



CALL FOR APPLICATIONS

We are looking for the 'Changemakers' of SZIGET!

1. Be a Changemaker! - Purpose of the application

Have you ever wanted to make a difference to the social or environmental problems you see and experience in your own environment? Would you like to raise awareness about important civic issues and missions? Do you believe that you can be an agent of change? Then this application is for you!

Sziget Festival is relaunching last year's highly successful initiative: Sziget Changemakers. As part of this program, we are looking for teams of three-five young people, "changemakers", who are eager to address social or environmental issues that affect or interest them and present these at the Sziget Festival in unique showrooms, involving the festival visitors.

2. Why do we think this is important? - Background of the application

The Sziget Festival has been committed to social and environmental issues for decades. Based on our experience and research, there are few opportunities for 18-30 year olds to learn about the work of NGOs and to get actively involved in sustainability initiatives. The aim of the Sziget Changemakers program is to provide young people with a platform to implement their own social and environmental projects and involve the festival audience in joint thinking and action.

3. Promoter and administrator of the call

The call for applications is issued by Sziget Cultural Management Office Ltd. On behalf of Sziget Cultural Management Office Ltd., the application is managed by Civil Impact Nonprofit Public Benefit Ltd.

4. Professional supporters of the programme

The Sziget Changemakers is supported by leading organizations that contribute their expertise to the development of the selected teams.

Our professional supporters include **bp Hungary, Diageo, Eaton Business Services, KPMG** and **Számlázz.hu** whose experts will actively participate in the programme by providing mentorship and professional guidance in topics related to the teams' projects.





5. Who can be a Changemaker or who can apply?

- Recruit and/or form a team of 3-5 young people between 18-30 years old,
- from any country in Europe;
- who are committed to solving social or environmental problems,
- and who will take on the task of developing the project into a showroom and presenting it at the Sziget Festival.

6. How to become a Sziget Changemaker - What can you apply with?

The application consists of two main parts: "**The Problem**" and "**The Presentation**".

THE PROBLEM

We are looking for teams that are willing to identify a social and/or environmental sustainability problem in their own community or place of residence, develop it with the help of sustainability experts during a mentorship process, and present it during the Sziget Changemakers program. The application should describe this problem, but proposing solutions is not a requirement.

How to choose your topic?

FOCUS AREAS OF 2026

This year, in addition to the general criteria below, we are introducing a set of highlighted themes that we especially encourage applicants to explore in their projects. The highlighted themes for this year are:

- **Inclusion – Everyone deserves a place to belong**

Inclusion means creating environments where all individuals—regardless of their background, identity, abilities, or circumstances—feel welcomed, valued, and able to participate fully in society. This includes addressing inequalities and removing barriers that prevent equal access to opportunities. We welcome projects that explore belonging, equal participation, accessibility, representation, community support, and the ways people can help create fairer and more open societies.





- **Cultural diversity – What can we learn from each other’s stories and traditions?**

Cultural diversity refers to the presence and coexistence of different cultural groups, traditions, languages, and perspectives within a community. Promoting cultural diversity involves fostering mutual respect, understanding, and dialogue between cultures, and celebrating the richness that diversity brings to society. We welcome projects that explore intercultural experiences, shared communities, cultural exchange, identity, cooperation, and the value that diversity brings to everyday life and society.

- **Sustainable technology and digital future – Can technology build a better future?**

Digital technologies, AI, and online services are shaping the way we live, work, communicate, and consume information. At the same time, the rapid growth of digital infrastructure raises important environmental and social questions related to energy use, sustainability, accessibility, and responsibility. We welcome projects that explore how technology and digital innovation can contribute to a more sustainable, inclusive, and conscious future.

- **Wellbeing, conscious decisions – What does a balanced and conscious nightlife look like?**

Festivals, nightlife, and social spaces can create unforgettable experiences and strong communities — but they also raise important questions about wellbeing, peer pressure, safety, harm reduction (including responsible drinking), balance, and conscious decision-making. We welcome projects that explore how young people can create safer, more inclusive, and more supportive social environments for themselves and others, including responsible drinking as part of making informed, conscious choices.

While we particularly welcome applications that address these highlighted themes, proposals focusing on other social or environmental sustainability issues are equally encouraged. If you don't yet have a clear idea or feel a bit lost, the UN's Sustainable Development Goals (SDGs) can help you choose your topic. - [Read here](#)





Criteria for selecting and writing *The Problem*:

- **Local connection:** The problem should be well-defined and connected to your community or place of residence. The more concrete and tangible, the better it can be presented.
- **Impact and relevance:** The problem should affect people, communities or ecosystems and have the potential to bring about positive change.
- **Innovation:** The approach can include new perspectives, creative solutions, or aspects that have been little explored, which are important or worth highlighting.
- **Social involvement:** The problem should be something that different stakeholders (e.g., residents, organizations, municipalities) can engage with and contribute to solving.
- **Communicability:** The problem should be easy to explain and visually presentable for festival visitors.

THE PRESENTATION

In your application, be sure to describe how the team would present the identified environmental/social problem to the Sziget Festival audience.

Each selected team will receive a "sustainability showroom" at the festival. This is an 18 square metre tent, with tables and benches and a power source, which the teams can decorate according to their project, e.g. with pictures, games, installations. Teams will be provided with €450 to buy equipment to use for the showroom.

During the festival, teams will spend two designated days in their showrooms engaging with visitors and presenting their projects. It is crucial to involve visitors in activities, making them part of the change process.

Teams will have:

- 6x3 meter (18 m²) tent, 2 meters high
- Power source
- Beer table and benches
- Equipment purchase budget up to 450 EUR

Criteria for planning the presentation:

- **Interactivity:** Engage visitors actively through games, experiments, challenges, or polls.
- **Emotional impact:** use the power of storytelling - present the problem through personal stories, visuals or even simulations.
- **Visual representation:** Utilize eye-catching and easy-to-understand visual elements (posters, infographics, installations, artistic creations) to help visitors quickly understand the problem.
- **Creativity:** Aim for unique and tangible presentation methods.





- **Involvement and dialogue:** Make sure that visitors are not just spectators but active participants - encourage them to form opinions and find solutions by asking questions, engaging in discussions and exercises!
- **Sustainability considerations:** Minimize waste, recycle materials, and use energy-efficient solutions.
- **Social media integration:** Inspire visitors to share their experience online with a hashtag or interactive challenge.

7. What do selected teams receive?

- Professional supporting from companies and NGOs experts
- A 5-day pass to the 2026 Sziget Festival
- Accommodation with breakfast

8. Working language

The application process, preparation phase, and project presentations will be conducted in English.

9. Got an idea? - How to apply?

To apply, your team must complete the application form and submit it by the deadline.

[Application form can be accessed here.](#)

The application must include:

- A maximum 2-minute introductory video link (mp4 format, max 200 MB). Further details on video [requirements are listed here.](#)

Application deadline: 4 June, 2026, 18:00 CET





10. The process of the Sziget Changemakers programme

1. APPLICATION

- Deadline: 4 June, 2026, 18:00 CET
- Expected jury decision: 15 June, 2026

Submit your application form along with a maximum 2-minute video introducing your team and the identified problem.

2. PROJECT DEVELOPMENT

- Jun - July 2026
- Selected teams will participate in at least four preparatory workshops/training sessions (online or offline) with sustainability experts to refine their presentations and showrooms. These sustainability experts include professionals from leading NGOs working directly in the field of the selected topic, as well as corporate experts with relevant subject-matter expertise. They will support the teams throughout the process by providing mentorship and guidance.

3. PRESENTATION AT SZIGET CHANGEMAKERS PROGRAM

- from **August 11 to August 15, 2026**
- Teams will set up their showrooms at the Sziget Changemakers area and present their projects for two days (11:00-19:00). After completing their participation, they can enjoy the festival's concerts and programs.

Entry requirements

- Each team member must speak English at least at a conversational level.
- Participants must attend preparatory workshops, training sessions, and evaluation meetings (online or offline).
- Participants must cover their travel costs to the Sziget Festival venue.
- Teams must commit to presenting their project for a maximum of two days at the festival.
- Teams must accept festival conditions (mud, dust, possible power outages).
- Each team can submit only one application.
- Detailed terms and conditions are outlined in the [Rules of Participation here](#)

Contact and consultation

If you have any questions, need guidance, or would like to consult about your idea, contact us via:

- Email: szigetchangemakers@gmail.com
- Messenger: <https://www.facebook.com/civilimpact/>



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