

INNOVABLUE ADRION Blue innovation days in Šibenik

Technology Transfer Academy, PoC workshop, 2nd Hackathon and matchmaking event

Date: 15th – 17th September 2026

Place: Šibenik, Croatia

Venue: Adria Tech Technology Park, Južna magistrala 15

About the event

The INNOVABLUE Technology Transfer Academy, PoC Workshop and 2nd Hackathon is an international three-day event taking place in Šibenik, Croatia, bringing together project partners, researchers, startups, students, industry representatives, innovation experts, public institutions, and investors from across the ADRION region.

The event is designed as a collaborative platform for strengthening innovation, technology transfer, and cross-border cooperation in the field of sustainable blue economy and blue technologies. Through a dynamic combination of educational sessions, practical workshops, hackathon activities, and networking opportunities, participants will exchange knowledge, develop innovative ideas and prototypes, and explore opportunities for future cooperation and investment.

The programme includes the Technology Transfer Academy, featuring expert-led sessions on innovation ecosystems, research commercialization, technology transfer, living labs, funding mechanisms, industry value chains, and scaling innovative solutions. Alongside the academy, participants will take part in Proof of Concept (PoC) development workshops and a transnational hackathon focused on solving real-world challenges through collaborative teamwork, mentoring, prototyping, testing, and pitching.

The event will conclude with final presentations and a matchmaking session connecting innovators, startups, researchers, industry stakeholders, and potential investors, creating opportunities for partnerships, future projects, and investment in innovative blue economy solutions.

Agenda

DAY 1 - Ecosystem and innovation foundations	
9:30 - 10:00	Registration of the participants
10:00 - 11:00	3 PoC development
Technology Transfer Academy	
11:00–11:05	Break
11:05–11:30	“Building innovation ecosystems in the Blue Economy” Digital Innovation Hub Innovamare - ecosystem builder, facilitator of collaboration
11:35–12:05	“From research to innovation: how knowledge becomes value” University of Trieste - research into business models, innovation processes
12:05–12:35	“From lab to prototype: engineering innovation” Faculty of Electrical Engineering and Information Technologies, Ss. Cyril and Methodius University (FEEIT) and Innovation Center of the Faculty of Mechanical Engineering Belgrade (ICMF) • FEEIT - tech transfer, IoT/AI • IFMC - applied engineering, prototyping
12:35–14:00	Break
Hackathon	
14:00 - 18:00	Team alignment and solution refinement 14:00–14:30 Team onboarding and integration • academy participants join teams • teams present their initial idea (1 min per team) 14:30–16:00 Solution refinement sprint • clarify problem and users • define value proposition • identify key assumptions

	16:00–16:15 Break 16:15–17:30 Teamwork with mentors • Technical and business refinement 17:30–18:00 Team checkpoint Each team defines: • What problem are we solving? • What is our solution? • What needs to be validated tomorrow?
DAY 2 - Technology Transfer in practice	
Technology Transfer Academy	
09:00 - 09:30	“Testing innovation: living labs and real environments” Technology Park Ljubljana (TPLJ) and Region of Crete (RoC) • TPLJ - innovation ecosystems, sandbox • RoC - regional implementation, policy and pilots
09:35–10:05	“From innovation to market: industry and value chains” Croatian Chamber of Economy (CCE) and Union Camere del Veneto (UCV) • CCE - industry, clusters, value chains • UCV - SME support, EU markets, scaling
10:05–10:35	“Funding innovation: from idea to investment” Innovation Fund of Montenegro • IFM- funding mechanisms, innovation policy, investment readiness • Francesco Stocco
10:35 - 10:45	Break
Hackathon	
10:45 - 17:20	Prototyping and validation 10:45 - 13:00 Prototype development (sprint 1) • build or refine prototype

	- define technical and business logic 13:00 - 14:00 Break 14:00 - 15:30 Testing and iteration (sprint 2) - validate assumptions - improve solution - work with mentors 15:30 - 15:40 Break 15:40 - 17:00 Refinement and pitch preparation - strengthen value proposition - prepare mid-review 17:30 - 18:30 Mid-review presentations (3 min per team) - problem - solution - progress - key challenge
DAY 3 – Final pitches and matchmaking	
Hackathon	
9:30 - 12:30	Final pitch session 3 min per team 3 min jury questions - Jury evaluation - Winners announcement
12:30 - 14:00	Lunch
14:00 - 15:30	Matchmaking event