EVOKE ZIMBABWE CHALLENGE 2026

3-Day Programme

Imagining Circular Futures

Friday 25 – Sunday 27 September 2026

Impact Hub Harare • 194 Baines Avenue, corner 10th Street, Harare

25 participants • 5 teams • 3 tracks • 4 chapters • 12 missions

EXPLORE → IMAGINE → ACT → COMMUNICATE

Each team creates one connected Narrative, Simulated Town and Guide experience around a circular-economy challenge.

Thursday onboarding (24 September, 2:00–4:00 PM) is a separate pre-event session.

Programme at a glance

DAY	CHAPTER	MAIN FOCUS	TIME
FRIDAY 25 SEPTEMBER	**EXPLORE**	Circular economy grounding, creative inspiration, team setup and the three Explore missions.	08:30–17:30
SATURDAY 26 SEPTEMBER	**IMAGINE + ACT**	Teams choose their direction, build all three prototypes, test them and revise.	08:30–18:00
SUNDAY 27 SEPTEMBER	**COMMUNICATE**	Finalise outputs, integrate the experience, pitch to judges and close the challenge.	08:30–15:30

DAY 1 • FRIDAY 25 SEPTEMBER

Chapter: EXPLORE | Theme: Understand the challenge before designing the solution

TIME	SESSION / MISSION	EXPECTED RESULT	LEAD
08:30–09:00	Arrival, Registration & Coffee	Attendance check, team materials, Wi-Fi/device check and seating.	Travolta
09:00–09:30	Welcome & EVOKE Challenge Overview	Opening, World Bank/EVOKE context, circular-futures theme, three-track challenge and expected final outputs.	Event Lead / Impact Hub Harare Tadzoka / Tatenda / Muku
09:30–10:10	Guest Session: Circular Economy through Visual Storytelling	Chandi introduces circular-economy thinking and shares lessons from developing graphical stories around solar energy; participant Q&A included.	Guest Speaker – Chandi
10:10–10:25	Tea / Comfort Break	Short break.	Event Team
10:25–11:10	Track Demonstrations	Quick demos of Track A Narrative, Track B Simulated Town and Track C Guide, including low-tech fallback options.	Narrative / World / Guide Mentors
11:10–11:40	Team Allocation, Roles & Team Names	Five teams of five; assign Narrative, World, Guide, Integration and Testing/Documentation responsibilities. Lock team names for T-shirt production.	Muku & Tatenda
11:40–12:00	Explore Briefing	Choose one material stream. Clarify evidence vs assumptions vs fictional/illustrative content.	Tatenda & Muku
12:00–12:45	MISSION E-N • Hear the Signal	Create the story foundation: protagonist, community perspective, resource-loss tension, EVOKE signal and source notes.	Eugene
12:45–13:30	Lunch	Lunch and informal mentor check-ins.	Event Team
13:30–14:15	MISSION E-W • Map the Town's Material Flow	Create a four-location town flow showing where the material enters, where value is lost and an existing community strength.	Chipo Mapondera
14:15–15:00	MISSION E-G • Meet the Companion	Define the Guide's purpose, intended user, voice, knowledge limits and opening question.	Guide Mentor
15:00–15:15	Tea / Reset	Short break and file backup.	Event Team
15:15–16:15	Team Integration Studio	Connect the story characters, town locations and Guide purpose; mentors rotate across teams.	All Mentors

TIME	SESSION / MISSION	EXPECTED RESULT	LEAD
16:15–17:00	Explore Review & Revision	Review all three Explore outputs; teams act on targeted feedback and resolve obvious gaps.	Mentors + Facilitators
17:00	Day 1 Reflection & Backup	Teams summarise what they learned, confirm files are backed up and identify Saturday priorities.	Event Lead

DAY 2 • SATURDAY 26 SEPTEMBER

Chapters: IMAGINE + ACT | Theme: Decide, build, test and improve

TIME	SESSION / MISSION	EXPECTED RESULT	LEAD
08:30–09:00	Arrival, File Recovery & Recap	Confirm all Explore outputs are accessible; resolve missing files and revisit key feedback.	Facilitators
09:00–09:15	Imagine Briefing	Explain the three Imagine missions and how selected decisions become the build specification.	Pedagogical Lead
09:15–10:15	MISSION I-N • Three Routes, One Choice	Create three story directions, compare trade-offs and select one 6–8-panel story route.	Eugene
10:15–11:15	MISSION I-W • Design the Circular Decisions	Design two town choice points, their options and four outcome states; begin the integration crosswalk.	Chipo
11:15–11:30	Tea / Comfort Break	Short break.	Team
11:30–12:20	MISSION I-G • Write the Decision Paths	Draft three branching Guide scenarios connected to the story and town decisions, including a safe boundary/referral.	Guide Mentor
12:20–12:50	Imagine Peer Demo & Mentor Review	Teams demonstrate their chosen direction and receive quick cross-team/mentor feedback.	Mentors + Facilitators
12:50–13:35	Lunch	Lunch and technical reset.	Team
13:35–13:50	Act Briefing	Move from plans to demonstrable prototypes; testing and revision are compulsory.	Mentors
13:50–15:00	MISSION A-N • Draw, Test, Rewrite	Build 6–8 draft panels, run a peer retell test and revise at least one unclear/implausible moment.	Eugene
15:00–16:15	MISSION A-W • Build and Play the Simulated Town	Build a replayable four-location town; demonstrate both decisions and visibly different consequences; fix at least one navigation/logic issue.	Chipo
16:15–16:25	Tea / Reset	Short break and backup.	Team
16:25–16:45	MISSION A-G • Prototype the Guide and Learn	Build three branching Guide scenarios, run two user tests and revise at least one response/branch.	Guide Mentor
16:55–17:00	Act Review & Integration Check	Mentors test the panel → town → Guide loop and identify only essential Sunday corrections.	All Mentors + Facilitators

TIME	SESSION / MISSION	EXPECTED RESULT	LEAD
17:00–17:10	Backup & Day 2 Close	Save source files, evidence and test notes; confirm Sunday responsibilities.	Tech Lead + Event Lead

DAY 3 • SUNDAY 27 SEPTEMBER

Chapter: COMMUNICATE | Theme: Finalise, demonstrate and hand over

TIME	SESSION / MISSION	EXPECTED RESULT	LEAD
08:30–09:00	Arrival & Prototype Recovery	Resolve technical issues and confirm all Saturday prototypes are ready for final packaging.	Tech Lead + Facilitators
09:00–09:10	Communicate Briefing	Explain final mission scope, handover requirements, pitch flow and submission cut-off.	Facilitators & mentors
09:10–09:40	MISSION C-N • Tell the Story and Invite Action	Finalise the 6–8-panel story, credits/source distinctions and learner action/inquiry prompt.	Eugene
09:40–10:10	MISSION C-W • Show the Town's Consequences	Package a replayable town with before/after comparison, instructions/reset procedure and editable state file.	Chipo
10:10–10:40	MISSION C-G • Hand Over the Companion	Finalise three Guide branches, knowledge/access limits, quick-start and final integration crosswalk.	Guide Mentor
10:40–11:00	Submission Lock & End-to-End Integration Test	Run the complete story → town → Guide experience; fix only critical issues and lock pitch assets.	All Mentors + Tech Lead
11:00–11:15	Final Showcase Opens / Livestream Welcome	Welcome judges, guests and online audience; introduce the challenge and participant journey.	MC / Event Lead Tadzoka
11:15–11:30	Challenge Highlights	Brief recap of Explore, Imagine, Act and Communicate; introduce the five teams.	Impact Hub Harare / EVOKE Muku
11:30–12:30	Five Team Pitches & Judge Questions	Each team presents one integrated experience. Working format: approx. 6 minutes presentation/demo + 4 minutes Q&A/transition.	Teams + Judges
12:30–13:15	Lunch & Networking	Judges may begin reflection; guests network with teams.	Event Team
13:15–13:45	Judges' Deliberation / Participant Reflection	Judges deliberate while participants reflect on learning, feedback and next steps.	Judging Chair + Facilitators
13:45–14:10	Judges' Feedback	Panel shares constructive feedback and observations across the five teams.	Judges
14:10–14:35	Recognition / Awards	Recognise teams and participants using the approved award structure.	Event Lead + Judges
14:35–15:00	What Happens Next	Explain post-production, handover and the wider EVOKE learning journey / next-stage opportunities.	Impact Hub Harare + EVOKE

TIME	SESSION / MISSION	EXPECTED RESULT	LEAD
15:00–15:30	Closing, Group Photos & Departure	Closing remarks, acknowledgements, photos and final participant check-out.	Event Lead / Impact Hub Harare

Working programme prepared for Impact Hub Harare • EVOKE Zimbabwe Challenge 2026