



The Rules and Regulations of ENHANCE Smart City Hackathon Competition

ENHANCE HACKATHONS

Edition 2024

I. General provisions

1. These Rules and Regulations, hereinafter referred to as **the Regulations**, set out the terms and conditions for the ENHANCE Smart City Hackathon competition to be held in Warsaw from May 24th to 26th 2024 as part of the ENHANCE HACKATHONS.
2. The Warsaw University of Technology is **the Organiser** of the competition with its registered office in Warsaw, 00-661, Pl. Politechniki 1, NIP 525-00-05-834.
3. The competition is team-based.
4. The requirement for participation in the competition is the submission by the Participant of a statement that he/she is familiar with the Regulations of the ENHANCE Smart City Hackathon Competition.
5. Participation in the competition is voluntary and free of charge.
6. The Organizer informs the Participants that the Hackathon program involves the Participants performing activities of high intensity for approximately 48 hours. The Participant confirms by his/her participation that there are no health contraindications to participating in the competition.
7. The decisions of the Organizer are final and cannot be appealed against.

II. The purpose and the course of the competition

1. The main objective of the competition is :
 - a) to develop entrepreneurial attitudes and behavior among students,
 - b) to provide the opportunity to learn about tools supporting the transfer of knowledge and skills in the Smart City industry,
 - c) to develop the skill to communicate and work in interdisciplinary and international teams.
2. The objective of the competition is developing by Competition Teams the solution to the selected problem related to the Smart City theme from the list of issues announced by the Organiser at the start of the competition.
3. The evaluation is based on the prototype solution, hereinafter referred to as **the Project**, and its presentation to the Jury.
4. During the event, Participants shall attend lectures prepared by the Organiser.
5. The Organiser shall provide:
 - a) the space for the activity;
 - b) power supply;
 - c) the Internet access via Wi-Fi,
 - d) full board, drinks and small snacks.
6. The consultations with Mentors (domain specialists in preparing solution prototypes) will support competition teams.
7. The competition will run according to the schedule made available to Participants at the beginning of the event. The Organiser reserves the right to change the schedule during the event.
8. The team has the possibility to finish the Project earlier than the scheduled time, but the Organiser does not allow the presentation of the Projects earlier than the scheduled time.

9. There is no possibility of remote participation in the competition.
10. The entire Project needs to be created during the competition.
11. The project should be done by the members of the Team only. The assistance of the third parties not involved in the event is not permitted.
12. In the event that the Participants fail to deliver the Project by the deadline, the Team shall be disqualified and shall terminate its participation in the competition.
13. The competition is conducted exclusively in English. The Participant's required language level is at least B2 according to CEFR (link: <https://www.coe.int/en/web/common-european-framework-reference-languages/level-descriptions>)

III. Participants

1. The competition is open to interested, legally adult Bachelor's or Master's degree students from the partner universities of the ENHANCE alliance, such as: the Norwegian University of Science and Technology (NTNU), Rhine-Westphalia Technical University of Aachen (RWTH), Technische Universität Berlin (TUB), Universitat Politècnica de València (UPV), Chalmers University of Science and Technology (Chalmers), Warsaw University of Technology (WUT), Politecnico di Milano (POLIMI), Technische Universiteit Delft (TU Delft), Technical University of Gdańsk (TU Gdańsk), Eidgenössische Technische Hochschule Zürich (ETH Zurich) and the universities associated with the alliance such as Lviv Polytechnic National University and the National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute" and also Universitatea Politehnica Timișoara and the SGH Warsaw School of Economics hereinafter referred to as **Participants**.
2. The applications for the competition will be accepted by 21 April 2024.
3. The registration is conducted via the registration form available at the link: <https://forms.office.com/e/JWpzqf0iXn>
4. The number of Participants is limited. The maximum number is 100.
5. In the case of the number of applications greater than the limit of Participants, the Organiser reserves the right to invite only chosen persons who have completed the registration form..
6. The accepted Participants will be informed by e-mail at the address indicated in the registration form.
7. Participants will apply to the competition individually, then the Organisers will put them together in teams of up to 5 people, hereinafter referred to as **Teams**. The teams will be international in character and will be formed to combine people from different universities with various skills and specialisations.
8. A participant may only participate in the competition as a part of one Team.
9. Participants are required to have their own computer equipment for participation in the competition.
10. Participants take full responsibility for their personal property (including computer equipment).
11. Participants are obliged to allow other Teams to work quietly, and in particular, it is forbidden to distract other Teams during the presentation intentionally and to prevent other Teams from working on the Project.
12. Participants are obliged to observe the rules and regulations of the venue where the Competition takes place and to follow the instructions of the Organiser and persons designated by the Organiser.
13. Participants are responsible for any material or non-material damage they cause to the venue where the Competition will take place.
14. Participants are obliged to respect the rights and personal dignity of other Participants and those involved in running the competition.
15. The Participant is obliged to wear an identification badge in a place visible to the Organiser (or is obliged to show it at any time upon the Organiser's request) throughout the duration of the competition.

16. The Organiser plans dissemination of the Participants' images, inter alia, in the form of photographs, audio or audio-video recordings made during the competition as well as during the announcement of results and the awarding of prizes for informational purposes and promotion of the ENHANCE HACKATHONS or the Organiser. Participants give their consent for such an image dissemination by accepting the Rules and Regulations.
17. The Participant agrees to the free multiple use of his/her image recorded in the form of a photograph or video recording and grants the Organiser an unrestricted license to use it in all fields of exploitation, including recording and dissemination in any form and entering into computer memory, making it available for the Organiser's promotional and marketing activity, including posting and publishing it in social media or printed promotional materials.
18. Personal data in the form of images will be processed according to the principles described in these Rules.

IV. Assessment criteria

1. Each Team presents their prototype during the pitching session. The presentation lasts the maximum of 3 minutes. This will be followed by choosing 10 Teams who will present their prototypes during the final. The final presentation will last the maximum of 5 minutes.
2. All prototypes and presentations need to meet ethical standards in terms of language, visual content and property rights. The failure to meet these conditions will result in the disqualification of the Team.
3. The winners of the competition and the awarding of prizes will be decided by the Jury consisting of 5 persons, hereinafter referred to as the **Jury**, appointed by the Organiser for this purpose.
4. Each member of the Jury writes their assessment score on the voting card, and then all the awarded points are added up.
5. The Jury may additionally award the prize in the form of a distinction.
6. The Jury assesses the prototype solution and the way it is presented according to the following criteria:
 - A. **The Compliance with Sustainable Development Goals (weight: 25%)**
 - a. The compliance with Sustainable Development Goals, in particular goals 3, 11, 13, 7 or 12
 - B. **Inclusiveness and social utility and impact on the local environment (weight: 20%)**
 - a. identification of a social problem for the local population
 - b. elimination of exclusions based on age, gender, health status, etc.
 - c. development of the local community in the context of deliberative democracy
 - d. impact of the proposed solution on the local environment
 - e. impact of the technology used on environmental sustainability
 - C. **Innovation and technologies used (weight: 25%)**
 - a. level of innovation of the solution
 - b. the types of technologies involved in the Smart City concept and their application in the project
 - D. **Feasibility and implementability in other cities - genericity (weight: 10%)**
 - a. applicability and limitations of the idea
 - b. quality of the business model
 - E. **Presentation of the prototype (weight: 20%)**
 - a. the tools used to present the idea
 - b. the form of presentation
7. The decisions of the Jury shall be final and are not subject to any appeals.
8. The Participants will be informed of the results of the competition immediately after the Jury's deliberations on 26th May 2024.

V. Awards

1. The Organiser and/or Sponsors are the founders of the awards in the competition.

2. The awards in the competition are:
 - a. the first place - 2000 EUR (in words: two thousand EURO), paid out in Polish zlotys at the average exchange rate of the National Bank of Poland on the day of payment, and an additional prize funded by the Sponsor
 - b. the award of distinction – the prize founded by the Sponsor
3. The prize in respect of which tax liability is provided for by law shall be taxed in accordance with the applicable tax laws.
4. The prize shall be distributed equally to all Participants in the team of the awarded prototype.
5. The cash prizes will be paid by a bank transfer up to 14 days after the announcement of the competition results and provided that the members of the winning Teams have submitted the information necessary for their tax accounts.
6. The competition results will be published by 31st May 2024 on the Organiser's website <https://ssp.w.pl/hackathon/>
7. The Organiser shall not be liable for any inability or impediment to collect the prize due to reasons attributable to the Participant of the awarded Team.

VI. Personal data

1. The Administrator of Participants' personal data is Warsaw University of Technology, based at Plac Politechniki 1, 00-661 Warsaw.
2. The Administrator has appointed a Data Protection Inspector to supervise the processing of personal data. The Inspector can be contacted at the e-mail address: iod@pw.edu.pl.
3. Personal data is processed on the basis of Article 6(1)(a) of Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data and repealing Directive 95/46 / EC (Official Journal of the EU L 119/1 of 4 May 2016 - GDPR), i.e. on the basis of the consent given by the Participant in the Competition.
4. The Participant's personal data shall be processed in connection with their participation in the Contest, i.e. for the purpose of organising the Contest, conducting the Contest, as well as for the transfer of prizes.
5. The Participant's personal data is stored for the duration of the Competition and after the Competition ends for the period resulting from the archival regulations
6. Providing personal data is voluntary and is a condition for participating in the Competition and receiving the prize.
7. In relation to the processing of personal data, the Participant has the right to:
 - a) to access their data,
 - b) to request their rectification,
 - c) request their deletion if they consider that there are no grounds for the data to be processed,
 - d) request the restriction of their processing,
 - e) to object to the processing of data, the provision of which is voluntary,
 - f) data portability,
 - g) withdraw the consent to data processing at any time. The withdrawal of the consent will not affect the lawfulness of the processing carried out on the basis of the consent obtained,
 - h) to lodge a complaint to the supervisory authority, i.e., the Office for Personal Data Protection President.
8. The aforementioned rights can be exercised by contacting the Organiser's Personal Data Protection Officer.
9. The Organiser does not make automated decisions towards the Participant, including those resulting from profiling.

VII. Copyright

1. The Participants guarantee that the entire Team co-authors the Projects developed during the competition and do not infringe any rights of the third parties. In case of doubt, the participation of the team members is assumed to be equal.
2. The Participant is responsible to the Organiser for any legal defects of the Project, and in particular for any claims of the third parties resulting from the violation of author's rights and other rights of third parties, in particular concerning the legality of software and tools used in the creation of the Project. If claims are made against the Organiser on this account, the Participant must fully satisfy them and indemnify the Organiser against any performance obligation.
3. Each Participant undertakes to take the place of the Organiser in any dispute or to join the Organiser in any court or conciliation proceedings if the third party makes a claim or demand against the Organiser for infringement of its rights in connection with the submitted Project.
4. The Participant undertakes to reimburse the Organiser for the expenses, including but not limited to the costs of legal services incurred by the Organiser due to a claim or demand referred to above, established by a valid court judgment, final administrative decision or settlement.
5. The Organiser shall immediately inform the Participant if the third party makes a claim or objection against the Organiser as described above.
6. The Participants in the teams shall hold the personal copyright in the developed Project, in equal shares.
7. The issues concerning the transfer of author's economic rights shall be governed by the provisions of the Act of 4 February 1994 on Copyright and Related Rights (Journal of Laws 2021, item 1062).

VIII. Final provisions

1. These Regulations constitute the only document determining the rules of the Contest.
2. The Organiser shall decide any matters not covered by these Rules.
3. In matters not covered by these Regulations, the provisions of the Civil Code apply accordingly.
4. Any potential disputes which may arise in connection with the competition will be settled by the court having jurisdiction over the Organiser's registered office.
5. The Organiser reserves the right to change the competition date or cancel it in the event of events beyond their control, of which they will immediately inform.
6. These Rules and Regulations have been drawn up in Polish and English language versions. In the event of a discrepancy between the two language versions, the Polish version will prevail.
7. These Terms and Conditions are subject to publication on the Organiser's dedicated webpage <https://ssp.w.pl/hackathon/>

Annex 1 Competition assessment form