



CALL FOR APPLICATIONS

We are looking for the 'Changemakers' of SZIGET!

BE A CHANGEMAKER! - PURPOSE OF THE APPLICATION

Have you ever thought about how good it would be 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 launching a new initiative: Sziget Changemakers. As part of this program, we are looking for teams of 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.

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.

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.

WHO CAN BE A CHANGEMAKER OR WHO CAN APPLY?

- Recruit and/or form a team of 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.

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.

Criteria for selecting and writing the problem:

- The UN's Sustainable Development Goals (SDGs) will help you choose your topic - [Read here](#)
- 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.

WHAT DO SELECTED TEAMS RECEIVE?

- A 6-day pass to the 2025 Sziget Festival
- Accommodation with breakfast

WORKING LANGUAGE

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

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: JUN 7, 2025, 18:00

THE PROCESS OF THE SZIGET CHANGEMAKERS PROGRAMME

1. APPLICATION

- Deadline: Jun 7, 2025, 18:00
- Expected jury decision: Jun 20, 2025

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

2. PROJECT DEVELOPMENT

- Jun - July 2025
- Selected teams will participate in at least four preparatory workshops/training sessions (online or offline) with sustainability experts to refine their presentations and showrooms.

3. PRESENTATION AT SZIGET CHANGEMAKERS PROGRAM



- August 6-11, 2025
- Teams will set up their showrooms at the Sziget Changemakers area and present their projects for two full 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 full 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
- Phone: +36 874 2843 (available on weekdays 10:00-16:00)
- Messenger: <https://www.facebook.com/civilimpact/>