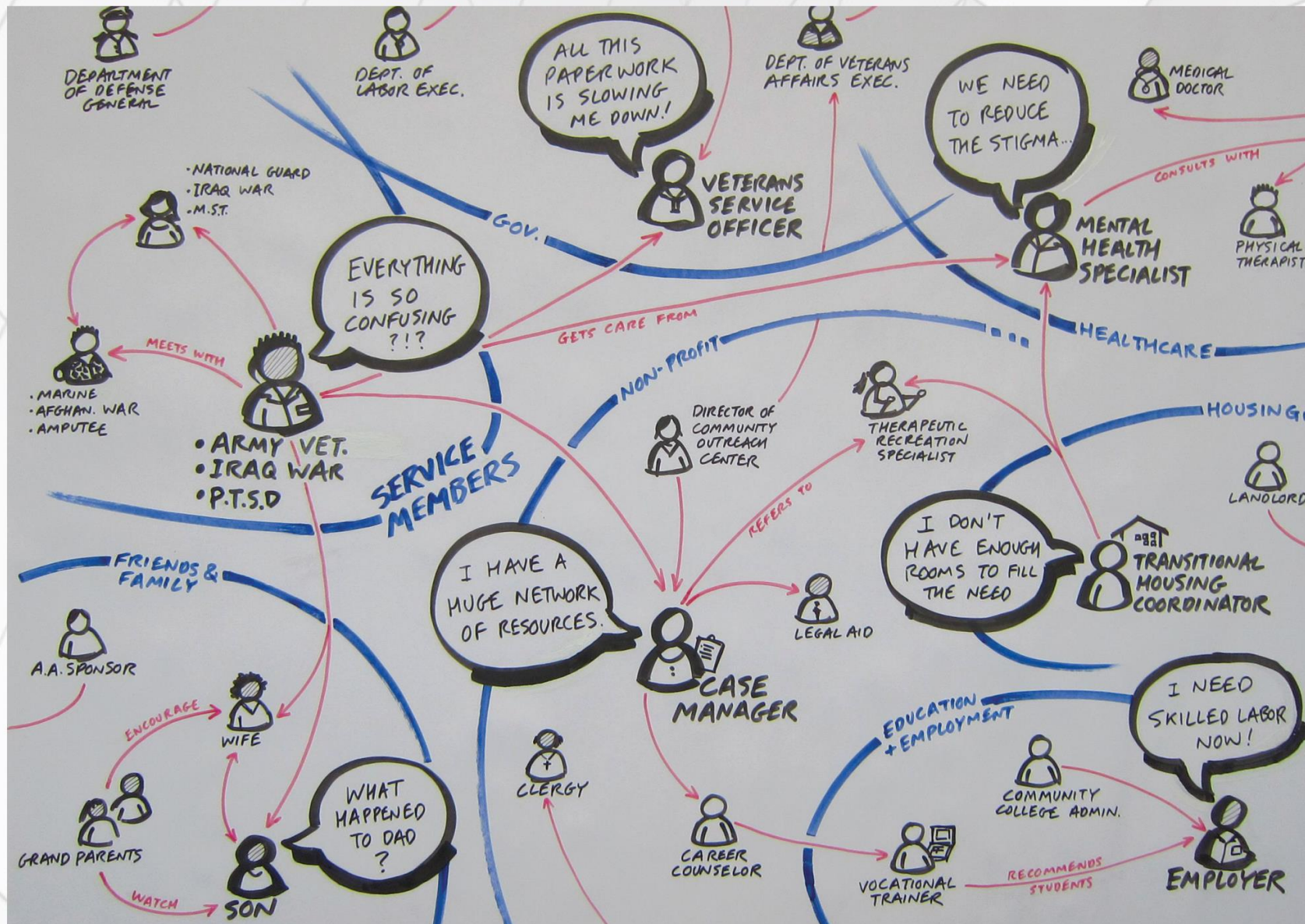
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3  
B





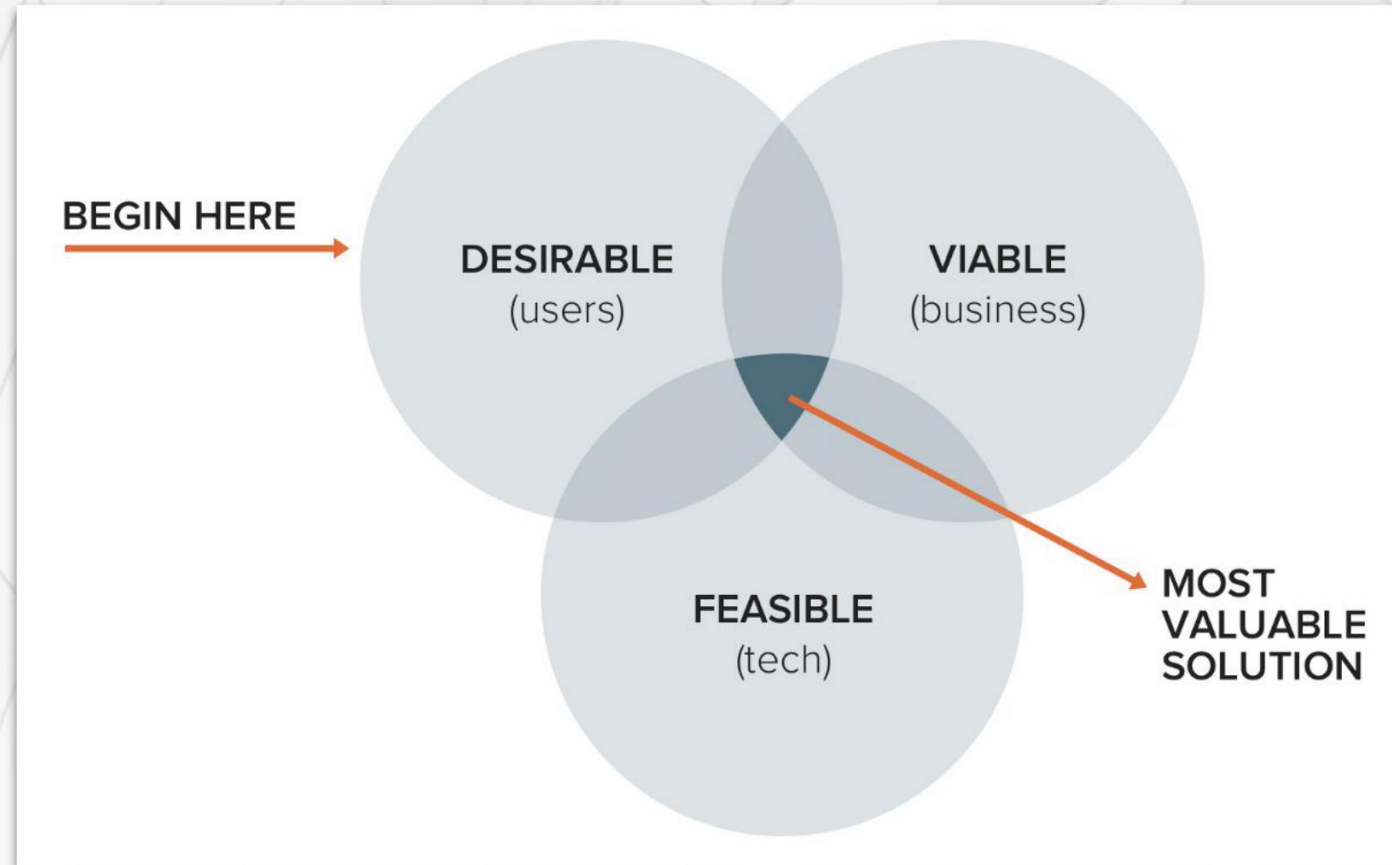




# IDEO's

## DVF Model

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# The Business Model Canvas

Designed for:

Designed by:

Date:

Version:

<div><b>Key Partners</b></div> <div>Who are our Key Partners? Who are our key suppliers? Which Key Resources are we acquiring from partners? Which Key Activities do partners perform?</div> <div><b>INSIGHTS FOR ENTREPRENEURS</b> Specialization and economy Reduction of risk and uncertainty Acquisition of particular resources and activities</div>	<div><b>Key Activities</b></div> <div>What Key Activities do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue streams?</div> <div><b>CATEGORIES</b> Production Problem Solving Platform/Network</div>	<div><b>Value Propositions</b></div> <div>What value do we deliver to the customer? Which one of our customer's problems are we helping to solve? What bundles of products and services are we offering to each Customer Segment? Which customer needs are we satisfying?</div> <div><b>CHARACTERISTICS</b> Newness Performance Customization "Selling the sizzle, not the steak" Design Brand/Status Price Cost reduction Risk Reduction Accessibility Convenience/Usability</div>	<div><b>Customer Relationships</b></div> <div>What type of relationship does each of our Customer Segments expect us to establish and maintain with them? Which ones have we established? How are they integrated with the rest of our business model? How costly are they?</div> <div><b>EXAMPLES</b> Personal assistance Customized Personal Assistance Self service Automated services Communities Co-creation</div>	<div><b>Customer Segments</b></div> <div>For whom are we creating value? Who are our most important customers?</div> <div>Mass Market Niche Market Segmented Diversified Multi-sided Platforms</div>
<div><b>Key Resources</b></div> <div>What Key Resources do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue Streams?</div> <div><b>TYPES OF RESOURCES</b> Physical Intellectual (brand patents, copyrights, etc.) Human Financial</div>		<div><b>Channels</b></div> <div>Through which Channels do our Customer Segments want to be reached? How are we reaching them now? How are our Channels integrated? Which ones work best? Which ones are most cost-efficient? How are we integrating them with customer routines?</div> <div><b>CHANNEL MODES</b> 1. Awareness How do we raise awareness about our company's products and services? 2. Evaluation How do we help customers evaluate our organization's Value Proposition? 3. Purchase How do we allow customers to purchase specific products and services? 4. Delivery How do we deliver a Value Proposition to customers? 5. After sales How do we provide post-purchase customer support?</div>		
<div><b>Cost Structure</b></div> <div>What are the most important costs inherent in our business model? Which Key Resources are most expensive? Which Key Activities are most expensive?</div> <div><b>IS YOUR BUSINESS MORE</b> Cost Driven (lowest cost structure, low price value proposition, maximum automation, extensive outsourcing) Value Driven (focused on value creation, premium value proposition)</div> <div><b>SAMPLE CHARACTERISTICS</b> Fixed Costs (salaries, rents, salaries) Variable costs Economies of scale Economies of scope</div>		<div><b>Revenue Streams</b></div> <div>For what value are our customers really willing to pay? How much do they currently pay? How are they currently paying? How would this evolve to pay?</div> <div><b>REVENUE MODES</b> 1. Transaction How do we create value? 2. Subscription How do we create value? 3. Usage-based How do we create value? 4. Advertising How do we create value? 5. Commission How do we create value? 6. Royalty How do we create value? 7. License How do we create value? 8. Franchise How do we create value? 9. Other How do we create value?</div> <div><b>REVENUE MODES</b> 1. Transaction How do we create value? 2. Subscription How do we create value? 3. Usage-based How do we create value? 4. Advertising How do we create value? 5. Commission How do we create value? 6. Royalty How do we create value? 7. License How do we create value? 8. Franchise How do we create value? 9. Other How do we create value?</div>		

FEASIBILITY

DESIRABILITY

VIABILITY



**Distinct Appearance**



**Heavy Duty Speaker**



**4,300 \$**



**250% higher than  
targets**



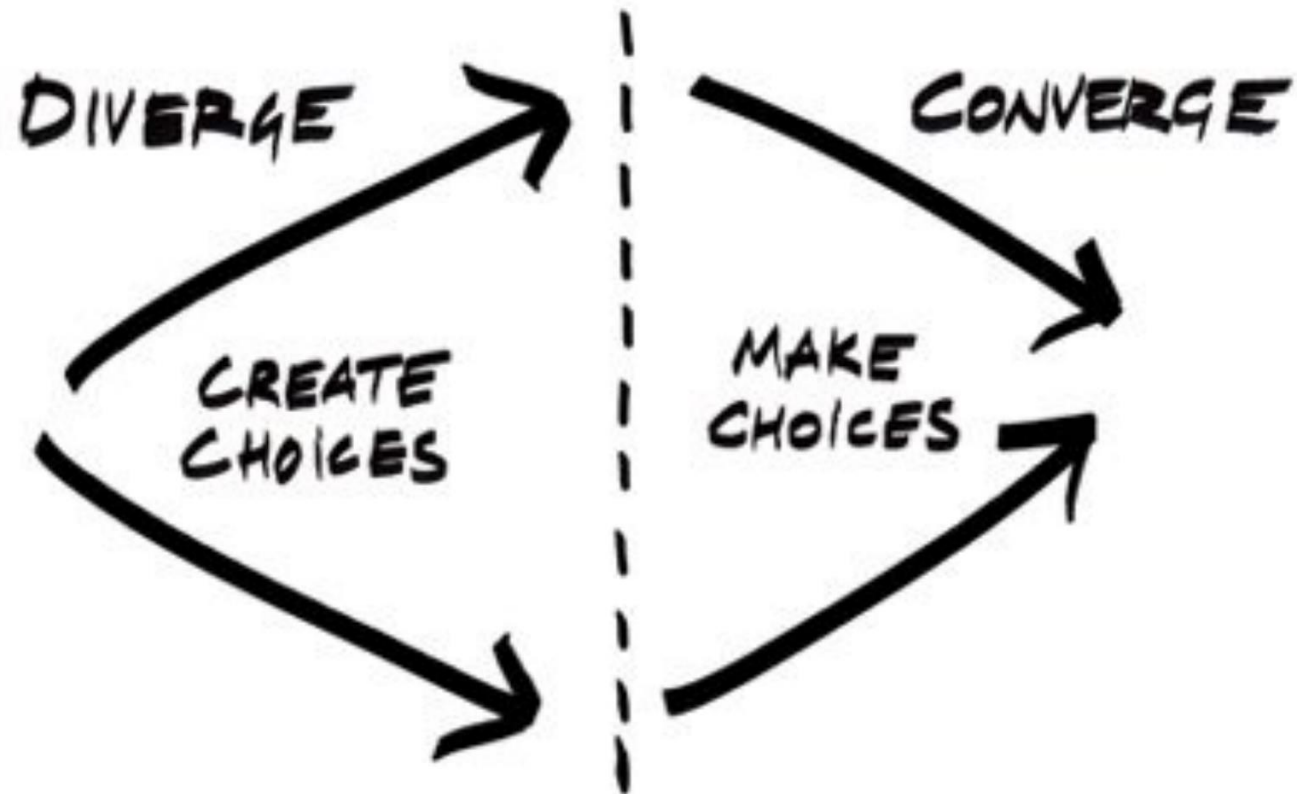




Define

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# Define your **why**



**Problem  
Space**

**Why** we make

**Understand**

What we need to do  
Why we are doing it  
Who is involved

**Solution  
Space**

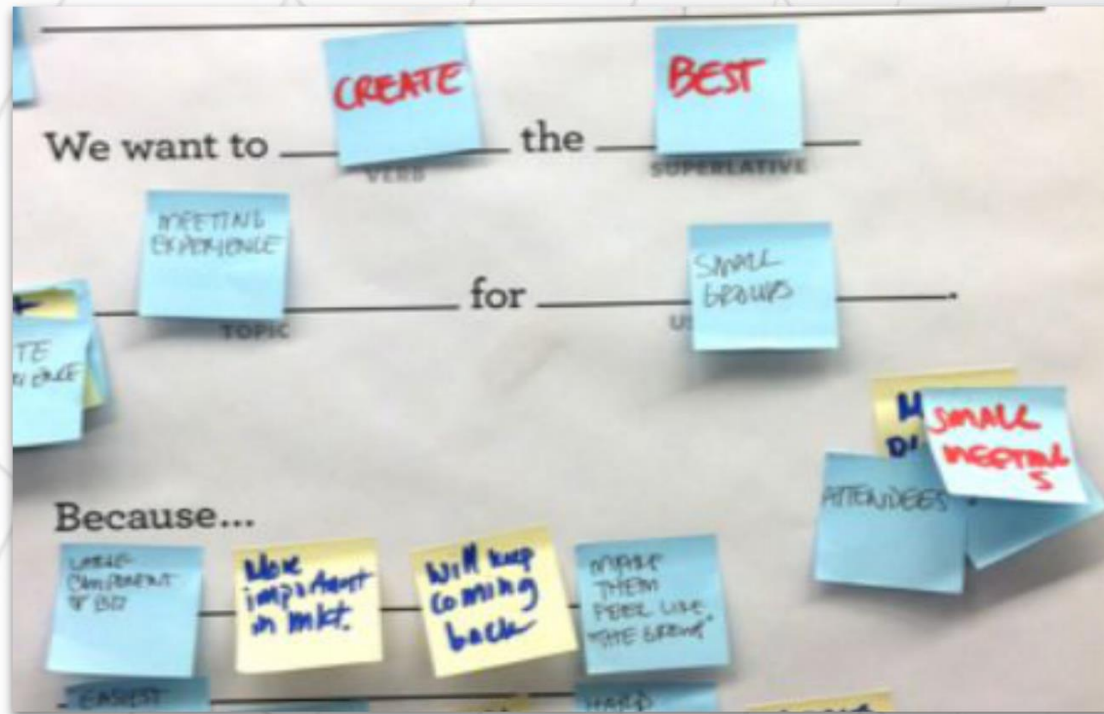
**What** we make

**Results**

Smart Designs  
Smart Decisions

# PROJECT VISION

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1. **What** are we doing?
2. For **whom** are we doing it?
3. **Why** are we doing this?
4. **How** are we different?



# u-sentric



For more information  
please contact

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[Arnaud@u-sentric.com](mailto:Arnaud@u-sentric.com)  
+32 (0) 472 44 93 82

# HOW TO WIN A HACKATHON

#HACK4HEALTH



# HOW TO HACKATHON 101



**TEAM**



**PREPARE**



**BRAINSTORM**



**PROTOTYPE**



**DEMO**



**ENJOY**



# BUILDING THE TEAM



## THE HACKER

PROBLEM SOLVING  
CODING



## THE HIPSTER

BRAINSTORMING  
DESIGN



## THE HUSTLER

BUSINESS MODEL  
PITCHING



# START PREPARING

READ THE CHALLENGES

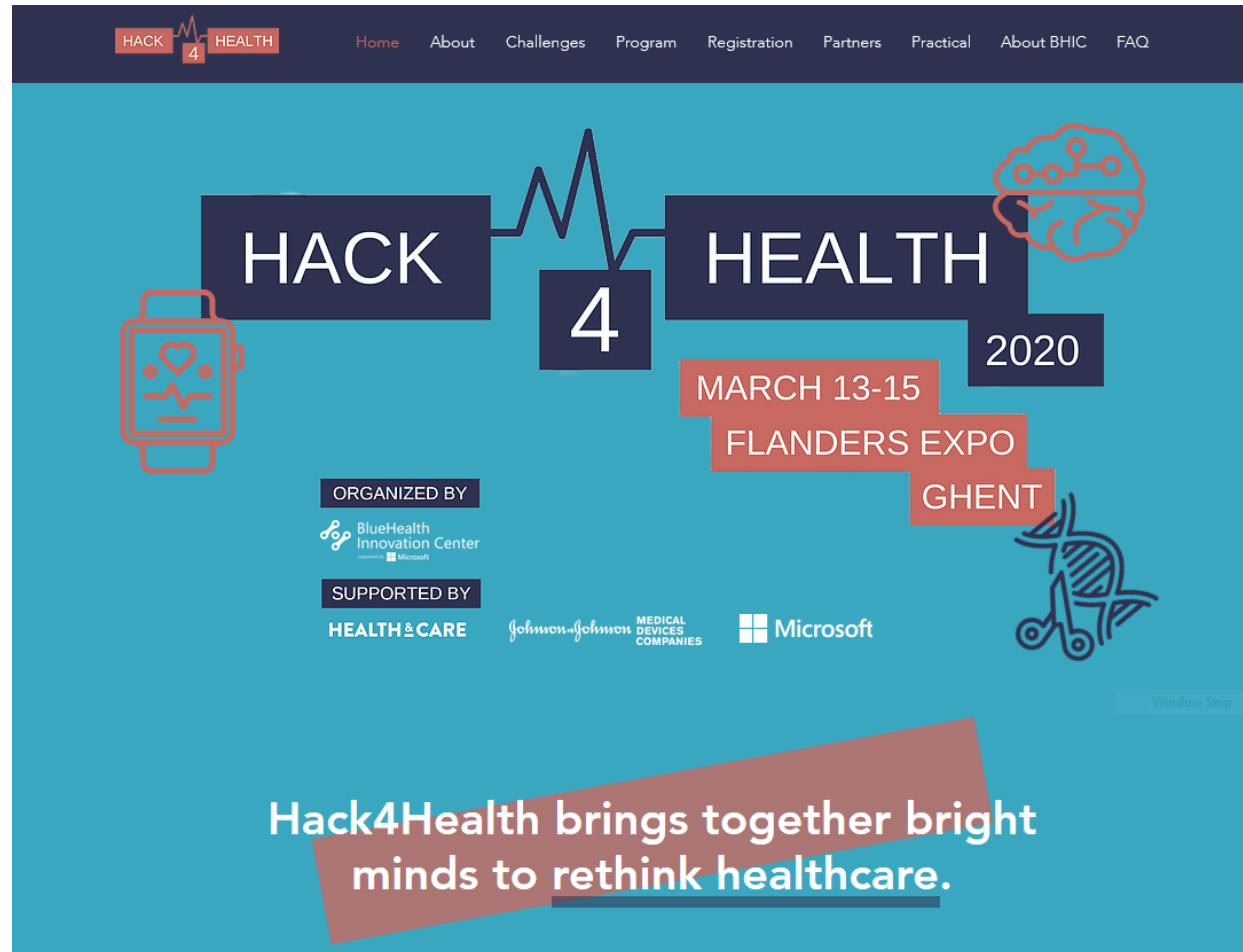
TALK TO OTHERS

ASK ABOUT POTENTIAL SOLUTIONS

DECIDE ON A STRATEGY



# START PREPARING



The image is a screenshot of the Hack4Health 2020 website. The header is dark blue with a navigation menu containing links: Home, About, Challenges, Program, Registration, Partners, Practical, About BHIC, and FAQ. The main content area has a teal background. At the top, the text 'HACK 4 HEALTH' is displayed in white, with '4' in a dark blue box. To the left is an orange icon of a smartwatch with a heart rate monitor, and to the right is an orange icon of a brain with neural connections. Below the main title, the dates 'MARCH 13-15' and the location 'FLANDERS EXPO GHENT' are shown in white text on orange rectangular backgrounds. Further down, the 'ORGANIZED BY' section lists 'BlueHealth Innovation Center' with a logo and the Microsoft logo. The 'SUPPORTED BY' section features logos for 'HEALTH & CARE', 'Johnson & Johnson MEDICAL DEVICES COMPANIES', and 'Microsoft'. On the right side, there is a blue icon of a DNA double helix. At the bottom, a white text box on a dark blue background contains the slogan: 'Hack4Health brings together bright minds to rethink healthcare.'

HACK 4 HEALTH

2020

MARCH 13-15  
FLANDERS EXPO  
GHENT

ORGANIZED BY  
BlueHealth  
Innovation Center  
Microsoft

SUPPORTED BY  
HEALTH & CARE  
Johnson & Johnson  
MEDICAL  
DEVICES  
COMPANIES  
Microsoft

Hack4Health brings together bright  
minds to rethink healthcare.





# BRAINSTORM

CAN TAKE UP TO 12 HOURS

INVOLVE EVERYONE IN THE TEAM

USE STICKY NOTES, PAPER, ETC

ASK FOR HELP



**BUILD A PROTOTYPE**

***IT'S A PROTOTYPE!  
NOT A READY TO USE  
SOLUTION***



# BUILD A PROTOTYPE

***FAKE IT UNTIL YOU MAKE IT***





# BUILD A PROTOTYPE

TIME IS VERY LIMITED

PROVE THE MOST IMPORTANT TECHNOLOGY

HACKATHON CODE ALWAYS SMELLS

MAKE A WORKING PROTOTYPE\*

\*OR THAT LOOKS LIKE IT





# PREPARE YOUR PITCH

PREPARE !

CHANGE TO YOUR AUDIENCE

VIABILITY, TECHNOLOGY AND IMPLEMENTATION





# BUT MOST OF ALL... ENJOY

SLEEP

RELAX

TAKE BREAKS

HELP OTHERS

ENJOY FUN ACTIVITIES



# AND THAT'S HOW YOU WIN



**TEAM**



**PREPARE**



**BRAINSTORM**



**PROTOTYPE**



**DEMO**



**ENJOY**

# PRACTICALITIES

#HACK4HEALTH





# FOR WHOM?



STUDENTS & PROFESSIONALS



BUSINESS, ENGINEERING, DESIGN,  
TECHNOLOGY AND ALL INTERESTED



MALE & FEMALE !!

# WHERE, WHEN, WHY, HOW, WHAT, ...?



**WHERE:** FLANDERS EXPO, FLEX CENTER, GHENT



**WHEN:** MARCH 13<sup>TH</sup> – 15<sup>TH</sup>, 2020 FROM 17H30 (FRI) TILL 19H30 (SUN)



**WHY:** BECAUSE IT IS FUN, INSIGHTFUL, PIMP YOUR RESUME, UNIQUE LEARNING, AND WHO KNOWS...



**HOW:** REGISTER VIA [WWW.HACK4HEALTH.BE](http://WWW.HACK4HEALTH.BE)



**WHAT:** AN EVENT TO REMEMBER, BRINGING TOGETHER STUDENTS AND PROFESSIONALS TACKLING REAL WORLD CHALLENGES

The **like** button  
is invented during an  
internal hackathon at Facebook



[facebook.com/hack4healthbe/](https://facebook.com/hack4healthbe/)

Twitter  
is partially **invented**  
during a hackathon



[@bhiccare](https://twitter.com/bhiccare)

In 2010 Instagram became second  
In the category  
**"Best Mobile App"**  
by the biggest  
hackathon organization in America



[bhic.care](https://bhic.care)

**#HACK4HEALTH**

# PRIZES

## AUDIENCE AWARD:

FREE ENTRANCE 5<sup>TH</sup> CONFERENCE  
FREE ENTRANCE HEALTH&CARE\*

## 3<sup>RD</sup> PLACE:

250 EURO  
FREE ENTRANCE H&C\*

## 2<sup>ND</sup> PLACE:

750 EURO  
FREE ENTRANCE H&C\*

## 1<sup>ST</sup> PLACE:

1 500 EURO  
WILDCARD HEALTH RAMPUP (~ 5 000 EURO)  
FREE ENTRANCE H&C\*



# EXTRA WORKSHOPS

BRAINSTORM TECHNIQUES

PROTOTYPING

BUSINESS MODELLING

PITCHING FOR DUMMIES

MESSAGES

...

# 3 SPRINTS



# WHAT ABOUT COACHING?

FRIDAY: 21H00 – 00H00

SATURDAY: 08H00 – 20H00

SUNDAY: 08H00 – 15H00



# COACHES & EXPERTS





# JURY



**ETIENNE  
MARIËN**

ADVISOR  
CABINET DE BLOCK



**CATHERINE  
VAN DER STRAETEN**

DIRECTOR HIRUZ  
UZ GHENT



**CHRISTOPHE  
JAUQUET**

ADVISOR  
IN4CARE



**PIET  
HOEBEKE**

DEAN MEDICAL FACULTY  
GHENT UNIVERSITY



**VIRGINIE  
VANDE MAELE**

MANAGER  
HEALTH & CARE



**KARLIEN  
HOLLANDERS**

PATIENT EXPERT

# JUDGING CRITERIA

**INNOVATION &  
CREATIVITY**

**EXECUTION  
STRATEGY**

**SCALABILITY**

**ECONOMIC  
POTENTIAL**

**SOCIETAL  
VALUE**

**TEAM  
PITCH**

# FAQ: WILL THERE BE FOOD?

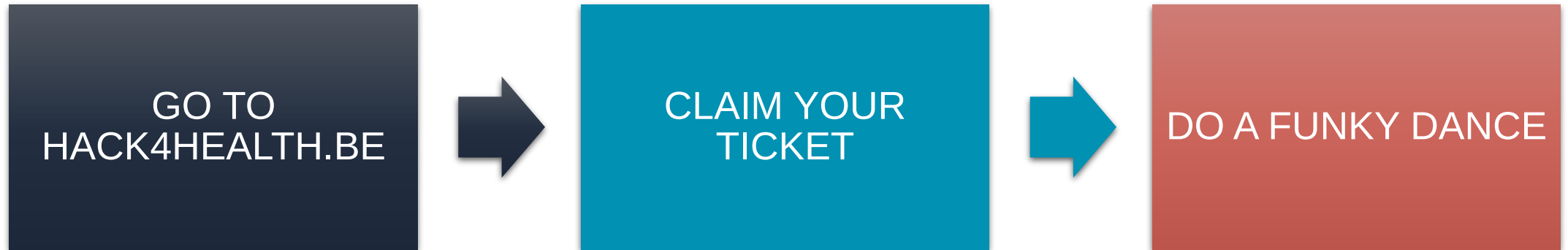


# FAQ: CAN I COME ALONE?





# FAQ: HOW DO I SIGN UP?



**AND BY THE WAY...**

**IF YOU SIGN UP**

**WITHIN 48 HOURS FROM NOW**

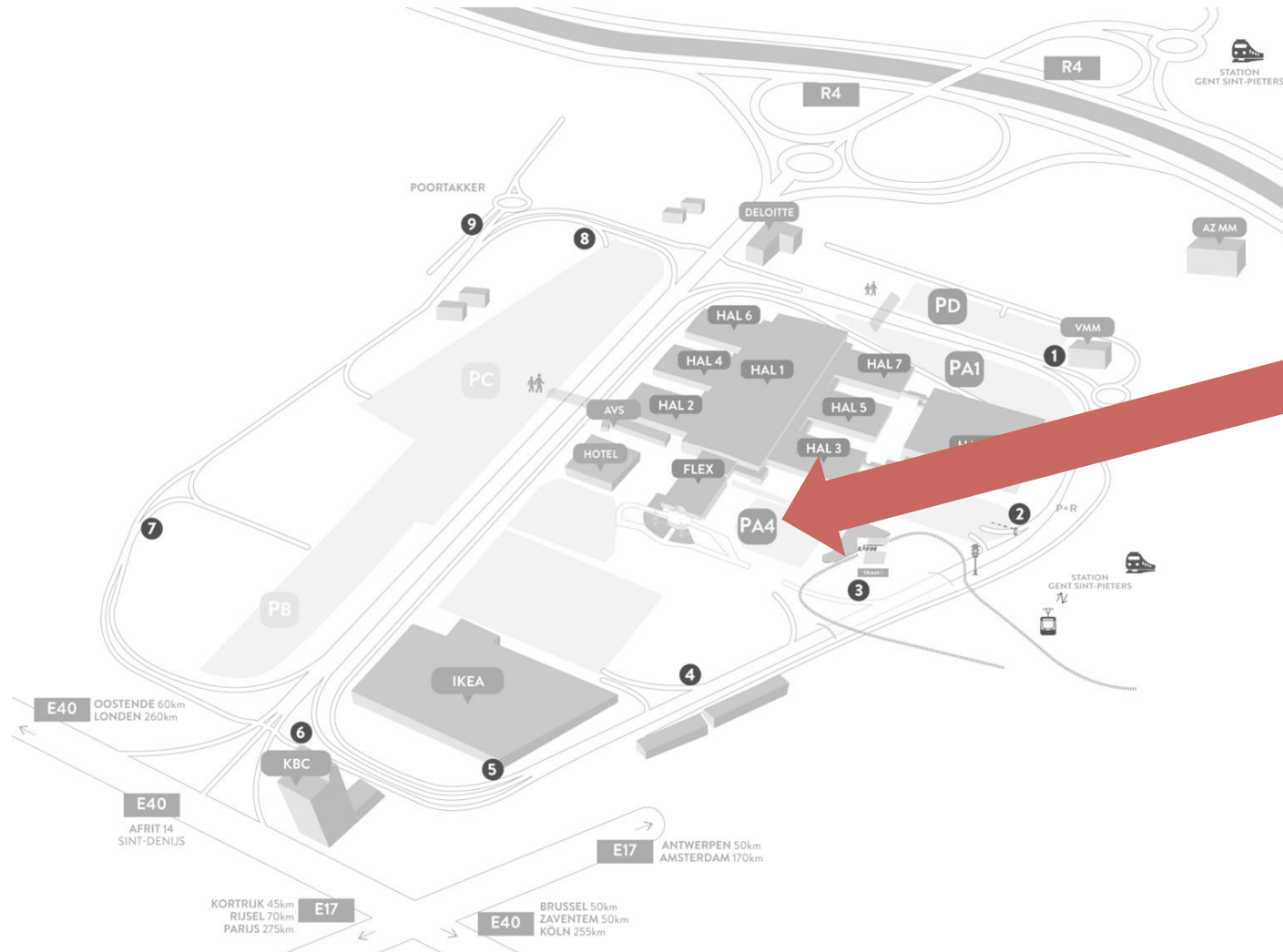
**AND YOU PARTICIPATE**

**YOU GET A REFUND**

# FAQ: WHERE CAN WE SLEEP?



# FAQ: WHERE CAN WE PARK?





# FAQ: WILL YOU LOCK THE DOORS?



# FAQ: WHAT SHOULD I BRING?



ORGANIZED BY



BlueHealth  
Innovation Center

supported by  Microsoft

# CHALLENGE OWNERS





# SUPPORTED BY



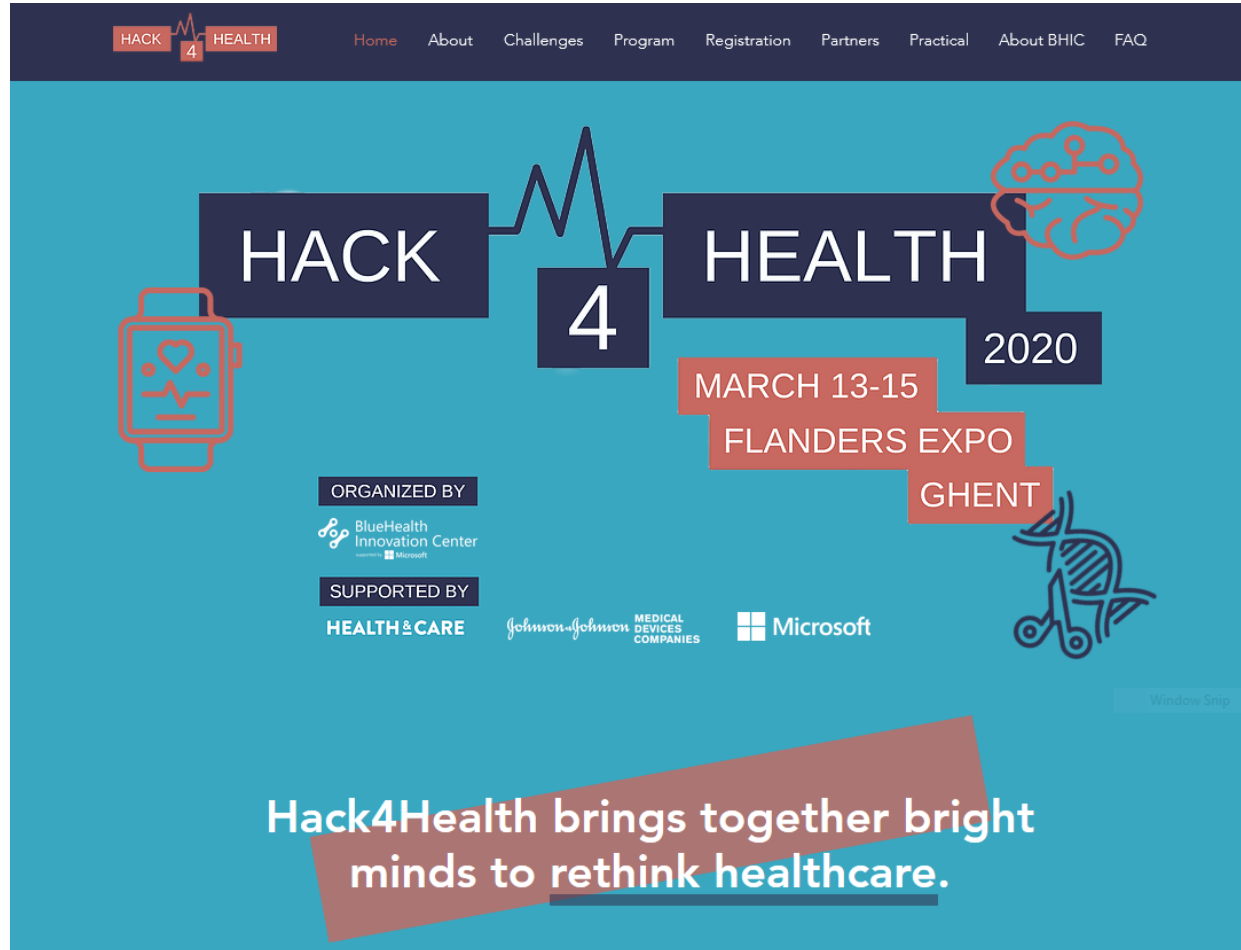
# EXPERTS AND COACHES FROM



**ACONTRARIO**



# FURTHER UPDATES



The banner features a dark blue header with navigation links: Home, About, Challenges, Program, Registration, Partners, Practical, About BHIC, and FAQ. The main content area has a teal background. The title 'HACK 4 HEALTH' is prominently displayed in white, with '4' in a dark blue box. To the left is an orange smartwatch icon, and to the right is an orange brain icon with circuitry. Below the title, the dates 'MARCH 13-15' and location 'FLANDERS EXPO GHENT' are shown in orange boxes. The organizers 'BlueHealth Innovation Center' and 'Microsoft' are listed under 'ORGANIZED BY'. Supporters 'HEALTH & CARE', 'Johnson & Johnson MEDICAL DEVICES COMPANIES', and 'Microsoft' are listed under 'SUPPORTED BY'. A blue DNA helix icon is on the right. At the bottom, a white text box on a dark blue background reads: 'Hack4Health brings together bright minds to rethink healthcare.'

HACK 4 HEALTH

2020

MARCH 13-15  
FLANDERS EXPO  
GHENT

ORGANIZED BY  
BlueHealth  
Innovation Center  
Microsoft

SUPPORTED BY  
HEALTH & CARE  
Johnson & Johnson  
MEDICAL  
DEVICES  
COMPANIES  
Microsoft

Hack4Health brings together bright  
minds to rethink healthcare.



# REGISTER NOW

[WWW.HACK4HEALTH.BE](http://WWW.HACK4HEALTH.BE)

**#HACK4HEALTH**







# ANY OTHER QUESTIONS?

INFO@BHIC.CARE

#HACK4HEALTH





# HACK

# 4

# HEALTH



## 2020

## MARCH 13-15

## FLANDERS EXPO

## GHENT

ORGANIZED BY



SUPPORTED BY

**HEALTH & CARE**

*Johnson & Johnson*

MEDICAL  
DEVICES  
COMPANIES

 Microsoft

 in4care

[www.hack4health.be](http://www.hack4health.be)

 @Hack4HealthBE