

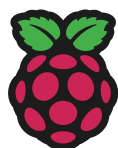


# Cooler Projects 2024

Impact report

2024

Raspberry Pi Foundation Impact Report



**Raspberry Pi**  
Foundation



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Impact report

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Raspberry Pi Foundation Impact Report

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# Introduction

## Introduction

Coollest Projects is a celebration of young digital creators and the amazing things they make with technology. The annual global Coolest Projects showcase takes place online and in-person Coolest Projects events are held in several countries. This report examines the impact of the online showcase and in-person events in the UK and Ireland.

We conducted an evaluation to understand the impact of these events on young people. We collected the following data:

### In-person events

- Surveys with young people who attended in-person events (35 in Ireland and 17 in the UK)
- Feedback cards for attendees to complete (19 in Ireland and 28 in the UK)
- In-person interviews with young people (10 in Ireland and 9 in the UK)

### Online showcase

- 282 surveys completed by mentors and young people submitting projects
- 2 focus groups with 7 mentors in total

# About the creators

## About the creators

### Coollest Projects online showcase

**7,197**  
creators

(a 22% increase on last year) participated in  
**43 countries** (increased from 37 in 2023)

**1,255**  
people watched the  
**Coollest Projects**  
livestream

**47%** of those taking  
part identified as  
**female**

Creators were aged from 6 to 18  
years old, with the **average age of** **13** years old

### Coollest Projects in-person events

**100** creators from 80 teams attended  
**Coollest Projects Ireland**

**71**  
creators from 37  
teams attended  
**Coollest Projects**  
UK

Participants had an **average age of**  
**11**  
years old

**44%** of creators in the  
UK and 33% in  
Ireland identified  
as **female**

## Coollest Projects is open to creators of all abilities and experience levels

### Coollest Projects online showcase

Mentors told us they really valued the way Coollest Projects allowed creators of all experience levels to participate, meaning young people who were less experienced still felt recognised and rewarded.

**“Because everybody’s project is showcased... [if] someone... is just starting [they are] not discouraged... Everybody’s project is in the gallery.”** Mentor, India

### Coollest Projects in-person events

Creators taking part in Coollest Projects in-person events had a mixture of experience levels in digital making. Of those who answered surveys, 37% said they had made similar projects before, while 35% said it was their first time making this kind of project. This suggests that Coollest Projects is providing a way for young people to engage in digital making for the first time.

Partial bursaries were available to help with travel, accommodation, and any other participation costs for groups who would otherwise struggle with the costs of attending an in-person event. We awarded bursaries to 17 groups and individuals in 2024 to help with the costs of attending an in-person event. All [Coollest Projects in-person events](#) hosted by the Raspberry Pi Foundation in 2025 will continue to have bursaries available.

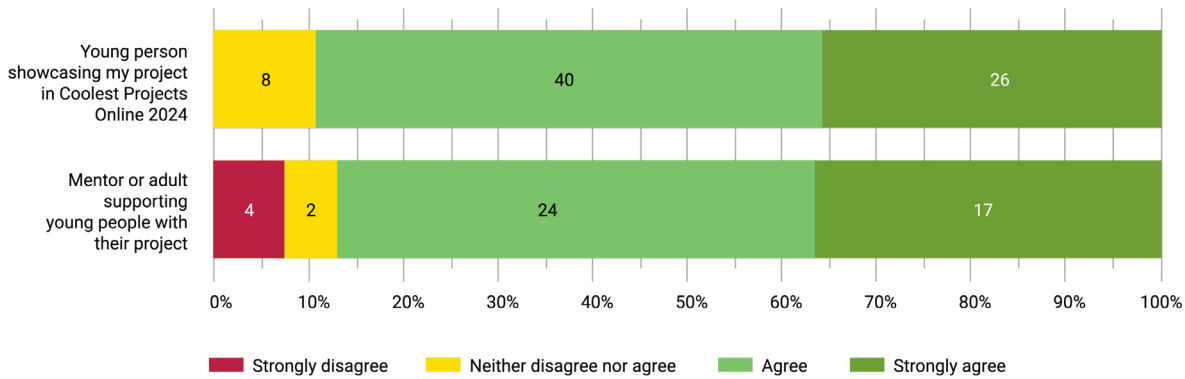


# Impact

# Impact

## Confidence in digital making

Taking part in Coolest Projects Online has increased my/my team’s confidence in coding and making things with computers



89% of young people and 86% of mentors reported that they agreed or strongly agreed that taking part in the Coolest Projects online showcase increased their team’s confidence in coding and making things with computers.

Creators at in-person events also told us that they had increased their digital skills and confidence.

**“I focused on the coding – that’s my forte... It was a steep learning curve. I had to learn so many things on the way.”**  
Creator, Coolest Projects UK

## Sense of belonging

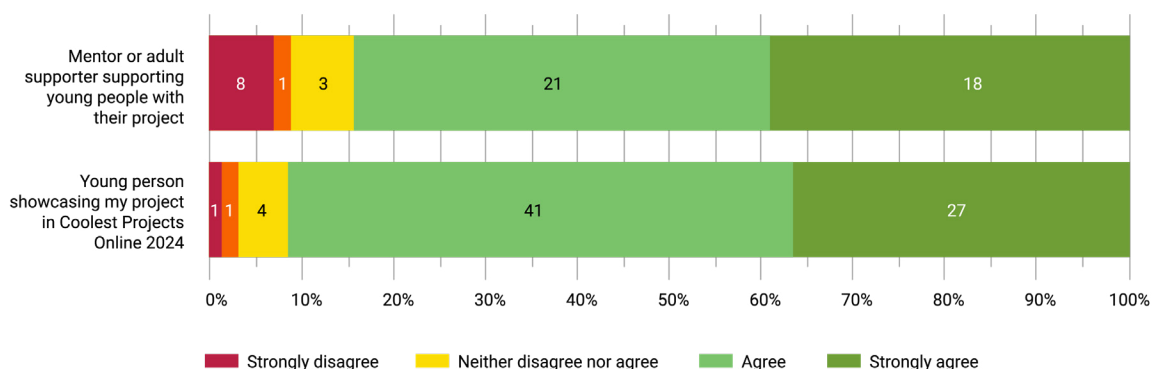
Being part of a community of creators was an important part of the experience for young people. Mentors for the Coolest Projects online showcase described how young people were motivated to participate by being part of a global community.

**“The students also feel very proud when they see their ideas on the internet... and when we told them people from [other] countries... can see your solution and your products.”** Mentor, India

At in-person events, creators commented on the sense of community and the excitement that was generated by being around other young people. In Ireland, one young person spoke about how much they enjoyed being **“surrounded by people who like coding too”**. Creators were inspired by seeing other people’s projects and demonstrating their own projects.

### Inspired to continue to participate

Taking part in Coolest Projects Online inspired me/my team to continue to learn and participate in computing and technology



91% of young people and 87% of mentors reported that they agreed or strongly agreed that taking part in Coolest Projects online inspired their team to continue to participate. Access to the global online showcase, where they could see projects by other young people, inspired them to continue to develop their ideas.

**Seeing others’ projects online “motivates them actually to do something innovative and.. [the] global community motivates them to think out of the box.”** Mentor, India

At in-person events, young people talked about the way in which seeing other creators’ projects and talking to them inspired them to develop and learn new things. One young person told us **“That’s why I’m here – to get inspired”**.

## **Other skills**

Creators talked about how being part of Coolest Projects UK and Coolest Projects Ireland had increased their skills in problem solving, creativity, and teamwork.

Mentors for the Coolest Projects online showcase told us creators had increased their skills in time management, independent learning, creativity, and teamwork. It also gave creators the opportunity to solve real-world problems. For example, one mentor talked about the project one creator had made to clean up their local rivers.

**“They learnt about their time management, through preparing the projects... They’re really excited about it, [the opportunity to] express their ideas and creativity and also for the team, they do collaboration, it’s really great to see them growing together from the Coolest Projects.”** Mentor, Indonesia

# The Coolest Projects experience

## The Coolest Projects experience

### The best things about in-person events

Creators told us the best things about Coolest Projects in-person events were:

- The chance to see other people's projects
- Meeting other people with similar interests
- Making something to be proud of and showing it to the world!

**"[I]... enjoyed the atmosphere and being around like-minded people." Creator, Coolest Projects UK**

### The best things about the Coolest Projects online showcase

The chance to showcase their work was also an important part of the experience for creators in Coolest Projects online: 80% of creators said they were motivated by the opportunity to show what they had achieved.

Mentors told us they valued the Coolest Projects online showcase because:

- It is completely free to enter
  - Creators can enter, regardless of their experience level and still be recognised for what they have achieved
  - Creators can make any kind of digital project based on their own interests
  - Creators feel pride seeing their projects in the gallery
  - Every creator receives a certificate for taking part
- "This is the point of recognition – that they feel proud."**
- It provides the opportunity to be part of a global community

**"Our students belong to the tribal and remote geographies and this is the best motivation for us – for the team, for the students also – is that they are not feeling left behind... But still students never feel left behind, they are competing with the global community." Mentor, India**

# How can Coolest Projects continue to develop?

## How can Coolest Projects continue to develop?

We are continuing to look for ways to improve the experience for our mentors and creators. As part of this, we are conducting user experience research to understand how the registration process for the Coolest Projects online showcase can be improved.

We are also considering how we can ensure judges' feedback is valuable and motivating for creators.

We were delighted to hear from this year's focus group attendees about how much they valued the online showcase gallery and we want to understand the impact of this resource better as part of Coolest Projects 2025.

In 2025, we will be running more in-person events and we are working on making sure these events have the right type and number of live activities for creators to do alongside showcasing their work.



# Conclusion

## Conclusion

The evaluation suggests that Coolest Projects has a positive impact on young creators' desire to participate in digital making. In particular, creators felt inspired by others in the community. At in-person events, this was through the opportunity to showcase their work, view the work of others, and discuss their ideas. For the Coolest Projects online showcase, this was through seeing the work of creators around the world in the online gallery.

The feedback we received suggests that taking part in Coolest Projects gave young people a sense of belonging within computing and digital making. In-person events gave creators the opportunity to meet other young creators who are also interested in coding and digital making. Creators with a range of experience levels felt recognised and rewarded for taking part in Coolest Projects. It also provided an opportunity for creators from around the world to take part, regardless of their background.

This year's Coolest Projects event was bigger than ever, with more creators from more countries taking part in the Coolest Projects online showcase. In 2025, the number of in-person Coolest Projects events will increase. We are looking forward to the opportunity to increase the impact of Coolest Projects and build a larger community.

**For details of how to be part of Coolest Projects 2025, [visit our website](#).**



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