

GENERAL REGULATION “SUMMER HACKTOWN 2023”

1. INTRODUCTION

Polo Tecnologico Alto Adriatico Andrea Galvani SCPA and University of Udine are the Italian partners of the European Project REGINNA 4.0 (<https://www.reginna4-0.eu>) funded by the EIT - European Institute of Innovation & Technology, which intends to address the limited access to Deep Tech knowledge and infrastructure by creating a collaborative ecosystem through an interactive platform. The project consortium, consisting of renowned research institutions, will deliver customized training courses to stakeholders in the knowledge-based society. Additionally, an accessible "Single-Entry-Point" will be established for external users, primarily companies, to access cutting-edge research equipment. The project will be implemented through three modules: Nanotechnology, Industry 4.0, and Innovation and Entrepreneurship.

In this context, Polo Tecnologico Alto Adriatico Andrea Galvani SCPA and University of Udine, in collaboration with the University Consortium of Pordenone, will organize the second Summer School of REGINNA 4.0 “Diving into high-innovation potential areas: Entrepreneurship and Business Strategies related to Industry 4.0, Artificial intelligence and Nanotechnology” from August 28th to September 9th 2023.

The Summer School will connect students with academics, businesses, public bodies and non-governmental organizations to explore innovations, business development and the transfer of ideas from the laboratory to the market.

The summer school, **completely in English and free of charge**, includes two events:

1) One **HACKATHON** (August 31st-September 2nd) which foresees the answer to a challenge entirely tailored to young people. The first 3 classified groups will receive prizes in award vouchers for technology goods.

2) One **WEEK OF LECTURES** (September 4-9), in hybrid mode both online and in presence.

It will be possible to participate in one or both events. **Completing the hackathon will allow university students to receive an EIT-labeled certificate that might be redeemed for ECTS credits at their university.**

2. TARGET

SUMMER HACKTOWN 2023 is targeting students from Universities, post-diploma professional schools (such as ITS), students that have finished high schools and are enrolled for first academic year 2023-2024 at University/ITS and recent graduates.

On the occasion of the Hackathon, each participant will be assigned in 1 Team, which will be constituted on the first day of the event and will be asked to take up the challenge made public on www.summerhackathon.it website together with other information, instructions, explanations, specifications, that will be provided in person to the Participants during the event, in order to complete the specific challenge launched.

3. PHASES

The event is divided into 2 different and chronologically consequent phases.

Phase 1. Opening of registrations for the Hackathon and selection of participants.

Registration for the hackathon is formalized by filling in the form published in www.summerhackathon.it website activated on 04/08/23. The registration process will be closed on 25/08/23.

Phases 2 e 3. Event and awards

As described in the Entire Agenda available in the hackathon website.

4. TERMS AND CONDITIONS

The registration implies, for each Participant, the knowledge and explicit and complete acceptance:

- of this Entire Regulation and its articles;
- the Hackathon programme and Registration criteria (points 3 & 5);
- of the Code of Conduct (point 10);
- of the Privacy Policy (point 5);
- of the Release for the Use of the Audio/Video and Photographic Recordings Taken during the Hackathon (point 11).

For any technical and/or logistical needs, the Organization reserves the right to unilaterally modify the Regulations, the calendar, the duration of the Hackathon and even to cancel the Event.

5. REGISTRATION CRITERIA

Participation in the Hackathon is reserved for persons aged 18 or over. SUMMER HACKTOWN 2023 is targeting students from Universities, post-diploma professional schools (such as ITS Alto Adriatico), students that have finished high school and are enrolled for first academic year 2023-2024 at University/ITS and recent graduates.

To participate in the Hackathon Competition the participant must register online by following the instructions provided on www.summerhackathon.it website. The Organization reserves the right to verify the identity of the Participants and the authenticity and correctness of the data provided at the time of registration; failure to submit any documents requested by the Organization, the non-correspondence of the information entered or the reasonable suspicion that such information is false, inaccurate, outdated or incomplete, will determine

the exclusion of the Participant from the Hackathon in addition to any legal action that the Organization could decide to take.

The data of all Participants will be included in the Organization's database in full compliance with current privacy laws. Upon the registration, each participant will be informed of the privacy policy (details here below and recognition of privacy policy is given by <https://www.polotecnologicoaltoadriatico.it/privacy-policy>) of the coordinator Polo Tecnologico Alto Adriatico. The participant can authorize or unauthorize the coordinator to process personal data upon the registration form available in the www.summerhackathon.it website.

- To be informed, pursuant to art. 13 of Legislative Decree 196/2003 and ss. mm. on data protection personal data, that their personal data provided addressed to *POLO TECNOLOGICO ALTO ADRIATICO* SCPA will be treated in compliance with current and applicable laws and regulations.
- To be aware of the fact that the coordinator can exercise the rights provided for by art. 7 of Law 196/2003 and ss. mm., including the right to obtain confirmation of the existence or otherwise of data as well as their cancellation, by written communication to be sent to the data controller pursuant to and for the effects of the same law.
- Information pursuant to art. 13 of Legislative Decree no. 196/2003. The coordinator informs the declarant/participant that the processing of personal data, informs that the personal data provided with the personal data release will be processed on paper and telematics in compliance with current legislation and the principles of correctness, lawfulness, transparency and confidentiality; in this perspective, the data provided, including the portrait contained in the photographs indicated above, will be used for the purposes strictly connected and instrumental to the activities as indicated in the above extended release. The granting of consent to the processing of personal data is optional. In any at the moment it is possible to exercise all the rights indicated in Article 7 of Legislative Decree no. 196/2003, in particular the cancellation, rectification or integration of data. These rights can be exercised by sending written communication.

6. PARTICIPATION RULES

Participation in the Hackathon is open to individuals; the latter, after registering as such, will be able, compatibly with the established methods and times, to create their own Team during the competition or join a Team already created by others or by the organizer.

Participants may be divided by the Organizer into teams consisting of a minimum of 3 and a maximum of 5 people each. Each Participant can join only one Team.

Each Team must identify itself with a name (the "Team Name").

7. TEAM LEADER AND ORGANIZATION

The internal organization of the Team, the division of roles, tasks, responsibilities and the attribution and/or recognition of ownership of any intellectual and/or industrial property rights on the Work and/or on the Documentation among its members are the exclusive responsibility of the Team itself and/or, based on the decision taken in this regard by the Team, of its Team Leader. No responsibility or interference in this regard can be attributed to the Organization.

8. RISKS AND RESPONSABILITIES

Each Participant participating in the Hackathon is exclusively responsible for his/her Documentation, IT or other type of equipment and personal belongings; therefore, each Participant undertakes to indemnify and hold the Organization harmless from any request, including compensation for damages, which could be made, for any reason, in relation to the Work, the Documentation or in any case determined by the participation of a specific Participant. The Organization cannot be held responsible in the event of theft, loss, damage to the equipment and/or personal effects. For the entire duration of the Hackathon, each Participant is required to take all appropriate measures to safeguard their data and/or software stored in their IT equipment against any attack.

9. GUARANTEES

The submission of the application implies full and unconditional acceptance by the candidate of the terms and conditions set out in the clauses of this regulation.

Each participant with the acceptance of this announcement:

- Expressly declares that the proposed project idea is original and does not violate the intellectual or industrial property rights of third parties in any way, thereby relieving the organizers from any liability, liability, claim for damages and/or o compensation advanced by a third party;
- Indemnifies the organizers from any liability in the event of use and/or abuse of the idea and/or any development of the same by anyone who had become aware of it through the platform itself, renouncing any claim for damages and/or o compensation to the organizers, for any reason and/or cause.
- Each Team/Individual participant is responsible for the content of their Project and guarantees that they are the owner and that they originally hold all the relative rights of use. The organizers are in no way responsible towards third parties with reference to the content of the Projects. The Team/Individual participant hereby undertakes to indemnify and hold the organizers harmless from any request, including compensation for damages, which could be made for any reason by third parties in relation to the Project.

10. CODE OF CONDUCT

The organizers ask participants to comply with the following code of conduct at each stage of the Hackathon Competition, specifically:

- respect the Regulation, the calendar, the methods of carrying out, accepting the decisions taken by the Organization and/or the jury.
- show respect towards the other Participants, the staff and the other members and/or subjects delegated by the Organization and/or by the host structure;
- Any violation of the Regulations and/or the Code of Conduct or conduct from which an illegal behavior can be inferred or presumed, even covertly, and/or which constitutes a violation of these Regulations as well as any irregularity committed before or during the Competition will result, depending on of cases and on the basis of the unquestionable decision of the Organization, the non-participation, the expulsion or disqualification of the Participant and/or the withdrawal of the prize that may have already been assigned and the removal of any material and/or content that may have already been transmitted or published .

11. RELEASE FOR THE USE OF AUDIO/VIDEO AND PHOTOGRAPHIC RECORDINGS TAKEN DURING THE HACKATHON COMPETITION

The Participants are aware that during the Event the Organization and/or its commercial partners will make audio/video recordings and that such recordings may also affect the Participants.

The Participants authorize through the filling of registration forms made available through the hackathon website, the Organization and its commercial partners as well as assignees, agents and concessionaires of the same to use - free of charge, in perpetuity and for the whole world, even in partial and/or modified or adapted form - the own personal data as well as one's portrait and audio/video footage and recordings of one's person and of the environments, objects and documents photographed and/or filmed made during the course of the Event.

In any case, any use that could cause damage to the honor, reputation or decorum of the person or persons portrayed, filmed or recorded is excluded.

11. JURY AND EVALUATION

The projects presented by the teams at the conclusion of the Hackathon will be evaluated by a Jury identified by the Organizers, which will have the task of electing the Winning Teams. The jury will evaluate the outputs according to the following criteria

Evaluation Rating: MAX. 100

1) PRESENTATION SKILLS: MAX. 20 POINTS

- Adherence of the Idea to the chosen challenge (MAX. 8 POINTS)
- Presentation (effective texts, professionalism, interest) (MAX. 5 POINTS)
- Sustainability of the idea (MAX. 2 POINTS)
- Skills and knowledge (MAX. 5 POINTS)

2) PROPOSITION: MAX. 20 POINTS

- Business Model
- Market opportunity
- Competitive advantage
- Group composition and harmony

3) SERVICE/PRODUCT/PROTOTYPE/APP OR OTHER: MAX. 60 POINTS

For each criterion, each member of the jury will assign a score. At the end of the evaluation, a ranking will be drawn up on the basis of the votes. The Jury's judgment is unquestionable and it is not required to give reasons for its decisions. Participants expressly agree, as of now, not to raise objections to the composition or decision taken by the Jury.

To ensure a correct evaluation of the projects presented, each member of the Jury will examine and evaluate every aspect based on their role and skills, assigning a score for each of the parameters indicated in the grid above.

The final score assigned to each idea will therefore be given by the sum of the scores assigned for each criterion averaged between all the members of the jury.

In the event of a tie, the winning idea will be chosen on the unquestionable judgment of the President of the Jury.

12. AWARDING

The award ceremony involves the assignment by the jury of the following prizes, in the form of vouchers for purchases of technological goods from an authorized reseller:

- Winning team: euro 2.500,00 (two thousand five hundred/00);
- 2nd place team: euro 1.500,00 (one thousand five hundred/00);
- 3rd place team: euro 1.000,00 (one thousand/00);

It is understood that no further remuneration or economic right, in addition to the prize provided for by the competition, will be recognized to the participant.

The prize indicated above will be awarded to the winning team following a distribution criterion based on the number of team members.

The Organization does not take responsibility for the use that the Winners will make of the prizes awarded.

13. INTELLECTUAL/INDUSTRIAL PROPERTY RIGHTS

The organizers acknowledge to the Participants the ownership and full availability of the Projects and Documentation relating to them, including the ownership of any intellectual and/or industrial property right on any element of which they are composed and/or which these contribute to forming, by way of example but not limited to, the idea, the business model, the format, the concepts developed, the proposals and solutions presented and/or the result obtained, produced by the Teams during the Hackathon.

Each Participant therefore remains fully responsible for the protection of any innovative and/or original element that may be discernible in his/her Document and/or in his/her Documentation through the means provided for this purpose by law and will have to bear the payment of any eventual expense in this regard.

14. EMAIL CONTACT

It will be possible to request information about the initiative by contacting the following email:

hello@summerhackathon.it