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Knowledge Foundation is an international education foundation headquartered in Lucerne, Switzerland

Knowledge Foundation 2025 Virtual Reality Hackathon Winners Announced

- VR hackathon advances [United Nations Global Programme on Cybercrime](#) mission to strengthen cybersafety and cybercrime resilience worldwide

- Top team wins [United Nations Office on Drugs and Crime](#) (UNODC) sponsorship to present their winning solution at the UN Convention against Cybercrime [high-level conference and signing ceremony](#)

- Top 3 places win complimentary tickets to the [Web3 Summit](#) in Berlin

- Top solo competitor wins [Vizipedia](#) professional engagement award

- All competitors receive €250 in [Knowledge Tokens](#)

LUCERNE, Switzerland, July 16, 2025 -- The [Knowledge Foundation](#), a newly established non-profit global education organization headquartered in Lucerne, Switzerland, today announced that the Knowledge Foundation [2025 VR Hackathon](#) recently held in Burgas, Bulgaria (25-26 June) has concluded, with the winning teams claiming victory, prizes and prestige.

The 2025 VR Hackathon, held to advance the mission of the [United Nations Global Programme on Cybercrime](#), was co-organized with [CreaTech Bulgaria](#) and the [United Nations Office on Drugs and Crime](#) Regional Center for Combating Cybercrime in Doha to inspire the creative minds of talented creatives and developers to conceive and develop engaging, innovative, interactive and immersive virtual experiences on the topic of cybercrimes.

Subsequent engagements will challenge competitors to integrate the [Internet Computer](#) rendition of [Knowledge Token](#)® into the winning VR solutions that were developed during the 2025 VR Hackathon.

Prizes and Prestige

The **1st PLACE** team has won sponsorship by the United Nations Office on Drugs and Crime ([UNODC](#)) to present their winning solution at the [signing ceremony and high-level conference](#) of the newly adopted United Nations Convention against Cybercrime in Hanoi, Vietnam, this October, with all expenses covered.

The **TOP 3 PLACES** have won complimentary tickets (€399.00 value) by [Web3 Foundation](#) to attend and present their solutions at the [Web3 Summit](#) in Berlin, with the **TOP SOLO** competitor winning the [Vizipedia](#) professional engagement award.

ALL COMPETITORS received €250 in [Knowledge Tokens](#) that may be redeemed for entrance to any [Knowledge Foundation](#) or [Immersive Education Initiative](#) event in 2026.

Organizers

The 2025 VR Hackathon, organized by the [Knowledge Foundation](#) and [CreaTech Bulgaria](#) in collaboration with the [United Nations Global Programme on Cybercrime](#), and supported by the Municipality of Burgas and the [Web3 Foundation](#), is the first of its type and is anticipated to become an annual event that brings together immersive and gaming talents of the South East European region and beyond.

The topic of the 2025 VR Hackathon was cybercrime resilience in support of the work of the UNODC Global Programme on Cybercrime and aimed to contribute to global efforts in engaging civil society and the tech sector in partnerships towards the implementation of the [UN Convention against Cybercrime](#).

Winners of the 2025 VR Hackathon

1st place

Nikoleta Zhecheva, Boris Stefanov and Dinko Sotirov (Team NN)

2nd place

Alexander Nasonov, Yana Artischeva and Andrey Klenin (Team Ideal Bureaucracy)

3rd place

Todor Petroveu (solo competitor)

Special Acknowledgement

Wacom digital tablets were awarded to the following teams in recognition of their performance, dedication and spirit throughout the Knowledge Foundation 2025 VR Hackathon.

Team New Direction

Atanas Konarov and Denislav Prodanov

Team PPMG

Lizaveta Kapusta, Kiril Ibragimov, Anna-Maria Dalakmanova, Plamen Momchev, Simeon Vangelov,Radena Yaneva, Lubomir Ivanov, Yoan Petkov, Hristian Nefedov

About Knowledge Foundation and UN Global Programme on Cybercrime

The Knowledge Foundation is non-profit global education organization headquartered in Lucerne, Switzerland, chartered to advance global education through the application of advanced and emerging technologies such as Knowledge Token®, Artificial Intelligence (AI), Virtual Reality (VR), Augmented Reality (AR) and blockchain. The foundation's mission is to democratize access to knowledge by creating an open, inclusive educational ecosystem that spans the globe.

The Global Programme on Cybercrime (GPC) assists Member States in their struggle against cyber-related crimes through capacity building and technical assistance according to General Assembly resolution 79/243 (2024) adopting the United Nations Convention against Cybercrime and 65/230 (2011) and the resolutions 22/7 and 22/8 of the Commission on Crime Prevention and Criminal Justice[1]. Counting with a specific model of work to impact cybercrime capacities, the GPC supports Member States to strengthen prevention and combating of cybercrime, including NCSII, making overall cybercrime capacities and responses more efficient and effective.

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