

Solution Development Canvas

How to use this canvas

Introduce this canvas at the start of Day 1. Teams use it as their primary working document throughout the hackathon – not as a form to fill in at the end.

It serves as the basis for the final presentation. Print one per team (A3 if possible) or use digitally in Miro / FigJam.

Update it continuously as your thinking evolves. Crossing something out and changing it is a sign of progress, not failure.

Team name: _____ Challenge theme: _____ Date: _____

Team members: _____

1 PROBLEM SPACE	2 OUR SOLUTION	3 USERS & VALUE	4 FEASIBILITY	5 IMPACT
<i>Why does this problem exist?</i>	<i>What are we building?</i>	<i>Who benefits and how?</i>	<i>Can we actually build this?</i>	<i>What changes as a result?</i>

Facilitator tip

Aim for each section to contain approximately 50–100 words. Enough to give direction without over-constraining creativity.

The most important section is 1 (Problem Space). Teams that spend time here produce significantly better solutions.

Section 4 (Feasibility) should be revisited after the ideation phase – it's normal for it to change.

PRESENTATION STRUCTURE (use the canvas as your guide):

Slide / section	Time	Canvas section
The problem – open with the human story	~2 min	Section 1
Our solution – demonstrate, don't just describe	~3 min	Section 2
Who benefits and why – show user empathy	~2 min	Section 3
How it works – feasibility and next steps	~2 min	Section 4
The impact – why this matters beyond today	~1 min	Section 5