



HI-5 Grand Challenge

Storyteller Instruction Manual

for

Students, Professionals, Teachers & Parents

This is an instructional guide only.

Please always refer to the official

[HI-5 Grand Challenge Terms & Conditions](#)

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1. Welcome

If coders are building the product, storytellers are building the momentum.

You are the spark that turns teams into a living, shareable, human story.

You are the connectors, the networkers, the ones who make people care about the Challenge and what mypaloma is and represents. Without storytellers, this Challenge is just work in a room, and mypaloma just another chat assistant. With storytellers, it becomes a movement.

The HI-5 Grand Challenge is being launched by a small team in Australia with a big goal:

To prove that the future of AI does not have to be decided by a handful of giant companies. It can be shaped by everyday people, working together, building in public, and putting human values first.

This is not a “watch from the sidelines” moment.

This is your invitation to participate in what comes next.

Why it matters to me

Because you can feel it. The world is changing fast. People are unsure where AI is heading, and most feel like they have no say in it.

The HI-5 Grand Challenge gives you a real way to be involved: to join a team, to create, to build community, and to help shape a healthier direction. Your creativity becomes influence. Your storytelling becomes impact.

Why it matters to AI

Because AI is not neutral. It reflects what we reward, what we ignore, what we normalize. If only a small set of companies and incentives shape AI, we risk a future that is narrower, less rich.

The HI-5 Grand Challenge exists to push a different path: ethical, sustainable, human-first AI. Not in theory. In practice. In public. With real people and real communities.

Why it matters to the world around me

Because this Challenge is designed to create tangible outcomes, not just content:

- teams build real things
- communities can rally behind real projects
- positive behavior and collaboration are rewarded
- and the story becomes a bridge between technology and everyday life

This is grassroots by design. People get involved early.

People help shape what is built. People learn together. People share together.

We build together. We earn together.

The HI-5 Grand Challenge is built on a simple idea: if many people contribute, many people should benefit.

That’s why this Challenge aims to be inclusive:

- success is not only about “who wins first”
- communities can benefit through nominated community projects
- teams can build opportunities and income pathways beyond the Challenge
- collaboration is not a weakness here - it is the point

This is about showing a different kind of business model: successful, but also fair. Competitive, but also cooperative. Ambitious, but also human.

Your role as a Storyteller

Your job is to help the world understand what is at stake, and what is possible:

- make the mission clear
- make the people real
- make the progress visible
- rally communities behind teams and community projects
- turn attention into positive action

Whether you are a seasoned pro or an ambitious newbie: you belong here.

Because if good people do nothing, the future gets decided by whoever has the most money and the biggest servers.

But if people unite, the future gets decided by us.

1.1 What is the HI-5 Grand Challenge and why it exists

HI-5 is a long-form, team-based challenge to build and release a new type of ethical and sustainable AI system with public collaboration.

It exists for two reasons:

1. To include people from the start

HI-5 is designed as a grassroots movement. Instead of building behind closed doors, we invite coders, storytellers, students, teachers, and communities to shape what gets built, how it’s used, and what “good” looks like.

2. To solve the cold start problem of a decentralized swarm

mypaloma is not a single central server with one giant model. It’s a decentralized, swarming network. A swarm only works well when there are enough real participants contributing. A strong user base is essential for the system to learn, coordinate, and

form effective trust networks. HI-5 is about building the actual product. The LLM, SLM and HRM Sprite models and the gateway apps. But more importantly, it is how we establish that early user community in a structured, positive way.

This is why HI-5 is not a hackathon. It's designed to fit around real life, allow teams to join later, and reward sustained collaboration and momentum over time.

1.2 What is mypaloma and how is it different?

mypaloma is designed to feel familiar in use: you can ask questions and get help much like today's chat assistants (ChatGPT, Claude, Google Gemini, etc.).

What's different is how it works under the hood.

Instead of your question being sent to an AI data center, where it's processed and returned to you, with mypaloma have a small AI embedded inside a secure app on your device.

We call this your **Sprite**. Your sprite yours. It is raised by you; it learns from you and evolves alongside with you.

Over time your Sprite specializes in topics that interest you. It learns about your preferences and respects your values, culture, and perspectives.

When you ask questions, your Sprite interacts with a global network of other sprites to gather relevant, accurate and valuable answers for you, while preserving your privacy.

The goal is no central data hoarding: less reliance on massive central servers harvesting user data, and more of a distributed network where value comes from cooperation between many user-held agents.

This also means, much less overhead costs due to very limited infrastructure. mypaloma does not require data centers. It is not only more personalized, more humane, and more ethical. It is also a lot more sustainable (no massive energy or water drain to sustain data centers) and no data centers mean, mypaloma is cheap to run and use.

For future users this means minimal monthly membership cost and sponsored free memberships make the tech accessible to everyone!

In short: mypaloma offers a familiar experience, with different architecture. It's personal, privacy-preserving by design, and built to scale through many participants rather than one central system. Plus, it is earth friendly.

1.3 Who can be a Storyteller?

Storytellers create the drumbeat of the Challenge. Your passion and engagement help teams shine, and your work connects the Challenge to real audiences.

This playbook is for anyone who wants to tell the HI-5 story, and the wider mypaloma vision for ethical and sustainable AI from design to real-life product.

Who this is for:

- Any individual that is passionate about storytelling
- Small businesses of 10 or less employees
- This is a team challenge ([Chapter 3](#)): Teams are made up of 3 or more individuals
 1. Skilled creators: designers, filmmakers, editors, journalists, PR/comms, marketing teams, photographers, influencers and content creators.
 2. Phone-first creators: enthusiastic participants with a smartphone and the desire to capture real moments and share them.

Both lanes are valued. There are multiple ways to win: craft, consistency, access, mobilization, and reach. A phone-first creator can win by capturing real moments and helping the team activate community support.

A professional crew can go deeper with stronger packaging, clearer messaging, and explainers about ethical and sustainable AI, including what makes the mypaloma architecture different.

Influencers and creators with large followings can also play a major role by banding together to create digital reach that drives audience votes and crowdfunding conversions.

1.4 Minors who want to be Storytellers (Under 18)

The HI-5 Grand Challenge is open to all ages of Storytellers. But to keep the Challenge safe and fair for all, there are extra safeguarding requirements for participants under 18. These [rules](#) exist to protect you, protect the people you film, and keep the Challenge safe and credible.

Definition

A minor Storyteller is any Storyteller team member under the age of 18.

Non-negotiable condition for minor Storytellers

A parent or legal guardian must be present and actively supervising at all times when a minor Storyteller is:

- filming, recording audio, photographing, or live streaming
- attending any in-person team session, meetup, interview, or event related to HI-5
- meeting coders, mentors, partners, or community members in person
- entering any workspace, venue, school, university, business, or community location as part of the Storyteller role

If a parent or legal guardian cannot be present, the minor Storyteller cannot participate in that in-person activity.

This is not about distrust. It is about duty of care, safety, and shared responsibility.

What “present at all times” means in practice

Present means physically there, nearby, and able to supervise. It does not mean:

- waiting in the car
- being “on call” by phone
- watching remotely via a live link
- “another adult” unless they are the minor’s legal guardian

If you are filming in a school setting, your school’s supervision rules also apply. Always follow the stricter rule.

Respectful ways to navigate this (so it works in real life)

If you are a minor Storyteller, choose one of these models:

Model A: Family-embedded storyteller

- You film only when your parent or guardian is with you.
- Your parent or guardian is introduced to the coder team and is treated as part of the safety framework, not as a “boss.”

Model B: School-led storyteller team

- A teacher runs the activity under school policy, and your parent or guardian is still present for any non-school filming or non-school meetups.
- If school policy is stricter, follow school policy.

Model C: Remote-first storyteller

- You do interviews and updates online (video calls with consent),
- edit content at home,
- only do in-person filming on scheduled days when your parent or guardian can attend.

Young Storytellers can absolutely create high-quality content if you plan ahead. Examples:

- film recap interviews at home with a parent or guardian present and visible off-camera
- record voiceover explainers and educational content without filming strangers
- edit and publish content that your team captured with correct permissions
- create posters, templates, captions, thumbnails, and community one-pagers
- run the content calendar and track links and proof logs
- conduct online interviews where the parent or guardian is present in the room

When you are under 18, take extra care with privacy and boundaries:

- Do not share your home address, school address, routine routes, or real-time location.
- Avoid showing your school name, uniform, and face together in the same public post.
- Avoid posting in real time from a live location. Post later.
- Keep direct messages professional and limited. Prefer group chats that include your parent or guardian.
- Do not meet anyone 1:1. All meetings must be group-based and supervised by your parent or guardian.

If anything feels uncomfortable or unsafe, stop immediately and tell your parent or guardian.

Consent and permissions ([more here](#))

1. If you are filming any identifiable person, you need consent.
2. If you are filming any minor, you need parent or guardian consent for that minor, plus any school or venue permission required.
3. If you cannot get proper permission, do not film or publish.

A simple operating rule for teams with minor Storytellers

All adult Coders and Storytellers should help make this easy and respectful:

- schedule filming sessions in advance so the parent or guardian can attend
- use “quiet capture” and avoid high-pressure filming
- default to filming wide shots, hands, backs-of-head, and non-identifying footage
- do a quick “publish check” with the team lead and the parent or guardian for any sensitive content

If you cannot make the supervision requirement work. That is okay.

You can still participate in the HI-5 Grand Challenge by:

- joining as a remote-first Storyteller
- contributing as an editor, designer, researcher, or community coordinator
- working through a school-led model
- joining later when supervision logistics are possible

Safety escalation

If you witness bullying, harassment, unsafe behavior, or pressure to break the rules:

- stop what you are doing
- step away
- tell your parent or guardian immediately

1.5 Your role: the heart of the Challenge

Storytellers connect people. You translate technical work into human moments, help teams feel seen, and help communities follow along. Your job is to make the teams shine by capturing the collaboration, the decisions, the pressure, and the breakthroughs. Depending on your strengths, you can focus on the human story, or also add clear, responsible explainers on HI-5, mypaloma, and why ethical and sustainable AI matters.

1.6 Your time commitment

The HI-5 Grand Challenge is longer than other competitions and it is designed to fit around your schedule. Unlike a typical hackathon sprint, teams build over time. This means you can join later, contribute in smaller weekly blocks, and still create something meaningful (and competitive).

In practice, you act as:

- The connector: you network across teams, mentors, community partners, and audiences.
- The interpreter: you turn complex building into simple, relatable story beats.
- The amplifier: you publish and mobilize people around key moments (especially the crowdfunding windows).
- The historian: you document what happened, why it mattered, and how the team worked together.

1.7 What you will create

Your outputs can be simple or advanced. This playbook supports both. You can focus on broadcasting the HI-5 Grand Challenge with your collaborative coding teams or you can educate and rally your audience around mypaloma, what a decentralized, ethical and sustainable AI is and what this means to the everyday user.

There will be a content suggestion file accessible to you, as well as deep dive audios that explain mypaloma, so you can relate it to your audience.

These are output choices:

- Short updates: behind-the-scenes clips, 15-60s reels, photo posts, quick interviews.
- Weekly progress pieces: a short recap that shows progress, friction, decisions, and wins.
- A 5-minute “Challenge Highlights” video: this is your polished summary that supports audience voting.
- Mobilization content: posts and assets that help your team activate community support and crowdfunding conversions.

1.8 How to use this playbook

Use this playbook like a checklist and a menu. Start with the quick start checklist below, then return to the relevant chapter when you need it (filming etiquette, editing, publishing platforms, mobilization, or compliance).

As you work, add notes, templates, and local rules to keep the playbook useful for your context.

1.9 Quick start checklist

1. Reach out to [coders](#) and establish your collaboration with one or several teams.
2. With your coders, [agree on access](#): when you can film, what is off-limits, and who approves sensitive material.
3. Set up a shared [folder structure](#) (raw, selects, edits, exports) and a naming convention on day one.
4. Choose your [publishing channels](#) early (where your audience already is).
5. Decide your [weekly rhythm](#): what you capture, what you publish, and on which day.
6. Collect [consent where](#) needed: always protect dignity and privacy.
7. Involve your [local community](#) or audience with a real-life project.
8. Plan for the big moments: [crowdfunding windows](#)
9. Understand the drama-engine: [Merger Twist](#) & [Race for Redemption](#).
10. Get ready for your final submission: [5-minute highlights](#).

2. The rules of the game

This chapter explains how Storytellers win, what matters most to audiences and judges, and the behaviors that can put a team at risk.

Storytellers are not a side role. You are the amplifier of HI-5. Your job is to turn a technical build into a human story people want to follow, share, and support. That includes HI-5 as a competition and, where it fits, the bigger mypaloma mission and its ethical, sustainable AI relevance to the public.

There is no single "right" way to do this. A professional PR or film crew can lean into strategy, polish, and reach. A phone-first creator can win through consistency, authenticity, and smart moments. The scoring system below is designed to reward both craft and impact.

Important: The official [HI-5 Terms and Conditions](#) always override this playbook. When in doubt, follow the official rules and organizer guidance.

2.1 Storyteller scoring (Category 1)

Category 1 (Storyteller) is scored out of 100 points.

The strongest entries usually do two things well:

- 1) They capture a compelling human story of collaboration under pressure.
- 2) They mobilize real people to watch, vote, and support the campaigns.

Points	What it measures	How you win (practical focus)
30	Audience vote (5-minute Challenge Highlights)	Create a clear, emotional highlight video that explains the team, the stakes, and the journey. Make it easy to share and easy to vote.
30	Crowdfunding mobilization (tracked link)	Drive genuine backers through your unique tracking link. The first 48 hours matter most. Plan your launch surge and your follow-up waves.
20	Story quality (collaboration, decisions, pressure, Merger Twist)	Show real moments: decisions, trade-offs, tension, teamwork, and learning. Make complex ideas understandable to a general audience.
20	Partnership and access (depth of embed + authenticity)	Earn access and trust. Be present at key moments and capture behind-the-scenes proof that you were embedded with the team.

Tracking and proof: Keep simple records. Save your published links, screenshots of key posts, and any organizer-required submissions. Use the unique campaign link provided to you for mobilization scoring.

Pro tip: If you have strong reach (large follower base or a creator collective), you can compete hard on mobilization and audience vote. If you are new, compete on access and story quality by capturing real moments consistently.

2.2 What audiences and judges respond to

Audiences and judges respond to clear, human storytelling.

The best Storyteller entries usually include:

- A strong hook in the first 10 seconds: who, what, why it matters.
- A simple explanation of the challenge: what the coders are trying to build and why it is hard.
- People, not just tech: personalities, roles, values, and the way the team works together.
- Real decisions and trade-offs: show what changed, why, and what it cost.
- Visible progress: small wins, setbacks, iteration, and learning.
- Ethical context that feels grounded: why humane, sustainable AI matters and how mypaloma fits (without hype).
- A consistent publishing rhythm: fewer, better posts on a schedule beats random bursts.
- Accessibility by default: captions, clear audio, readable text overlays.
- A clear call to action: watch, vote, share, and support the campaign through the tracked link.

Avoid these common traps:

- Over-polished content that hides the real process.
- Tech jargon without translation for non-technical viewers.
- Manufactured drama or negativity. Conflict is okay if it is honest and handled with respect.
- Spamming audiences or pressuring people to pledge.
- Copyright risks (music, footage, logos) that can force takedowns.

2.3 What can disqualify a team

HI-5 is designed to be exciting, safe, and fair. Storytellers can help protect that by knowing what behaviors can put a team at risk.

This list is not exhaustive. Always check the [official Terms and Conditions](#) and organizer updates.

High-risk behaviors to avoid:

- Filming or publishing identifiable people without consent (especially minors).
- Harassment, discrimination, bullying, or unsafe behavior toward any participant or community member.
- Misrepresenting results, faking endorsements, or spreading false claims about other teams.
- Manipulating votes or engagement (bots, fake accounts, vote-buying, or coordinated fraud).

- Using copyrighted music, video, or brand assets without permission or a valid license.
- Sharing confidential organizer information (including anything restricted around twists or merger decisions, if applicable).
- Using the tracked campaign link in deceptive ways (misleading promises, pressure tactics, or unclear disclosure).

If you are unsure about a piece of content, pause and ask: Is it true, fair, consensual, and safe? If not, do not publish it. When in doubt, ask the organizer before posting.

Cross-reference: For [final submission](#) requirements (5-minute video, [GitHub repository](#)) and disputes/escalation pathways, see [Chapter 14](#). For consent and safeguarding, see [Chapter 11](#).

3. Team setup and workflow

Think of your Storyteller team as a mini newsroom. Your job is to capture what is happening, shape it into a clear story, and publish it in a way that lifts the whole team and mobilizes your audience.

You can do this as a full professional crew (design, comms, film, PR, marketing), or as a first-time creator with a phone. Both approaches are valid. The difference is how you organize the work and how consistently you publish.

Team requirement (minimum 3 people): HI-5 is built on teamwork, collaboration, and inclusion. If you are a solo creator, recruit at least two others (friends, classmates, colleagues, or community members) and agree on a simple workflow so everyone contributes.

Your edge comes from three things:

- Consistency: you capture a little, every week, and publish on a rhythm.
- Clarity: viewers understand the team, the challenge, and what is at stake in 30 seconds.
- Trust: you tell the truth, you get consent, and you treat people with dignity.

3.1 Recommended roles (Pro versus Phone-first)

There is no single correct structure. Use what you have and start simple. Storyteller teams must have at least 3 people. You can divide job roles or run as three similar creators/influencers who coordinate and combine outputs.

Common team configurations:

- Minimum team (3 people): split Producer/Publisher, Capture, and Editing. Keep outputs small, consistent, and sustainable.

- Creators/influencer collective: You can produce in parallel, pool footage into one main channel, or do both. Align on weekly beats, key messages, tags, and cross-posting. Combine the best moments into a shared weekly recap and longer highlights when needed.
- Pro crew (4-10 people): Writer/Editor, Video Producer, Publisher, Designer, PR/Partnerships, Analytics for higher production value, wider reach, smoother adoption.

3.2 Tools, file storage, and versioning

Good workflow beats fancy gear. The goal is: no lost footage, no messy versions, and no permission confusion. Choose a simple tool stack that matches your experience.

Suggested tools:

- Editing: CapCut, DaVinci Resolve, Premiere Pro, Final Cut, or whatever you can use quickly and reliably.
- Design: Canva or Figma for thumbnails and templates.
- Planning: a shared checklist (Google Doc) or a simple board (Trello/Notion).
- Storage: one shared drive with clear folders (Google Drive, Dropbox, OneDrive).

Shared folder structure (example):

- 01_Admin (releases, permissions, contact list)
- 02_Plans (scripts, shot lists, weekly outlines)
- 03_Raw_Footage (by date and event)
- 04_Projects (editing project files)
- 05_Exports (final videos, social cuts, thumbnails)
- 06_Captions_and_Links (captions, tracking links, campaign copy)

File naming and versioning rules:

- YYYY-MM-DD_Location_Event_CameraName_Clip001.mp4
- HI5_TeamName_WeeklyRecap_v01.mp4 (then v02, v03 as you revise)
- Never overwrite finals. Export to a new version number.

Security and privacy:

- Limit access: only people who need the raw footage should have it.
- Backups: keep at least one extra copy of raw footage (external drive or a second cloud location).
- Sensitive material: store releases and personal details in 01_Admin with restricted access.
- Private collaboration: if you use Git for scripts or templates, keep repos private and restrict contributors.

3.3 Working with Coders, meeting cadence

Coders need deep focus. You need authentic moments. The solution is a predictable cadence that respects both. (Got to [Chapter 4](#) to read about how to embed within a coding team.)

Suggested tempo (adjust to your team):

- Weekly planning (30 min): what you will capture, what you will publish, and who is doing what.
- Light check-in (10 min, 2-3 times/week): quick updates, blockers, and upcoming moments to film.
- Milestone capture sessions: schedule filming for demos, decisions, breakthroughs, setbacks, and Merger Twist moments.
- Debrief (10-15 min after a key moment): record fresh reactions while it is real.

Working rules with coders:

- Ask first. Do not film private moments or when people are stressed unless they agree.
- Do not interrupt problem-solving. Capture after the moment, or record screen outputs with permission.
- Keep a running 'what happened' log (bullet notes). Editors love this.
- Protect the team: if a moment could harm someone, do not post it. Tell the story without exposing people.

4. Embedding with Coders

Embedding is where storytellers become part of the team in a respectful, low-friction way. Your job is to capture real collaboration without getting in the way of it, and to protect people while you do it.

Think of yourself as a documentary crew with a duty of care: you help coders feel seen and supported, you keep the story accurate, and you never trade trust for clicks.

This chapter gives you a simple operating model for access, consent, and boundaries, so your team can move fast and stay safe.

4.1 Finding and connecting with Coders

Hi! I'm joining the HI-5 Grand Challenge as a Storyteller. I'm looking for a coder team (or a couple of coders) who want a flexible, longer challenge they can run alongside study/work. It's not a 48-hour hackathon - you build

over time, and we'll document the journey and mobilize community support. Interested in a quick 20-minute call to see if it's a fit?

Quick “first message” template (copy/paste)

You can recruit a team, join an existing team, or merge Storytellers with a team that needs media support. Your job is to reduce friction: help coders feel supported, seen, and excited to keep going.

What this means for you as a Storyteller

- HI-5 Grand Challenge: longer build where teams can iterate, learn, and improve. Storytelling, community mobilization, and collaboration matter - not just a last-minute demo.
- Hackathon: short, intense sprint (often 24-72 hours), lots of demo hype, limited time for iteration.

How this differs from a hackathon (plain English)

- Make the ask easy: propose a first 20-minute call, then a simple “Week 1 plan” with clear next steps.
- Offer value: portfolio material, public visibility, potential sponsorship exposure, mentoring, and the satisfaction of building ethical/sustainable AI impact.
- Highlight flexibility: this is designed to run alongside study or work. It is not an all-weekend sprint - and teams can join late and still do well if they build smart and tell the story clearly.
- Lead with the challenge: coders love solving hard problems. HI-5 is about building something real, improving it over time, and showing how the team works under pressure.

How to pitch HI-5 to coders (what they care about)

- Post in community groups: Facebook coder groups, LinkedIn developer networks, [Discord](#) servers, websites like: www.dev.to and www.hackernoon.com, school/university forums.
- Approach small local tech businesses (10 or less staff) who like community projects and visibility. They can enter with a lightweight prototype and still compete.
- Ask family and friend networks: many teams start as “someone knows someone”.
- Search for local coding clubs, maker spaces, robotics teams, and AI meetups. A quick AI-assisted search is fine: ask it to list clubs near you and give contact emails/social pages.
- Use flyers and noticeboards at local high schools, colleges, and universities (computer science, engineering, robotics, entrepreneurship, design).

Where to look (simple options that work)

Most Storytellers will not start with a coder team in their pocket. That's normal. Treat this like building a small local crew: you are recruiting people who enjoy solving problems, want real-world experience, and want their work to matter.

4.2 Access, trust, and consent

Start by earning access. The fastest way to lose access is to surprise people with a camera or post something that makes them look bad.

Use this three-step setup in the first 24-48 hours:

- Agree on access levels: what can be filmed anytime, what requires a quick check-in, and what is off-limits.
- Confirm consent: everyone must know where content may be posted (and that consent can be withdrawn for future filming).
- Assign a point-of-contact: one coder or team lead who can give quick yes/no approvals when things get hectic.

Access levels you can use (keep it simple):

- Green (open): general working areas, stand-ups, non-sensitive brainstorming, celebrations.
- Yellow (ask first): screens, whiteboards with technical details, heated moments, private feedback, personal conversations.
- Red (no capture): passwords, personal data, private messages, medical or financial details, anything that could harm someone or violate the rules.

Tip: write these in one page and share it in your team chat. When in doubt, treat it as Yellow.

4.3 Filming etiquette and boundaries

Your default mode is 'quiet capture'. You are there to observe, not to direct.

Filming etiquette that keeps coders focused:

- Do not interrupt problem-solving. Capture before/after the moment or ask for a 30-second recap once the pressure drops.
- Keep cameras and phones out of faces. Shoot wider angles, over-the-shoulder, or hands-on-keyboard to reduce stress.
- Use short prompts. One question is enough: 'What just happened?' or 'What is the next decision?'

- Check the room. If someone looks uncomfortable, lower the camera and ask privately if they are okay with filming.
- Never post in real time if it could expose strategy, private information, or the Merger Twist decision-making.

Boundary rules (non-negotiable):

- No humiliation content. If a moment could harm someone's reputation, do not publish it.
- No doxxing. Do not show addresses, school IDs, personal phone numbers, private chats, or identifiable minors without proper permissions.
- No 'gotcha' edits. Keep context so the story is fair.

If your team includes minors or school groups, follow the Safeguarding chapter strictly and defer to teacher/guardian requirements.

4.4 Capturing collaboration under pressure

The strongest Category 1 stories show real teamwork under time pressure: decisions, trade-offs, conflict resolution, and breakthroughs.

Capture a repeatable set of 'collaboration signals':

- Decision points: what options were on the table, who argued for what, and why the final choice was made.
- Constraints: time, bugs, missing data, limited skills, or platform limits - show what made it hard.
- Roles in action: who led, who supported, who resolved a conflict, who brought clarity.
- Iteration: what failed, what changed, what was learned, what improved.
- Human moments: encouragement, humor, fatigue, resilience: keep it respectful.

Use the 3-layer capture method:

- Proof (5-15 sec): quick visuals that the work is happening (screens, sticky notes, team huddles).
- Context (15-45 sec): a short explanation of what the team is trying to do and what is blocking them.
- Reflection (30-90 sec): a post-moment mini-interview with one person - feelings + learning + next step.

This keeps your content authentic and makes editing easy later.

4.5 Confidentiality, privacy, and the Merger Twist

Some parts of the Challenge are sensitive by design. Protecting confidentiality is part of playing fair and keeping your team safe.

Do not publish:

- Passwords, API keys, private links, or anything that could compromise systems or accounts.
- Personal data (full names of minors, addresses, phone numbers, private messages, ID cards, medical or financial information).
- Unreleased strategy, internal disputes, or anything that could jeopardize a team's eligibility.
- Details of the Merger Twist decision-making before the official reveal window.

Practical safeguards:

- Film screens only with permission. If you capture a screen accidentally, blur or crop before publishing.
- Delay posting when stakes are high. It is better to post a great recap than a risky live update.
- When in doubt, run a quick 'publish check' with the team lead or point-of-contact.

4.6 Conflict, care, and keeping the team inclusive

You will sometimes be present when people disagree or feel stressed. Your role is to support inclusion and psychological safety, not to amplify drama.

Use these practices:

- Ask for consent before filming tense moments. If consent is not enthusiastic, do not film.
- Balance voices. Make space for quieter team members and avoid turning one person into 'the hero' or 'the problem'.
- If someone asks you to stop filming or remove a clip from future use, respect it immediately.
- If you witness bullying, harassment, or unsafe behavior: pause filming, support the person affected, and escalate through the Challenge organizers/teachers as appropriate.

Your best content comes from trust. Protect it.

5. Content system

This chapter gives you a repeatable content system. It works for professional crews and for phone-first creators. Your job is not to produce perfect cinema. Your job is to make the teams visible, human, and shareable, and to build momentum for HI-5 and mypaloma.

If you do not know where to start, follow the Minimum Viable Story (MVS) in 5.1 and the Phone-first rhythm in [5.2](#).

What you are trying to capture (every week):

- People: who is in the team, what each person brings, how they collaborate.
- Progress: what changed since last update (build, test, iteration).
- Decisions: trade-offs, constraints, and why choices were made.
- Pressure: deadlines, obstacles, disagreements, problem-solving.
- Purpose: why ethical and sustainable AI matters, and how mypaloma is different in intent and architecture.
- Community: who is watching, helping, sponsoring, or joining.
- Momentum: clear calls to action (watch, share, follow, vote, back the campaign).

5.1 The story spine (what to show)

Use a simple story spine so your content stays coherent across weeks and across platforms. You can go deeper if you are experienced, but you should never skip the basics.

Minimum Viable Story (MVS), the 6 beats:

- 1) Set the scene: where is the team, what is the goal this week.
- 2) Introduce the humans: 1-2 lines per person (role + motivation).
- 3) Show the challenge: what is hard right now (constraint, bug, trade-off).
- 4) Show the work: 2-3 real moments (whiteboard, screen, testing, debate).
- 5) Show the decision: what they chose and why (keep it honest).
- 6) Close with impact and next step: what happens next, and how the audience can help.

Story angles you can choose (pick 1-2 per week):

- The Build: prototype progress, demos, iterations.
- The People: collaboration, inclusion, leadership, conflict resolution.
- The Ethics: how the team thinks about harm, bias, consent, sustainability.
- The Community: local support, mentors, schools, sponsors, small tech businesses.
- The Twist: the Merger decision, negotiation, and alignment (share outcomes, protect confidential details).
- The Mission: why HI-5 exists, and how mypaloma aims to shift AI toward humane outcomes.

Quick prompts for interviews (use as-is):

- What are we trying to achieve this week?
- What surprised us so far?
- What was the hardest decision, and what did we trade off?
- Where did we disagree, and how did we resolve it?
- What is one thing the audience can do today to help this team (share, follow, vote, back)?

5.2 Publishing rhythm (consistency over strict schedules)

Goal: build trust and momentum through regularity, not perfection.

Pick a rhythm you can actually sustain for the length of the Challenge.

Aim for reliable output, not a rigid calendar.

Use a “minimum viable tempo” and “bonus tempo”:

- Minimum: 2–3 pieces/week
- Bonus: 4–6 pieces/week when you have capacity

If you miss a day, don’t “make up” by spamming. Just return to rhythm.

Rule of thumb: If it feels heavy, it’s too strict. The system should feel like a groove, not a leash.

5.3 Mix and variation (posts/reels, lengths, and concepts)

Goal: keep the feed varied while still coherent.

Use a simple mix that covers format + length + idea type:

Formats (to rotate)

- Reels/short video (reach)
- Static post or carousel (clarity and saves)
- Story/short updates (relationship and behind-the-scenes)

Lengths (vary intentionally)

- Short: 7–12 seconds (hook and single point)
- Medium: 20–40 seconds (mini explanation)
- Long: 60–90 seconds (deeper teaching, less often)

Concept types (rotate so you don’t repeat yourself)

- “One idea” teaching (single insight)
- Myth vs reality (quick correction)
- Case example / mini story
- Framework (3 steps, 4 prompts, 5 rules)

- Behind-the-scenes build/process
- Opinion with a reasoned stance
- Q&A / response to a comment

Simple weekly balance (non-constrictive)

- 2–4 “reach” pieces (usually reels and posts)
- 1–2 “depth” pieces (carousel or longer reel)
- 1 “human” piece (story, reflection, behind-the-scenes)

This is a menu, not a mandate. Use what fits your capacity this week.

Prioritize regularity: a steady mix of posts and reels, varying length and concept, so the audience gets both quick hooks and deeper clarity.

6. Broadcast platforms

Publishing is how you earn attention, trust, votes, and conversions. Your job is not just to document the build. Your job is to move the story through the world.

This chapter helps you choose the right platforms, match format to channel, and publish in a way that is consistent, ethical, and measurable.

Two reminders before you post:

- Protect people and privacy. Do not film or share sensitive information, private messages, personal data, or anything your coder team has marked as off-limits (see Chapter 4).
- Use clear calls to action. When a tracked link is provided for voting or crowdfunding, use it. Keep proof of what you published (links, screenshots).

You can win through craft, consistency, mobilization, and reach. A creator collective or influencer trio can compete strongly if you publish in alignment and drive real action.

6.1 Where you can publish

Publish where your audience already is. You do not need every platform. You need a small set that you can run consistently. We recommend you use your existing channels or create team-specific accounts and redirect your personal audience to those.

Recommended channels by purpose:

- Shortform discovery: TikTok, Instagram Reels, YouTube Shorts, Facebook Reels.
- Longform story and authority: YouTube (weekly recaps, explainers, and the final 5-minute highlights), Vimeo (clean hosting), podcasts (audio recaps and interviews).

- Professional and partnership reach: LinkedIn (teams, mentors, sponsors, universities, local business), newsletters, community websites.
- Community hubs: Facebook Groups, Discord servers, Reddit communities (only where relevant and respectful), school or university channels (with permission).
- Local media: community radio, local newspapers, council pages, small business networks. These can be powerful for community mobilization.

Team publishing options (pick one model):

- One shared channel: the Storyteller team runs a single account and publishes as one voice.
- Several aligned channels: each Storyteller publishes on their own account, using shared beats and shared links, and cross-promotes the others.
- Hybrid: one shared channel for the official story, plus individual channels for reach and behind-the-scenes content.

If you are working with schools, youth, or minors, follow the local policy and consent requirements. When in doubt, do not publish.

6.2 Platform best practices (shortform vs longform)

Think in formats, not platforms. You are building a content ladder that moves people from curiosity to action.

Shortform (15-60 seconds) best practices:

- Hook fast: the first 1-2 seconds must show a person, a problem, or a surprising moment.
- One idea per video: one win, one setback, one decision, one lesson.
- Always caption: most people watch muted. Keep text big and inside the safe area.
- End with a simple CTA: follow for updates, vote when open, and support via tracked link.

Longform (3-8 minutes) best practices:

- Weekly recap: context (30s), progress (2-3 min), friction/decision (1-2 min), next steps (30s), CTA.
- Use chapters and clear titles so people can skim.
- Use strong thumbnails: faces, one short phrase, clear stakes.

The 5-minute highlights build (final deliverable):

- Write your outline first. Do not edit your way into a story.
- Show teamwork and pressure: collaboration beats perfection.
- Keep it human: names, roles, values, and what changed.

Live and real-time moments (optional, high impact):

- Schedule it. Promote 24 hours and 1 hour before. Have a run sheet and a moderator.
- Go live for milestones: kickoff, mentor session, sprint wrap, key build decision, campaign launch.

Cross-posting and repurposing:

- Edit one master version, then export clean copies for each platform. Avoid visible platform watermarks if possible.
- Use the same story beat across channels but tailor the caption and CTA to each audience.
- Pin your best explainer and your active campaign link post.

Measurement that matters (simple, practical):

- Reach: views, shares, saves.
- Engagement: comments that show understanding, not just likes.
- Action: votes, tracked link clicks, and conversions during campaign windows.

6.3 Accessibility (captions, audio, alt text)

Accessibility is not optional. It directly improves watch time, comprehension, and shareability.

Minimum accessibility standard for every post:

- Captions: use auto captions but correct names, key terms, and numbers.
- Audio: record in a quiet place, use a simple mic if available, and avoid loud music under speech.
- Text overlays: high contrast, large font, simple wording, and avoid covering faces.
- Alt text: add it on platforms that support it (especially for images and posters). Describe what matters.
- Flashing and safety: avoid rapid flashing effects. Keep motion simple and readable.

For longer videos, add a short, written summary and a transcript when possible. This helps teachers, parents, and busy audiences engage quickly.

Quick accessibility check (10 seconds):

- Can someone understand this with sound off?
- Can someone understand this with sound on but without looking at the screen?
- Is any private or sensitive information visible in the frame?

7. Community Project and Community Bounty

This chapter helps you turn attention into tangible impact. A strong Community Project gives your audience reason to care beyond the build of mypaloma: it has the possibility to create a real-world outcome your team champions, locally or anywhere you are passionate about.

7.1 Why this matters

The HI-5 Grand Challenge is not only about building and broadcasting a story. It is also about rallying people around meaningful outcomes. The Community Project is a powerful way to mobilize support because it makes the Challenge personal, practical, and shareable.

As Storytellers, you become:

- Community connectors and organizers
- Translators of complex tech into human outcomes
- The team that turns attention into impact

7.2 What is a Community Project

A Community Project is a specific, fundable, real-world outcome your team champions. It can be local to where you live, or in another location you care about (for example, supporting a school in a disadvantaged area).

A strong project is:

- Clear and tangible (easy to understand in one sentence)
- Feasible (not a vague dream)
- Ethical and inclusive (benefits others, not just the team)

7.3 Examples of strong Community Projects

Choose examples that are concrete and visible. People rally behind what they can picture.

Education

- A school extension, classroom upgrade, or learning hub
- A tech-for-good makerspace, devices, or connectivity support
- A scholarship fund or equipment library

Health and wellbeing

- A health clinic extension or essential equipment
- Mental health or youth support program funding
- Community wellbeing infrastructure (for example a shaded exercise area)

Public space and youth

- A park upgrade, playground, skate park, shade structures
- Safety lighting, seating, BBQ area, community garden
- Youth center upgrades or equipment

Remote or international impact

- Fund a school rebuild, sanitation, supplies, or teacher support
- Community resilience projects (water, solar, basic infrastructure)
- Support a local NGO delivering education or health outcomes

Tip: the best projects are easy to describe in one sentence.

7.4 How to choose a project people will back

Use this filter. If you cannot answer these quickly, your audience will hesitate:

- Human: Who benefits, specifically? (kids, families, patients, teens, elders)
- Visible: What will physically change? (a new space, equipment, or build)
- Credible: Who will deliver it? (school, council, NGO, clinic, community group)
- Costed: Do you have a rough budget range and quotes/estimates?
- Shareable: Can a stranger understand it in 10 seconds?

7.5 The Storyteller job: mobilize, do not pressure

Invite people into a movement. Do not use guilt, hype, or manipulation. Trust is your biggest asset.

Do:

- Tell the truth, show the need clearly, and show progress as it happens
- Make participation easy (a link, a QR code, a simple ask)
- Celebrate non-financial support too (sharing, introductions, volunteering)

Do not:

- Promise outcomes you cannot guarantee
- Use shame, coercion, or pressure tactics
- Imply people are buying influence over judging

7.6 Your Community Project one-pager (template)

Create a one-page brief and keep it consistent everywhere:

- Project name:
- One-sentence goal:

- Who benefits:
- Why it matters now:
- What the funding pays for (3-6 bullet points):
- Budget range (estimate or target):
- Delivery partner (school/NGO/council/clinic):
- Proof (quotes, estimates, photos, permission where needed):
- Timeline (rough milestones):
- How to support (share, donate via official channel, volunteer, introductions):

7.7 How to rally a community (a practical plan)

Step 1: Gather your team. Pick a real organization who can deliver the asset. Ask for permission to represent the project publicly, a short quote of support, and a point of contact.

Step 2: Build your community coalition. Aim for 10-30 people or organizations who will share at launch (schools, clubs, local businesses, community leaders, creators, newsletters).

Step 3: Capture proof before you ask for support (before shots, short interviews, simple budget evidence).

Step 4: Launch with a rhythm: Day 0 announce; Weeks 1-2 show people/place/need; Weeks 3-4 progress and community voices; then ongoing milestones and updates.

7.8 Content ideas that convert attention into action

- This is what we are planning to fund (15-30s)
- Meet the people it helps (micro-interview)
- Local heroes (feature supporters and partners)

7.9 Governance and trust (keep it clean)

If you want serious community backing, treat trust like a core asset.

Minimum best practice:

- One clear delivery partner (school/NGO/council/clinic)
- Transparent reporting: what was you plan to achieve, pathway, benefit to community

7.10 Align with the official HI-5 rules

This chapter is an operational guide. The final authority is the official [HI-5 Terms and Conditions](#) and organizer updates.

7.11 Quick scripts (copy and adapt)

30-second project pitch: We are part of the HI-5 Grand Challenge, and we are using this story to rally support. Together we have a potential to create real benefit for our community: [one-sentence project]. It helps [who benefits] by [what changes]. If you can, support by sharing this and following the project. If you want to go further, use the official link to back the campaign and help us rally our community.

DM or email to a local business: Hi [Name], we are local Storytellers for HI-5 and we are championing a community project: [project]. We would love your help sharing it with your community. If you are open, we can feature your support as a community partner. Can I send you the one-page summary and the official link?

8. Mobilization system

Mobilization is how Storytellers turn attention into action. Your job is to help real people do simple, ethical things: follow the story, share key moments, vote when voting opens, and support the official campaigns through the team tracking link. Mobilization also powers your Community Project by rallying supporters behind a tangible outcome.

Think in a simple funnel:

Awareness -> Interest -> Trust -> Action

You do not need millions of views. You need the right people taking the next step at the right time.

Mobilization essentials (use every week):

- One clear ask per post (follow OR share OR vote OR back the campaign)
- A pinned post with the current official link (campaign or voting, when live)
- A list of partners/champions who will share on cue (schools, clubs, local businesses, creators)
- A simple rhythm: announce -> remind -> update -> thank
- Proof: save links and screenshots for organizer submissions

8.1 Community nomination and engagement

This is how you build local momentum that lasts. Your community might support the team because they like the people, because they care about ethical and sustainable AI, or because they want the Community Project to happen. Give them all three.

Step-by-step community setup (Week 1-2):

- 1) Pick a Community Project and write the one-pager ([Chapter 7](#)).
- 2) Identify 10-30 community champions (people/organizations who will share at launch).
- 3) Create a single community hub link: a page or doc that explains the team, the project, and how to follow/support.
- 4) Collect proof and permissions (photos, quotes, partner approval) before asking widely.
- 5) Plan your first community post series: introduce the team, the mission, the project, and the first milestone.

Ways to engage your community before you ask for pledges:

- Invite people to follow and share the weekly recap.
- Ask for introductions: mentors, small tech businesses, schools/university groups, local media.
- Run a community Q&A (in person or live) on ethical AI and what your team is building.
- Recruit volunteers: captions, filming help, event support, community outreach.
- Celebrate contributors publicly (with permission). Gratitude builds momentum.

8.2 Outreach playbook (ethical and effective)

Outreach is not spam. It is structured networking: clear ask, clear value, and respect for people's time. Your goal is to recruit allies who amplify at key moments (especially the first 48 hours of a [crowdfunding campaign](#)).

Your outreach ladder (start small, build up):

- ⇒ Level 1 - Friends and family networks (easy shares, introductions).
- ⇒ Level 2 - Community groups (schools, clubs, councils, local businesses, meetups).
- ⇒ Level 3 - Creators and influencers (aligned values or local relevance).
- ⇒ Level 4 - Media and institutions (local press, universities, NGOs).

What to send (keep it short):

- One sentence: what HI-5 is and what your team is building.
- One sentence: why it matters (ethical/sustainable AI and the community outcome).
- One clear ask: share/follow now; vote when open; back via the official link when live.
- One asset: a 15-30s clip or a simple poster with correct names and handles.
- One link: your hub link or the current official link (tracked when provided).

Creator collectives (how to multiply reach):

- Form a trio or small collective of creators. Agree on shared weekly beats and a shared CTA.
- Cross-post the same story beat within 24 hours to create a wave.
- Tag each other and the team. Pin the best explainer and the active official link.
- Coordinate a live session or short interview that each creator can repurpose.

Ethical rules (non-negotiable):

- Disclose relationships clearly (you are part of the team / supporting the campaign).
- No pressure tactics, no vote manipulation, no fake urgency.
- Do not promise outcomes you cannot guarantee. Stick to the official rules.

8.3 Partnering with schools, universities, and local organizations

Institutions amplify credibility and reach. Schools and universities also unlock volunteers, mentors, and community champions. Your job is to make participation safe, simple, and aligned with their values.

What partners usually want:

- A clear educational or community benefit (skills, mentoring, real-world project).
- Low admin burden (one point of contact, simple approvals, clear schedule).
- Safety and consent clarity (especially if minors are involved).
- Positive representation and brand safety.

Partner pitch outline (copy and adapt):

- We are participating in the HI-5 Grand Challenge. Our team is building [one line].
- Our Storytellers document teamwork and ethical AI learning in a safe, respectful way.
- We are championing a Community Project: [one line].
- We would love your support via [share/follow/host a short talk/introductions].
- We can provide approvals, consent forms, and a clear publishing plan.

Practical partner options:

- Host a 30-60 minute talk or panel on ethical AI and what the team is building.
- Share the weekly recap in a newsletter or internal channel.
- Provide a mentor, workspace, or a small in-kind contribution (printing, food, venue).
- Become a Community Project delivery partner (school/NGO/council/clinic).

9. Crowdfunding 3-pulse playbook

Crowdfunding is the conversion layer of HI-5. It turns audience attention into funding for integration, testing, refinement, and staged public release of mypaloma components. For Storytellers, it is also a scored behavior: your job is to mobilize real people to visit the official campaign site using your unique tracking link and get them to pledge.

Use this chapter as an operational checklist. When in doubt, follow the [official Terms](#) and organizer updates.

9.1 The three campaigns

During the HI-5 Grand Challenge mypaloma will launch three Kickstarter campaigns. Aside from funding the build and release, more importantly, they will establish our initial user-base.

At mypaloma, we believe memberships must be accessible to everyone. Here's a 'sneak peek': during the three campaigns, [lifetime memberships](#) will be starting at US\$5!

Plus: each paid membership sponsors two free ones, for those that cannot afford it.

Each campaign is aligned with a major finalist or winner moment as part of the Challenge, so the public sees proof of progress before they pledge.

At the time of writing, the operational plan lists the following launch moments (US ET):

Campaign	Proof moment	Launch (US ET)	Duration	Primary audience
Kickstarter 1	Simulation Finals and Winner Announcement	Wed 27 May 2026, 4:00 PM	14 days	Early adopters, ethically minded tech supporters, global general public
Kickstarter 2	Mobile App Finals and Winner Announcement	Wed 24 Jun 2026, 4:00 PM	14 days	Sustainability-conscious and ethically curious general public
Kickstarter 3	Desktop App Finals and Winner Announcement	Wed 29 Jul 2026, 4:00 PM	14 days	Broader public, sustainability advocates, global media, tech ethics community

Why this matters for Storytellers: each campaign is a fresh chance to mobilize your audience and your community. You do not need to be 'big' to do well. You need a plan, partners, and consistency.

Community Bounty link: if a crowdfunding campaign raises more than its stated mypaloma funding requirement, excess funds can flow into Community Bounty allocations ([subject to the official rules, caps, and fees](#)).

⇒ *Your team's tracking link is what converts your Storyteller efforts into community support and the potential for a real-life project to be funded through mypaloma.*

9.2 The first 48 hours plan

The first 48 hours of each campaign are structurally important. Early traction helps boost the campaign, and the Storyteller scoring system double-counts attributed clicks in the first 48 hours of each campaign launch.

Your job is to treat each campaign like a mini-launch. Build one simple wave that peaks at launch, then a smaller second wave 24-48 hours later.

48-hour surge checklist:

Prepare and have your assets ready before the link is issued:

- one 15-30 second hero video, one static poster, and one short caption set (3 variants).
- Build your link placement plan: link-in-bio, pinned post, QR code for in-person sharing.

Line up 10-30 team champions:

⇒ friends/family, community leaders, schools/university, clubs, creators.

Ask them to share in the first 2 hours.

1. Schedule your first publish window: 30-60 minutes before launch (context), at launch (link), and 2-4 hours after launch (proof + reminder).
2. Go live or run a premiere if you can: launch night watch party, quick Q&A, or a short team demo recap tied to the finalist/winner proof moment.
3. Respond fast: reply to questions, thank supporters, and keep the ask simple (support via the official link).
4. Post one progress update within 24 hours: early traction, gratitude, and the next milestone.

5. Post one final 48-hour push only if it is accurate and allowed under the official guidance.
6. Phone-first option: if you can only do one thing, publish one clear short video with the link, pin it, and ask 10 people to share it in the first hour.

9.3 Tracking links and reporting

Storyteller Teams obtain a unique tracking link shortly before each campaign launch (often 24 hours prior). Use that link everywhere you are asking people to visit the campaign page.

If you're sharing campaign links:

- Use the **official link path** and your **unique tracking link** if provided.
- Don't create fake urgency or misleading scarcity.
- Don't imply that support "buys" judging influence.
- Do not encourage fake clicks, bots, or manipulation. This can put your team at risk.

Be transparent:

- "This is how you can support the campaign."
- "This helps our team's mobilization score."

Tracking and analytics (simple):

- Create a one-page log (Doc or Sheet): date, platform, post link, caption/asset used, and which campaign it relates to.
- Take screenshots of pinned posts and key share moments (especially launch day).
- Save the raw exports of your hero video(s) and posters in your shared drive.
- Record your community nomination for that campaign and keep proof of any change you make before Campaign Close.

After the campaign, archive the links and data in a designated folder.

Community nomination reminder: the official rules allow a Storyteller to nominate one Community Project for a campaign, and to change that nomination up to Campaign Close. Lock your nomination early so your community can rally with confidence.

If you are asked to report numbers, do not guess. Report what you can verify: links, posts, screenshots, and any platform analytics you can export.

10. The Merger Twist

All coding categories face the Merger Twist at the semi-final stage. This is a tough decision-point where all three semi-finalists reach a distinct fork in the road:

- **Option A:** Back your own solution to win outright (highest prize share, highest risk).
- **Option B:** Negotiate and consolidate with another team for a faster, more certain win, but with a smaller profit-share-prize.

The tension is real because the negotiation itself is dangerous: you have to show enough to persuade, but not so much that you hand over what makes your solution better.

The Storyteller's job

Turn a behind-the-scenes negotiation into a public storyline about:

- decision-making under pressure
- trade-offs (certainty versus upside)
- strategy (what you reveal versus what you protect)
- teamwork, psychology, and judgment

Storytellers can share the **structure** of the negotiation, but not the content.

Here's a practical "reveal without giving away" menu.

OK to reveal:

- The user problem you solve (in plain language)
- What the user sees (high-level UI flow, blurred/abstracted if needed)
- The outcomes you can prove (faster, simpler, fewer steps)
- Your principles ("we optimise for clarity over complexity")

Do not reveal:

- Implementation details (code, architecture diagrams, automations)
- The exact differentiator ("our unique step-by-step method is...")
- Anything that can be replicated quickly by another team
- Any data, metrics, customer lists, or internal docs

A simple negotiation model story audiences understand

Use this to narrate the drama without details:

- "We can win alone, but it's risky."
- "We can merge and lock in a win, but we give up upside."
- "The hard part is proving value without handing over the keys."

Content ideas (safe, practical, engaging)

1. **Poll:** “Would you merge for a guaranteed win but lower share?”
2. **Trade-off carousel:** “Solo versus Merge: 5 trade-offs we’re weighing.”
3. **Negotiation rules post:** “What we’ll share vs what we won’t (and why).”
4. **Redacted whiteboard video:** show headings only: “Must keep / Can share / Dealbreakers”.
5. **Reel:** “3 questions we ask before merging with another team.”
6. **Behind-the-scenes:** “We have a meeting in 20 minutes that could decide the whole outcome.”

Hooks you can use

“We’ve reached the point where we can either win alone or win together.”

“This is the negotiation problem: how do you prove your solution is best without giving it away?”

Use the “replication test”:

- ⇒ If someone could recreate your team’s advantage in a weekend from what you share, you shared too much.
- ⇒ Use the “negotiation transcript rule”: Never post screenshots, clips, or quotes from negotiation calls. Summarize outcomes only.

11. The Race for Redemption

Submissions have been received, teams shortlisted, and they have presented their work. But the judges are not satisfied with any of the offered solutions.

The quality standard was not met, and the judges issue a checklist of items that need to be improved.

- ⇒ Now, **ALL** challenge teams are back in the game.

The Race for Redemption is open: Each team works feverishly to improve their solution and can submit up until the moment, when the finalist team re-submits theirs. The judges assess all submitted solutions in the order they were received and now the stakes are brutal:

- ⇒ **the first acceptable-quality solution automatically wins.**

Each team now faces the same dilemma:

How long do you keep improving for a “better” solution when the win might go to whoever hits “good enough” first?

The Storyteller's job

Make the audience feel:

- the urgency
- the decision pressure
- the sprint energy
- the “do we polish or ship?” tension
- Without showing what makes the solution work.
- The practical narrative engine: “Ship vs Perfect”

This arc is basically three choices:

- **Ship fast** (risk: still not acceptable)
- **Polish longer** (risk: someone else wins first)
- **Parallel strategy** (fast baseline + selective upgrades)

Storytellers can share the strategy and the human reality, without showing the solution.

A safe “acceptable quality” checklist:

- clarity: can a new user understand it quickly?
- reliability: does it work repeatedly?
- completeness: does it meet the brief?
- usability: is it easy to use without guidance?
- presentation: is it clean enough for judges?

Content ideas:

- Countdown updates: “Time’s ticking: 2 hours in, is fixed.”
- Daily standup reel: “What’s fixed / what’s still broken / what we’re doing next.”
- Decision post: “We cut 2 features to protect speed.”
- Poll: “Would you ship now or keep improving?”

Hooks you can use:

- “The judges reopened the challenge. Now it’s a race: first acceptable solution wins.”
- “We’re deciding between ‘good enough now’ vs ‘better later’: and later might never come.”
- “We’re working on quality without losing the win.”

12. The Final Push: The Storyteller's Submission

12.1 What you must submit

It is finally time for your team to submit your work. Well done! Storyteller teams have the longest challenge period and without a doubt you have a lot of quality content to draw on. To submit your team for the semi-final the Storyteller deliverable has two parts:

- **A 5-minute “Challenge Highlights” video**
This is the main piece audiences (and judges) will see. Aim for clear story, strong pacing, and a clean call-to-action.
- **A GitHub repository of all submission materials ([12.3 details the process](#))**
Everything that supports your 5-minute video must be uploaded to your team's GitHub repository so it is traceable, transparent, and accessible for review.

Keep it simple: one great 5-minute video, and a clean, organized GitHub folder that proves what you made and how.

- ⇒ **Remember:** check out the [Bonus Category](#) and tailor your highlight reel and submission to those prizes. You may well be in the running for one of the bonuses.

12.2 The 5-minute video (what it should include)

Use this example structure so you don't overthink it:

- **0:00–0:30 | Hook**
What is the mission, and why should anyone care?
- **0:30–1:30 | The team and collaboration**
Show the humans. Show teamwork. Make the team likeable and real.
- **1:30–3:30 | The build (show it working, even if early)**
Demo something. Show progress. Avoid technical overload.
- **3:30–4:30 | The journey under pressure**
What was hard? What did you learn? What changed?
- **4:30–5:00 | The ask**
Tell people exactly what to do next: vote/follow/share/support (keep it short and clear).

Minimum quality checklist:

- clear audio (this matters more than perfect visuals)
- captions if possible
- stable shots, simple lighting
- no over-claims; label future goals as goals

12.3 Bonus Categories (Category 6)

The HI-5 Challenge includes Bonus Prizes (Category 6) designed to reward teams who embody the collaborative, innovative, and human spirit of the Challenge.

The five Bonus Prize Categories, each with a US\$200,000 profit-share prize, are:

1. **Best Storyteller Human Story**

Awarded for the most compelling and inspiring human story (or series of stories) of a team's journey through the Challenge. This can include a documentary-style story of one team or multiple teams, and it can capture the broader movement and its impact.

2. **Best Cross-Team Integration**

Awarded to the team that demonstrates that cross-team collaboration measurably improved the quality, reach, or impact of their solution and associated human story.

3. **Best Open-Source Movement**

Awarded for the strongest plan to foster a long-term open-source community around the team's work (not just code, but contribution pathways, documentation, community leadership, and momentum).

4. **Best Innovation & Creativity**

Awarded for the most groundbreaking, efficient, or creatively executed approach to the category challenge.

5. **Most Diverse Team**

Awarded to the team that best represents diversity of skills, cultural backgrounds, and personal identities (note: the official Terms include a special condition for this category).

Important rules (read this carefully)

⇒ **No separate submission is required for Bonus Categories.**

Bonus Categories are assessed using your existing submission materials.

Your **5-minute "Challenge Highlights" video** is the primary source reviewers will use to assess Bonus Category fit.

⇒ **Teams may choose to target a Bonus Category on purpose.**

You can design your 5-minute submission video to strongly emphasize one Bonus Category (for example: a documentary-style human story or evidence of cross-team integration).

⇒ **Bonus Categories are open to all eligible teams and are not "finalists-only."**

Any team in Categories 1–5 can be considered for Bonus Categories under the official Terms ([exception](#): "Most Diverse Team" is only applicable to Finalist and Winners).

Practical “how to signal it” inside your 5-minute video

If you want the judges to notice your Bonus Category intent, make it obvious in the structure:

- Put a **one-line callout at the start:**
“We are targeting Bonus Category: [name].” But do not turn it into a sales-pitch.

Reminder: this book is instructional only. The official [HI-5 Terms and Conditions](#) always override this section.

12.4 GitHub repository (what to upload and how to structure it)

You will need a GitHub account to deposit all your required submission files.

1. Sign up for a free account on GitHub
2. Create your repository. Recommended path: `/storyteller_TeamName/submission/`
3. Upload your files.
4. Follow T&Cs to ensure you are supplying all material
5. Email your complete submission to: submissions@mypaloma.ai

Final video

`storyteller_TeamName_5min_Highlights.mp4`

Project readme

- README .md with read-only access:
- team name and Storyteller names, date of birth and roles
- video title and short summary (3–6 lines)
- what footage was captured and when (simple bullets)
- links to top-performing published posts (if relevant)
- any credits/permissions notes

Assets (only what you have rights to share)

- `assets/` (logos, graphics, music licenses, etc.)

⇒ *Make your submission info easy to understand and follow for the judging panel!*

12.5 Audience vote and reach (keep it ethical, keep it effective)

Your job is to mobilize reach without manipulation.

Do:

- organize a **48-hour push** around your final video drop
- get 10–30 community allies ready to share (schools/clubs/businesses/creators)
- cross-post and collaborate with other creators
- use one clear link path (vote, follow and support)

Don't:

- buy engagement, use bots, or mislead people
- pressure people with guilt
- promise outcomes you can't guarantee
- Simple vote-week posting rhythm:

13. Safeguarding, consent, and dignity (Non-Negotiables)

13.1 Why this chapter exists

Storytellers create public content about real people. Your responsibility is to protect participants, protect your team, and keep the Challenge safe and credible. If you're unsure, choose the safer option. Kindness always wins.

13.2 Consent essentials (what you must do)

Before filming or publishing:

- **Ask permission** before recording anyone identifiable (face/voice/name).
- **Explain where it will be shared** (platforms + that it may be seen globally).
- **Get written consent** where possible (a simple form, email, or message confirmation).
- **Respect “no” immediately** (no persuasion, no “just one shot”).
- **Consent can be withdrawn:** if someone changes their mind, remove/avoid using that content.

Practical tip: Make consent part of your workflow. “Before we start, are you comfortable being filmed and posted online?”

13.3 Extra rules if minors are involved

Please refer to [Chapter 1.4](#) regarding under 18 participants.

If anyone under 18 is in your content:

- **Do not film a minor without parent/guardian permission** (and school permission if on school grounds).
- Avoid identifying details: full names, addresses, uniforms and school name together, timetables, locations that put them at risk.
- Prefer safe angles: hands, backs of heads, wide shots, group shots, blurred faces when needed.
- Keep it respectful and age-appropriate. No teasing, no humiliation content, no “gotcha” moments.

If you can't get proper permission, don't film/publish.

13.4 Privacy and sensitive information

Do not publish:

- phone numbers, emails, addresses, exact locations of private homes
- private conversations, medical details, financial hardship details
- login screens, API keys, passwords, private repo links
- anything that could embarrass or harm someone later

Assume everything public will be seen by employers, schools, families, and strangers.

13.5 Dignity rules (how to tell a human story without exploiting people)

Do:

- show people as capable, not as props
- include their voice and context (let them explain, briefly)
- keep conflict scenes fair (no character assassination)
- celebrate inclusion and teamwork

Don't:

- turn someone into the “villain” for views
- film people in vulnerable moments without clear permission
- use shame, ridicule, or humiliation content or exaggerate claims for drama

13.6 Safe filming practice

- Film in public/appropriate spaces with permission.
- Use a buddy system when filming with strangers.
- Keep equipment and personal safety in mind (traffic, night filming, isolated areas).
- If something feels unsafe, stop. Content is never worth risk.

13.7 Compliance and takedown process

If you publish something and later realize it's a problem:

- **Remove or edit the post** (delete, blur, re-upload, replace audio).
- **Update your GitHub submission folder** to reflect the final version used.
- **Document what changed** in a short note (so reviewers see you acted responsibly).

14. Compliance quick reference (Do not get disqualified!)

14.1 Your north star

Your Storyteller advantage is trust. If you break trust, you lose. Keep it honest, respectful, and within the rules. This chapter is your final “before you post / before you submit” check.

14.2 Disqualification risks

For the full list of high-risk behaviours that can disqualify a team, see [2.3 What can disqualify a team](#) or refer to the [T&Cs](#). If you're unsure about content, pause and ask:

Is it true, fair, consensual, and safe? If not, do not publish.

14.3 Appropriate language

Use wording that protects you legally and keeps the story credible:

- “Our goal is...”
- “We're working toward...”
- “Subject to the official HI-5 rules...”
- “This is our team's view/experience...”
- “We're sharing progress updates as we go...”

Avoid:

- “This will definitely...”
- “We guarantee...”
- “Officially approved by...” (unless it truly is)

14.4 Intellectual Property and rights

Music

- Use licensed tracks, platform-safe libraries, or your own music.
- Keep proof (license screenshot/link) in your GitHub submission folder.

Footage and images

- Use your own footage, properly licensed stock, or permission-granted material.
- Don't reuse copyrighted clips "because it's short." That still gets flagged.
- Logos and brand assets
- Use the official HI-5/myaloma assets as provided.
- Don't alter logos beyond the allowed rules (if in doubt, keep them unchanged).

Appendix A: Storyteller Production Calendar (2026)

Use this calendar to plan your capture rhythm and your publishing spikes. Your biggest “attention moments” are the **Major Events** and the **Kickstarter launches/first 48 hours**.

Phase 1: Launch and Recruitment (Feb to early Mar)

- 4 Feb (Major Event): Grand Launch and Registrations Open (Cat 1 Storyteller + Cat 2 Simulation)**
Storyteller focus: recruit coders and recruit storytellers and recruit community allies.
Publish: “What HI-5 is”, “Why mypaloma matters” and “Join our team.”
- 18 Feb: Registrations open (Cat 4 Mobile + Cat 5 Desktop)**
Focus: recruitment wave (devs, creators, schools/unis, local businesses).
- 4 Mar: Final registration opens (Cat 3 Protocol) and keynote**
Focus: simplify the mission, continue recruitment, show the “not-a-hackathon” angle.

Phase 2: Build Season (Mar to early May)

- 1 Apr: Keynote “Engine of a Humane AI: Look under the hood”**
Focus: capture and translate key ideas into short explainers; show team progress and collaboration.

Phase 3: Simulation Finals and Campaign Pulse #1 (May)

- 6 May: Cat 2 Simulation registrations close and keynote “Story so far”**
Focus: mid-season recap; highlight standout teams; prepare audience for finals week.
- May: Cat 2 shortlist and Merger Twist begins**
Focus: pressure and decisions and teamwork; publish “shortlist reaction” + “what’s next.”
- 27 May (Major Event): Cat 2 Finals, Winner and Kickstarter #1 launch**
Focus: Finals coverage, 48-hour surge plan and community project angle.

Phase 4: Mobile Finals and Campaign Pulse #2 (Jun)

- 3 Jun: Cat 4 registrations close**
Focus: final sprint content; submission readiness.
- 10 Jun: Cat 4 shortlist and Merger Twist and Kickstarter #1 closes (Top 20 Communities reveal)**
Focus: shortlist beats and community momentum and proof content.
- 24 Jun (Major Event): Cat 4 Finals and Winner and Kickstarter #2 launch**
Focus: Finals coverage + 48-hour surge + community rally.

Phase 5: Desktop Finals and Campaign Pulse #3 (Jul to Aug)

- 8 Jul: Cat 5 registrations close + Kickstarter #2 closes (Top 20 Communities reveal)**
Focus: last sprint, community update and “why support matters.”
- Jul: Cat 5 shortlist and Merger Twist begins**
Focus: shortlist drama and teamwork under pressure.
- 29 Jul (Major Event): Cat 5 Finals, Winner and Kickstarter #3 launch**
Focus: Finals coverage and 48-hour surge.
- 12 Aug: Kickstarter #3 closes (Top 20 Communities reveal)**
Focus: community outcomes and transition to protocol phase.

Phase 6: Protocol Finals (Sep to Oct)

- 30 Sep: Cat 3 Protocol registrations close**
Focus: “why protocol matters” explained simply; capture collaboration and progress proof.
- 7 Oct: Cat 3 shortlist + Merger Twist begins**
Focus: high-stakes decisions translated into human story.
- 21 Oct (Major Event): Cat 3 Protocol Finals and Winner**
Focus: finals coverage; show impact and future direction.

Phase 7: Storyteller Finals (Nov)

- 4 Nov: Cat 1 Storyteller registrations close**
Focus: final edits, compliance checks, GitHub deposit tidy.
- 11 Nov: Cat 1 Storyteller shortlist and Cat 6 Bonus shortlist**
Focus: shortlist announcement content; “why we should win” positioning.
- 25 Nov (Major Event): Grand Final (Cat 1 Storyteller Finals and Cat 6 Bonus Finals and Public Release)**
Focus: 5-minute highlights, audience vote, final community push.

Appendix B: 1-Minute Checklists

B1) Before you film

- Our story is accurate and respectful
- Is consent confirmed for anyone identifiable?
- Any minors? If yes, do we have parent/guardian (and location) permission?
- Any sensitive info visible (identifiable clothes, locations, screens, logins, private docs)?
- No fake engagement or misleading claims
- Are we filming safely (location, time, buddy system)?

B2) Before you post

- True, fair, respectful?
- No private info or humiliation content?
- Music/footage licensed or owned?
- One clear call-to-action (not five)?
- Captions added (recommended)?

B3) Before you submit

- 5-minute video exported and named correctly
- GitHub deposit complete, tidy and no confidential material
- README included (summary + links + credits/permissions notes)
- No copyright risks, no privacy risks
- Email composed to submissions@mypaloma.ai

Appendix C: Field Kit (Release Form, Interview Prompts and Shot List)

C1) Simple Release Form

HI-5 Storyteller Release (Short Form)

I, _____ (name), confirm that I voluntarily agree to be recorded (video/audio/photos) by the HI-5 Storyteller team: _____.

I understand:

- the content may be shared publicly online (social media, websites, livestreams) and may be viewed globally
- I can ask not to be recorded at any time
- if I withdraw consent later, the team will make reasonable efforts to remove or stop using content featuring me (where possible)

Consent covers (tick one):

- video + audio
- video only
- audio only
- photos only

Date: ____ / ____ / ____

Signature (or typed name confirmation): _____

Contact (optional): _____

If under 18:

Parent/Guardian name: _____

Parent/Guardian signature: _____

Contact: _____

(Tip: A text message or email “I agree” is acceptable in many cases, but keep a screenshot/file for your records.)

C2) Interview prompts (fast and useful)

Use 3–5 per person. Keep answers short.

Team and purpose

- Why did you join this challenge?
- What problem are you trying to solve?
- Who are you building this for?

Collaboration

- What's your role in the team?
- What's been the hardest moment so far?
- How did the team handle pressure or disagreement?

Progress

- What changed this week (decision, pivot, breakthrough)?
- What does “progress” look like right now?

Values (ethical/sustainable AI)

- What does “ethical AI” mean to you in plain language?
- What are you doing differently because of those values?

Community

- What community project are you backing, and why?
- What would it mean if this project gets funded?

Call to action

- What do you want people to do next (vote/share/support)?

C3) Video shot list (minimum viable)

Aim to capture these over time so the final 5-minute video is easy to build.

Faces and humanity

- team introductions (clean audio)
- candid reactions (wins, setbacks, laughs)

Collaboration

- planning session (whiteboard / notes / laptops)
- debate or decision moment (respectful)
- “helping each other” moments

Build and proof

- quick demo shot (screen capture + reaction)
- prototype progress over time (v1, v2, v3)
- milestone visual (task board, checklist, commits)

Place and context

- the environment (campus, workspace, community)
- who benefits (with consent)

Community project

- the location (before shots)
- a short “why it matters” interview from a community voice (with consent)

End assets

- one clean “call to action” clip (vote/follow/support)
- one clean team group shot

Now, all you need is your passion, enthusiasm and persistence.

And maybe a touch of luck!

We wish you all of it

and are excited to having you on board!