

# Polkadot University Mexico

## Phase 1: University Pilot and Proof of Concept

**Proposed by:** Polkadot Mexico

**Description:** [Polkadot Mexico](#) proposes a 4-week pilot phase to validate, at a Mexican university, the complete Polkadot University Mexico educational model: Education, practical use of the Polkadot App, Building, a test hackathon, Mentorship, and Follow-up for participants.

The in-person phase is planned for October 29, 30 and 31, 2026 in Monterrey, Nuevo Leon, subject to university confirmation and logistical availability.

At the Universidad Autónoma de Nuevo León ([UANL](#)).

**Requested:** \$4,993.72 USD

**Beneficiary:** 16erHfjin7aWozKBpEU6ocxtJY7t38pFnnHvhHLiJYSywS3t

**On-site team:** Erick Ramos, Brandon Correa, Javier Eli.

## 1. Proposal Overview

Polkadot University Mexico is built around a long-term vision: to create a repeatable way to introduce university students to the Polkadot ecosystem, take them from initial learning to actually using its tools and, ultimately, turn the participants with the strongest technical skills into builders and users who use the network to create their own products, with the goal of helping them learn and understand the true value of Web3.

Rather than requesting funding to immediately run the full five-month program, this proposal presents a first measurable unit of the original model as a pilot. With a \$4,993.72 USD allocation, we will run a focused university pilot designed to demonstrate the participant journey from start to finish:

**University → Education → Hands-on → Onboarding → Building → Hackathon → Mentorship → Follow-up**

The goal is not simply to run an educational event. The goal is to determine whether a structured university experience can turn students into active Polkadot users and, eventually, into people who continue building within the ecosystem.

Every stage of this journey will be tracked through a single interactive application built by the team for the pilot, so that attendance, bootcamp participation, hackathon participation, and post-event continuity are recorded as verifiable on-chain evidence rather than self-reported numbers. The pilot results will be used as evidence for a second phase that expands to more universities and larger cohorts.

## 2. Why a Pilot Phase?

The original proposal covers a larger-scale program with educational content, remote sessions, an in-person bootcamp, a hackathon, event infrastructure products, and an extended retention period. This phase does not abandon that vision. It turns it into a smaller, more verifiable unit.

- We reduce the initial risk for the funder.
- It allows us to validate the model with real students and a real university.
- It measures conversion from attendance to actual use and building (Polkadot App).
- It generates reusable materials, processes, and learnings for the next phase.
- It allows scaling decisions to be based on results, not just projections.

The question this phase needs to answer is simple: Can we take a group of students from their first contact with Polkadot to creating projects and keep them engaged after the event?

## 3. Program Structure

| Stage          | Format                                                                                                                                                      | Expected Scope                            |
|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------|
| 1. Preparation | Coordination with the university, promotion of the bootcamp and hackathon on social media and on the university campus (UANL), and development of the pilot | Universidad Autónoma de Nuevo León (UANL) |

|               |                                                                                                                                                                          |                                                     |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------|
|               | tracking application used during the event. <a href="#">UANL</a>                                                                                                         |                                                     |
| 2. Education  | Activation activities will include: <ul style="list-style-type: none"> <li>2-day Bootcamp at UANL facilities</li> </ul>                                                  | 25 Students                                         |
| 3. Hands-on   | Polkadot App install, QR-based verified on-chain check-in through the pilot app, tool setup, and practical exercises during the 2-day Bootcamp.                          | 20+ students with a verified on-chain check-in      |
| 4. Building   | Team-based work with technical support                                                                                                                                   | 4 - 6 Teams                                         |
| 5. Hackathon  | Compact university hackathon + Demo Day<br><br><i>Note: The Hackathon will last 8 hours, enough time for teams to finalize project ideas they can build on Polkadot.</i> | 4 - 6 published, openable mini apps                 |
| 6. Mentorship | Support and guidance during the building phase (Mentoring by Javier, Erick, and Brandon)                                                                                 | All Active Teams                                    |
| 7. Follow-up  | Week 2 and Week 4 checkpoints, measured through the pilot app: active app users, live apps, and teams still shipping                                                     | Teams and students with verified continued activity |

### 3.1 Learning Model

The pilot keeps the core principle of the original proposal: students should not walk away with only theoretical knowledge. Each stage should move them one step closer to using and building.

- **Learn:** Understand blockchain, Polkadot, and the problem it solves.
- **Install:** Set up the necessary tools.
- **Use:** Interact with the Polkadot App and Desktop and the ecosystem.
- **Build:** Create a simple application or prototype.
- **Ship:** Present the result at the hackathon.
- **Continue:** Receive follow-up and support to keep developing.

## 3.2 Participation Tracking Application

To make the results of this pilot verifiable rather than declarative, the team will build a single unified application for the event. It replaces paper lists and form-based attendance with on-chain records tied to each participant's own Polkadot account.

Day 1 onboarding: each participant installs the Polkadot App, creates their account, and scans a QR code displayed at the venue through the pilot application. That scan produces their first verified on-chain interaction and serves as their check-in, the moment each participant becomes a Polkadot App user rather than just an attendee, so the first KPI of the pilot is satisfied by an on-chain record and not by a signature on a sheet.

Participation badge: once a participant has checked in, the application issues an NFT-style participation badge to their account. The badge is updated as the participant completes the bootcamp and the hackathon, which gives each student a portable, verifiable record of what they actually did and gives the pilot a clean way to count real participation.

Event tracking: the same application records bootcamp session attendance, team formation, and hackathon participation, so all three days produce a single consistent dataset instead of three separate ones.

Follow-up tracking: after the event, the application continues to measure which participants remain active and which projects remain live. The Week 2 and Week 4 checkpoints, and therefore the \$300 in continuity bonuses, are settled against what the application records, not against estimates.

The application is itself a use case for the Polkadot App: participants experience identity, signing, and on-chain interaction as part of attending the event, before they write a single line of code.

## **4. Pilot Curriculum**

### **4.1 Module 1: Understanding Polkadot**

Introduction to Web3, blockchain, and Polkadot from a practical perspective. The content will be adapted to the students' technical level, with the goal of making sure each participant understands why the technology exists before they start building.

- Web2 problems and digital sovereignty.
- Fundamental blockchain concepts.
- Bitcoin, Ethereum, and the evolution of the ecosystem.
- What Polkadot is and what problems it addresses.
- Polkadot App and first interaction with the ecosystem.
- Introduction to Products for People and the tools currently available.

### **4.2 Module 2: Building on Polkadot**

The second part takes students from explanation to code. The exercises will be practical and designed so they can complete their first functional workflow before the hackathon.

- Development environment setup.
- Smart contract fundamentals and PolkaVM.
- Introduction to Solidity and/or Rust depending on the cohort's level.
- Using Polkadot development tools.
- Creating a simple application or prototype.
- Best practices for preparing a hackathon project.

### **4.3 Module 3: From Learning to Building**

Participants will form teams, identify a specific problem, and turn what they have learned into a product proposal. Erick, Brandon, and Javier will support the process

to reduce technical roadblocks and help teams stay focused on delivering a functional result.

- Ideation and problem selection.
- Team formation.
- MVP definition.
- Basic architecture and development.
- Testing and demo preparation.
- Project presentation and documentation.

## 5. In-Person Event: October 29, 30 and 31, 2026

The in-person portion is proposed to take place at the Universidad Autónoma de Nuevo León over three consecutive days, Thursday through Saturday. The final date will depend on confirmation from the host university.

| Day         | Main Activity                                                                          | Outcome                                                                            |
|-------------|----------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|
| Thursday 29 | Bootcamp: Polkadot App install, verified on-chain check-in, tools, and first exercises | Participants onboarded, checked in on-chain, and holding their participation badge |
| Friday 30   | Building, team formation, and hackathon preparation                                    | 4 - 6 teams with defined projects, attendance verified in-app                      |
| Saturday 31 | Compact hackathon, mentoring, demos, and awards                                        | Projects presented, published, and openable by others                              |

### 5.1 Intensive Bootcamp

The in-person bootcamp will be deliberately compact. Unlike the original five-day program, this phase focuses on the essential activities needed to validate the learning and building process.

- Hands-on sessions, not just presentations.

- Environment setup and real-time problem solving.
- First interaction with the Polkadot App and QR-based verified on-chain check-in through the pilot application.
- Guided exercises.
- Building a project in teams.
- Direct preparation for the hackathon.

## 5.2 University Hackathon

The hackathon will be a reduced version of the 24-hour hackathon included in the original proposal. Its purpose within the pilot is to verify that students can turn what they have learned into a presentable project and that the team can support them technically throughout the process.

### Participants and Teams

- Absolute maximum: 25 students.
- Approximately 4 - 5 teams.
- Between 15 and 20 active participants during the building phase, depending on actual participation.
- Each team must present a functional prototype or a verifiable demonstration.
- Teams will receive technical mentoring and product guidance throughout development.

### From Students to Builders

As part of the pilot's practical phase, a **Polkadot Product Challenge**, designed to take participants from initial learning to creating functional products using the current tools in the Polkadot ecosystem.

The challenge is not intended to be simply a development competition. Its purpose is to validate the full journey proposed by Polkadot Mexico University:

**Learn → Onboard → Use → Build → Ship → Continue**

This will allow the pilot to measure not only how many students participate in an activity, but how many become active users and later become builders capable of creating solutions with Polkadot.

## **Challenge Objective**

Participants will identify a real problem within the university environment and develop a solution using technologies and services available on Polkadot.

The challenge will focus on building applications and products, following Polkadot's evolution toward an increasingly **application-centric** ecosystem, where the network's utility is demonstrated through the applications users can use and developers can build.

The proposal will also take advantage of the current capabilities of **Polkadot Hub**, which provides functionality such as smart contracts, identity, assets, governance, and interoperability without requiring teams to deploy or manage their own parachain.

## **Challenge Theme**

**Build a product that solves a real university problem using Polkadot.**

Teams may develop solutions related to:

- Identity and Proof of Personhood.
- University credentials and certifications.
- Assets and digital assets.
- Communities and governance.
- Tools for students and university organizations.
- Digital experiences and services.
- Applications that incorporate artificial intelligence.
- Other use cases that demonstrate clear utility within the Polkadot ecosystem.

The intention is for students to build more than a technical demo. They should be able to explain what problem they are solving, who they are solving it for, and why Polkadot is useful for that solution.

## **Tracks**

### **1. Identity & Proof of Personhood**

Applications that use verifiable identity or personhood mechanisms to address problems involving communities, access, participation, or trust.

### **2. University Credentials & Assets**

Solutions for credentials, certifications, recognition, digital assets, rewards, or asset-based experiences.

### **3. Community & Governance**

Tools for student organizations, communities, clubs, voting, participation, and decision-making.

### **4. Gaming & Interactive Experiences**

Games, interactive experiences, and applications that use Polkadot to incorporate elements such as digital assets, identity, rewards, in-game economies, or user interaction.

### **5 . AI + Polkadot**

Applications that combine artificial intelligence with Polkadot capabilities to create useful experiences for students, developers, or communities.

### **6. Open Track**

Any other product that uses Polkadot in a meaningful way and presents a use case with potential for continued development.

## **Mentorship**

The three on-site team members, Erick, Brandon, and Javier, will support participants throughout the process.

Mentorship will include:

- Guidance on defining the problem and product.
- Development environment setup.

- Onboarding to Polkadot tools.
- Technical support.
- Bug fixing and troubleshooting.
- Architecture and feature review.
- Guidance on Polkadot integration.
- Final presentation preparation.
- Project review before Demo Day.

## Evaluation

Projects will be evaluated based on:

1. **Problem & Utility**

What real problem does the product solve?

2. **Polkadot Integration**

What Polkadot functionality does it use, and what value does it add?

3. **Technical Implementation**

Quality and functionality of the implementation.

4. **User Experience**

Ease of use and clarity of the experience.

5. **Product Potential**

Potential to become a product that can continue to be developed after the pilot.

6. **Presentation & Demo**

The team's ability to explain and demonstrate its solution.

## Prizes

The prize pool will be \$850 USD, structured so that it rewards not only the Demo Day result but also apps that stay live and teams that keep shipping after the event:

| Place                | Prize     |
|----------------------|-----------|
| 1st place - Demo Day | \$250 USD |
| 2nd place - Demo Day | \$200 USD |

|                                                                     |                  |
|---------------------------------------------------------------------|------------------|
| 3rd place - Demo Day                                                | \$100 USD        |
| Continuity bonus - Week 2 - 3 (apps still live, teams still active) | \$150 USD        |
| Continuity bonus - Week 4 (teams still shipping)                    | \$150 USD        |
| <b>Total</b>                                                        | <b>\$850 USD</b> |

The two continuity bonuses are released only against verified Week 2, 3 and Week 4 results, so \$300 of the prize pool is paid for what happens after the hackathon, not for attendance on the day.

Students who participate in the event from the bootcamp through the hackathon will receive official recognition from the university, and that same recognition will also be issued digitally on the Polkadot testnet through the pilot application, as an NFT-style participation badge held in the participant's own Polkadot App. The physical recognition will include a QR code that participants can scan to access the application where the recognitions are displayed in Bulletin-Chain.

## Expected Outcome

The success of the Challenge will not be measured solely by the number of projects submitted.

The goal will be to generate evidence of conversion through the following funnel:

**Up to 25 students → Polkadot App installed → verified on-chain check-in → builders → published, openable apps → teams still active at Week 2 and Week 4.**

In the weeks following the event, teams will be followed up with to identify which ones continue developing their projects, remain active in the ecosystem, or need additional support.

We think it would be good to consider the possibility of requesting a small budget after the event based on the users' technical level (we believe some users probably won't have a high technical level, so it would be good to have online sessions after the event to support them with questions, resources, and development if needed).

We're leaving this as an open possibility, only in case it's necessary, since it would help us keep them engaged and make them feel well received and supported by Polkadot.

This information will help evaluate how effective the Polkadot Mexico University methodology is at turning a university educational experience into real use, product building, and continued participation in the Polkadot ecosystem.

## 6. Follow-up and Retention

The pilot does not end when the prizes are handed out. A key part of the proof of concept is determining what happens after the event, measured at two fixed checkpoints:

- Week 2 and 3 checkpoint, measured in the pilot application: how many participants still have the Polkadot App installed and active, and how many apps are still live and openable.
- Week 4 checkpoint, measured in the pilot application: how many teams are still shipping (active repositories, continued development) and how many app users remain active.
- Identification of projects with potential for continued development.
- Targeted technical support to unblock projects between checkpoints.
- Tracking app usage, development activity, and participation at both checkpoints through the pilot application, with on-chain records as evidence.
- Identifying students who could become builders or community leaders.

Retention, measured at the Week 2 and Week 4 checkpoints, will be the most important indicator in deciding whether the model is ready to be replicated.

## 7. Team

| Name        | Role                                          | Responsibilities                                            |
|-------------|-----------------------------------------------|-------------------------------------------------------------|
| Erick Ramos | Project Director<br>Coordinator<br>Instructor | General coordination, university relationship, preparation, |

|                            |                                                  |                                                                                                             |
|----------------------------|--------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
|                            | Mentor                                           | sessions, onboarding, mentoring, follow-up, and final report.                                               |
| Brandon Correa             | Technical Instructor<br>Lead Developer<br>Mentor | Technical content, exercises, development, student support, project review, and mentoring.                  |
| Javier Eli Jiménez Cabrera | Technical Facilitator<br>Instructor<br>Mentor    | On-site technical support, facilitation, troubleshooting, team support, and mentoring during the hackathon. |

The team's fees cover the work required before, during, and after the pilot. No separate charges will be created for preparing presentations, guides, sessions, mentoring, or follow-up. Since our goal is to prepare all the necessary material and follow-up for the bootcamp and hackathon, this also includes tools such as Workshop Passport and Hackathon Live, as well as the development of the participation tracking application described in Section 3.2.

## 8. Logistics and Travel

The on-site team will travel to Monterrey from their respective cities of origin.

| Person                | Origin             | Destination     | Budget Reference                                   |
|-----------------------|--------------------|-----------------|----------------------------------------------------|
| <b>Erick Ramos</b>    | Villahermosa (VSA) | Monterrey (MTY) | Round-trip flight + TUA: included in flight budget |
| <b>Brandon Correa</b> | Guadalajara (GDL)  | Monterrey (MTY) | Round-trip flight + TUA: included in flight budget |
| <b>Javier Eli</b>     | Mexicali (MXL)     | Monterrey (MTY) | Round-trip flight + TUA: included in flight budget |

For budgeting purposes, we used the publicly posted fares from [Viva Aerobus](#) for the VSA - MTY, GDL - MTY, and MXL - MTY routes as a reference. The promotional

fares observed are base fares and may change at the time of purchase, which is why the budget includes an amount above the lowest published fare to cover TUA and fluctuations.

**Accommodation:** Shared Airbnb for the three team members for approximately four nights, including arrival before the event and departure afterward.

## 9. Detailed Budget

| Item                                                                                      | USD               |
|-------------------------------------------------------------------------------------------|-------------------|
| <b>Erick:</b> Direction, coordination, preparation, instruction, mentoring, and follow-up | \$1,100.00        |
| <b>Brandon:</b> Technical preparation, instruction, development, mentoring, and follow-up | \$1,250.00        |
| <b>Javier Eli:</b> In-person technical facilitation, support, and mentoring               | \$700.00          |
| Round-trip flights for <a href="#">3 team members</a>                                     | \$454.67          |
| Airbnb: <a href="#">4 nights / 3 people</a>                                               | \$339.05          |
| Hackathon prizes (\$550 Demo Day + \$300 continuity bonuses)                              | \$850.00          |
| Merchandise and materials                                                                 | \$300.00          |
| <b>TOTAL</b>                                                                              | <b>\$4,993.72</b> |

### 9.1 Budget Allocation

The budget prioritizes three areas: execution capacity, the in-person experience, and evidence of results. Expenses associated with the scaled program are reduced while retaining enough human capacity to execute the pilot properly.

- The core team absorbs preparation, execution, and follow-up.
- Travel is concentrated on the three people responsible for the in-person delivery.

- Accommodation is optimized through a shared Airbnb.
- The prize is smaller than in the original proposal, and \$300 of it is tied to post-event outcomes: the Week 2, 3 and Week 4 continuity bonuses are only paid against verified app usage and continued development, so part of the budget is spent on distribution and retention rather than on the event day alone.
- Merchandise and materials preserve the program's physical experience.
- The [USD/MXN](#) exchange rate has been trending downward, so a strengthening Mexican peso makes the dollar weaker and increases USD-denominated costs due to exchange-rate fluctuations.

## 10. KPIs and Metrics

| KPI                                                 | Target                    | Verification                           |
|-----------------------------------------------------|---------------------------|----------------------------------------|
| Polkadot App installed and account created (Day 1)  | 100% of participants (25) | Pilot app onboarding record            |
| Verified on-chain check-in via QR scan (Day 1)      | 20+ students              | On-chain check-in record               |
| Participation badge issued and held by the student  | 20+ students              | On-chain badge issuance                |
| Bootcamp participation verified in-app (Days 1 - 2) | 20+ students              | Pilot app attendance record            |
| Mini apps published and openable by anyone          | 4 - 6 apps                | Direct verification (opening each app) |
| App users still active - Week 2                     | 15+                       | Pilot app activity tracking            |
| Apps still live - Week 2                            | 4+                        | Direct verification                    |
| App users still active - Week 4                     | 10+                       | Pilot app activity tracking            |

|                                           |                |                                              |
|-------------------------------------------|----------------|----------------------------------------------|
| Teams still shipping -<br>Week 4          | 2+             | Repository commits /<br>development activity |
| Prize budget released<br>against outcomes | \$300 of \$850 | Week 2, 3 and 4 checkpoint<br>record         |

## 10.1 Execution model

The pilot will allow us to observe the participant journey through a execution model that starts with distribution, not attendance:

**Polkadot App installed → Verified on-chain check-in → Participation badge → Building in teams → Published, openable app → Still active at Week 2 → Still shipping at Week 4**

This model will be more meaningful than measuring the number of attendees alone. The purpose is to understand what percentage of students moves from installing the Polkadot App to actually using it, building on it, and continuing after the event.

## 11. Deliverables

- Coordination with the host university, UANL.
- Unified pilot application for on-chain check-in, participation badges, bootcamp and hackathon tracking, and post-event follow-up.
- Materials and presentations used during the pilot.
- Reusable technical guides and exercises.
- 2 - 3 intensive practical education sessions.
- Compact in-person bootcamp.
- University hackathon with Demo Day.
- 4 - 6 participating projects or teams.
- Technical mentoring during the building phase.
- Prizes for selected projects, including Week 2, 3 and Week 4 continuity bonuses.
- Recognition issued by the University to participants in the bootcamp + hackathon.

- Merchandise and materials for participants.
- Week 2, 3 and Week 4 follow-up checkpoints with verified metrics.
- Final report with metrics, results, learnings, and a scaling recommendation.

## **12. Transparency and Accountability**

- Participant and activity records, generated on-chain through the pilot application.
- Public project repositories when applicable.
- Evidence of technical deliverables.
- Operating expense receipts.
- Final report comparing results against the defined KPIs.
- Documentation of learnings and recommendations for the next phase.

Funding for this phase will be tied to concrete, verifiable results. The objective is for the W3F to evaluate the pilot with enough evidence to decide whether it warrants expansion or continuation into the more structured full program described in the original proposal.

## **13. Phase 2: Scaling the Model**

If the pilot demonstrates healthy conversion across education, onboarding, building, and continuity, the next step will be to replicate the model.

- 1 - 2 universities, including UANL.
- Larger cohorts.
- Expanded technical content.
- Greater support for projects.
- Larger-scale university hackathons.
- Extended technical follow-up.
- Building a Polkadot Mexico university network.

Phase 2 is not presented as an automatic continuation. Its justification will depend on the evidence obtained in Phase 1.

## 14. What Are We Trying to Prove?

We are not asking DOTDAO to believe in the entire program before seeing it work.

We are proposing a concrete test.

With \$4,993.72 USD, we want to demonstrate that a small group of students can complete the full journey from installing the Polkadot App and completing a verified on-chain check-in on day one, to building projects on the Polkadot Products Devnet, and that some of them will continue after the event by improving their applications while also using the Polkadot App. Every step of that journey is recorded by the pilot application, so the evidence we report back is verifiable on-chain. The goal is to maintain and build a stronger community in Mexico, while creating an example that can be replicated across Spanish-speaking markets and LATAM.

If the pilot works, we will have real evidence to answer questions that a larger-scale proposal cannot answer on its own: how many students become active, how many build, what types of projects they create, what level of mentoring they need, and how many continue.

That is the purpose of Phase 1: validate the mechanism before scaling.

## 15. Project Team

### [Erick Ramos](#)

Co-founder of Polkadot Mexico (2022). He has experience managing Web3 communities, organizing university events, and running educational activities related to Polkadot. He has participated as a speaker at technology events and has coordinated adoption and education initiatives in Mexico.

### **Brandon Correa**

Blockchain developer and Polkadot Ambassador focused on cybersecurity and Web3 development. He has created practical guides and educational repositories related to Polkadot, smart contracts, and development on PolkaVM.

### **Javier Eli**

Community growth and talent development specialist. He has experience leading ambassador programs, organizing university hackathons across LATAM, and coordinating global developer initiatives with Gear Technologies. During the pilot, he will support in-person technical facilitation, team support, and mentoring.

## **16. Final Considerations**

The original Polkadot University Mexico proposal was designed as a program with greater duration and scope. This Phase 1 keeps its philosophy, but deliberately reduces the number of participants, duration, infrastructure, and prizes to create a unit that can be delivered with \$4,993.72 USD.

The priority is not to do less for the sake of doing less. It is to identify the essential parts of the model, execute them properly, and measure what happens.

Mexico has universities, students, and technical communities capable of taking part in this experiment. The goal of this phase is to turn that potential into concrete evidence and, if the results justify it, build on it to create a larger-scale university initiative for Mexico and later LATAM.

Polkadot University Mexico aims to demonstrate that education can become use, use can become building, and building can become sustained participation within the ecosystem.