Rules of the
"EduHack 2021: international hackathon for the future of education", hereinafter referred to as "Rules"

§ 1 GENERAL INFORMATION

1. These Rules set out the conditions, application procedure, and general terms of participation in the online event under the name **"EduHack 2021: international hackathon for the future of education "**(hereinafter referred to as "Hackathon").
2. The Organizer of the Hackathon is the University of Warsaw Incubator, which is a section of the Center for Cooperation and Dialogue – an organizational unit of the University of Warsaw with its headquarters at Krakowskie Przedmieście 26/28, Warsaw 00-927, Poland.
3. The purpose of the Hackathon is to develop a technological solution to improve digital education (hereinafter referred to as the "Solution"). As part of the Hackathon, the best Solution will be selected; it can be a new application, mobile application, website, algorithm, etc., in the form of visualization or a software prototype.
4. Technologies used in the framework of the Hackathon can be any technologies except for those illegal for use in the territory of the Republic of Poland
5. The Organizer has the right to invite external partners (hereinafter: Co-organizers) to co-organize the Hackathon.
6. Hackathon is organized on an internet platform. Detailed information about the platform on which the Hackathon shall take place will be provided to participants before the start of the Hackathon.
7. The Hackathon is international; therefore, the language used throughout the event will be English.

§ 2. TERMS AND CONDITIONS OF PARTICIPATION

1. Participation in the Hackathon is free and voluntary.
2. Participants of the Hackathon can be students of universities accredited by a member state of the European Union.
3. Participants cannot be employees of the Organizer, Co-organizers, as well as the immediate family members of those persons (i.e., their spouses, children, parents, and siblings).
4. For the Hackathon, Participants form teams of 3 to 6 persons (hereinafter: Teams). A Participant may not be a part of more than one Team. Each member of the Team must meet the Participant requirements set out in the Rules.
5. Each Team can present only one Solution in the competition.

§ 3 REGISTRATION

1. In order to participate in the Hackathon, one must fill the registration form available on the www.eduhack2021.eu website.
2. The maximum number of Hackathon Participants is 60.

3. If the number of entries exceeds the maximum number of places specified in Section 2, the Organizer has the right to select entries based on the following criteria:
    1) skills that the Participant may bring to the Team;
    2) experience in events of a similar nature;
    3) motivation to participate in the Hackathon.
4. The Organizer has the right to exclude duplicated applications (more than one application from a person) and applications that, by their content, raise concerns about an applicant's intent and ability to participate in the Hackathon.
5. Registration of Participants for the Hackathon will be possible from 1st to 31st December 2020. until 11:59 P.M., Organizer's local time. The Organizer reserves the possibility to extend the above deadline - such change shall not constitute an amendment of the Rules.
6. In order to submit the registration form, it is necessary to accept these Rules.
7. Participants can register individually with the possibility to specify their preference for their assignment to a particular Team. In order to do so, the Participant has to provide the Team's previously agreed name when registering for the event.
8. It is forbidden to take Team names that are vulgar, harm other people's feelings, or are inappropriate given the seriousness of the event.
9. In the case of individual entries without the preference of assigning to a specific Team, the Organizer forms teams before the start of the Hackathon. Participants submitting individual applications shall, upon submitting the form, give their consent for the Organizer to share their personal data (name and e-mail address) in order to inform their assigned Team members.
10. The submitted form must contain true and up to date information about the Participant as of the submission date:
    1) first name and last name;
    2) place of residence;
    3) educational institution name and field of study;
    4) e-mail address;
    5) phone number.
11. The submission of the form is not equivalent to qualifying for the Hackathon.
12. The Organizer will select Teams qualified for the Hackathon, taking into account the criteria specified in Section 3. The decision to accept the admission shall be taken based on the information provided in the application and shall be final.
13. All persons who, within the period specified in Section 4, submit the registration form, will receive a decision on eligibility or ineligibility to participate and, in cases specified in Section 8 - on the assignment to the Team by e-mail, no later than 7 days before the start of the Hackathon, to the e-mail address specified in the registration form.
14. The Organizer may create a standby list of Participants. Suppose participants from the standby list are allowed to participate in the Hackathon. In that case, registered persons will receive a decision on their eligibility to participate by e-mail and/or telephone according to contact details provided in the registration form (without the 7-day notice referred to in Section 12).

§ 4 COURSE OF THE HACKATHON

1. The Hackathon will begin on 14th January 2021. and will last until 17th January 2021.
2. The Hackathon's agenda is published on the Organizer's website www.eduhack2021.eu.

3. Participants will receive a detailed Hackathon program by e-mail. It will be sent to the address specified in the application form no later than the Hackathon's start date.
4. Participants will be provided with:
   1) an online collaboration platform and a toolkit;
   2) experts support;
   3) facilitation;
   4) inspirational materials.
5. In other aspects, Participants have to use their own resources, particularly software and other necessary tools and equipment needed for the execution of projects.
6. The Participant declares that he uses only legally owned software to participate in the Hackathon.
7. The values of mutual tolerance and openness shall be respected during the event. Discrimination of any kind is not allowed.
8. The Organizers have the right to remove from the event Participants who do not comply with the above rules.
9. Participants create the Solution from scratch during the Hackathon duration. Within a given project framework, it is not allowed to prepare code fragments before the Hackathon (except for ready-made, widely available libraries).
10. It is allowed to prepare sketches of screens and auxiliary materials (e.g., functional descriptions) before the Hackathon.
11. During the presentation, the Teams present the Solution they managed to produce during the Hackathon. The maximum time to present the Solution is 7 minutes. The countdown starts at the time specified by the person appointed by the Organizer. After the Team has finished presenting their Solution, the Hackathon Jury may ask questions. The maximum time for questions and answers is 7 minutes.

§ 5 PRIZES

1. The Organizer provides financial prizes for the three (3) best Teams (winners); however, the Organizer has the right to award other prizes and additional in-kind prizes for Teams whose solutions will be considered particularly valuable.
2. The Organizer will provide details about the value and type of prizes in a separate message published on the website www.eduhack2021.eu no later than on the last day of registration for the Hackathon.
3. Prizes will be awarded to participants who, in accordance with the Rules, present the best works as evaluated by the Jury, in accordance with the criteria set out in § 6 sec. 4 of the Rules.
4. The results will be announced on 18th January 2021, after the Jury deliberations, during an online broadcast via the internet platform on which the Hackathon takes place.
5. Information about the results of the Hackathon and the list of winning Teams will be published on the Organizer's website: www.eduhack2021.eu and www.iuw.edu.pl and made public via social media.
6. In the event of a statutory obligation to pay income tax for the awarded financial prizes related to the participation in the Hackathon, the Organizer will pay the prize to the winners reduced by income tax advance, following the laws in force in the country of the Organizer.

7. Prizes will be paid by the Organizer in PLN, in the form of bank transfer to the bank account indicated by the Hackathon winner to the Organizer. Prizes will be paid within 30 days from the moment of receiving by the Organizer the Hackathon's winner account number to which the transfer is to be made.

§ 6 COMPETITION COMMITTEE (JURY)

1. The Solutions created during the Hackathon will be evaluated by the Competition Committee appointed by the Organizer.
2. The Competition Committee (Jury) consists of 4 to 7 persons, including representatives of the Organizer (together with the Chairman of the Jury) and representatives of the Co-organizers.
3. The Jury will be announced at the latest on the day of the start of the event.
4. During the presentation in front of the Jury, the Solutions proposed by the Teams will be evaluated according to the following criteria:
   a) originality;
   b) readiness for implementation;
   c) universality;
   d) commercial/business potential.
5. Each category will have an equal impact on the Team's final score.
6. The winning Solution is chosen during the Jury sitting.
7. The decisions of the Jury shall be final and shall not be subject to an appeal. The decisions of the Jury shall be taken by a majority vote. In the event of an equal distribution of votes, the Jury's president's decision shall be binding.

§ 7 COPYRIGHTS

1. Participants of the Hackathon declare that they will be the exclusive authors of the project (Solution) created during the Hackathon and that only Participants (members of the Team and under the terms of co-authorship) will be vested with any and all copyrights to the project created during the Hackathon. Participants of the Hackathon retain economic and moral copyrights pertaining to the Solution created during the Hackathon. Participants may use third-party libraries and third-party software in accordance with the licenses granted by the software developers.
2. If Participants use libraries to create a Solution, the operation of which involves the requirement to obtain an appropriate license or payment of any fee that determines the possibility of using the library, the Participant or Team is obliged to perform the actions described above on their own and at their own expense, and to inform the Organizer about the use of such libraries, while providing the data of the licensor and providing the content of the license agreement for viewing.
3. Participants are not allowed to produce projects violating the law, use prohibited content, or violate third parties' rights. Projects must not include racist, erotic, violent, discriminatory content, or in any other way violate the provisions of the generally applicable laws of the Republic of Poland.
4. If a Participant is found to have violated the Rules, the Organizer has the right to exclude the Participant from the Hackathon at any stage of the event.

5. The Organizer does not acquire any copyrights to the Solutions submitted by Participants.
6. Participants declare that their rights to the Solution are not limited by anything and by anyone. In particular, Solutions and their implementation do not infringe third parties' rights, including moral and economic copyrights.
7. The Participant grants to the Organizer, free of charge, the permission to use any visual materials produced by the Organizer or Co-organizers during the Hackathon, displaying Solutions, for internal and promotional purposes of the Organizer or Co-organizers, including the reproduction and distribution of such materials in any way and form chosen by the Organizer or Co-organizers.

§ 8 INFORMATION ON THE PROCESSING OF PERSONAL DATA

1. The Administrator of the Hackathon Participants' personal data is the University of Warsaw, with its registered office at ul. Krakowskie Przedmieście 26/28, Warsaw.
2. The Data Administrator has appointed a Data Protection Officer (DPO) whom the Participant can contact regarding personal data: iod@adm.uw.edu.pl. The DPO is not responsible for providing information related to the process of the Hackathon.
3. Personal data of the Hackathon Participants' will be processed for the purpose of the Hackathon's organization and recruitment process. The Organizer has the right to publish the name(s) and surname(s) of the winning Team members on the Organizer's website.
4. The basis for the processing of Participants' personal data is Article 6 Section 1 Letter a (consent to personal data processing) of Regulation (EU) 2016/679 of the European Parliament and of the Council of 27th 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 (General Data Protection Regulation), i.e., GDPR and the basis for the processing of the winner's personal data is Article 6 Section 1 Letter b of GDPR (processing is necessary for the performance of a contract to which the data subject is party or in order to take steps at the request of the data subject prior to entering into a contract) and Article 6 Section 1 Letter c GDPR (processing is necessary for compliance with a legal obligation to which the controller is subject).
5. The provision of personal data for participants is voluntary; in case of non-provision of data, the Participant will not be able to participate in the Hackathon.
6. The recipients of the data will be authorized employees and associates of the Data Administrator. Additionally, entities cooperating within the framework of implementing the Hackathon and entities authorized under the law may also be the recipients of such data.
7. Participants' data may also be processed by Google (G-Suite for Education provider) in its data processing centers, with whom the Organizer concluded a personal data processing agreement: https://www.google.com/about/datacenters/inside/locations/index.html
8. Participants' personal data will be processed for the period necessary to achieve the objectives set out in §3. The winner's data will be processed following applicable laws, in particular tax and accounting laws.
9. The Administrator guarantees the execution of all rights under the rules specified by the GDPR: the right to review, edit, or delete the data, as well as the right to restrict the processing and withdraw consent at any time. Participants can withdraw their consent to process personal data by sending a message to the following e-mail address: kontakt@inkubator.uw.edu.pl. If the

Participant or winner considers that the processing of his/her personal data violates the GDPR, he/she has the right to file a complaint with the President of the Personal Data Protection Office.

§ 9 USE OF PARTICIPANT'S IMAGE

1. The Organizer is authorized to record the Hackathon's course using video and sound recording devices and/or software.
2. By submitting the application to participate in the Hackathon, the Participant agrees that the Organizer will register his image during the Hackathon in the form of photographs and audiovisual materials. The Organizer has the right, not limited in time and territory, to use, free of charge, photographs and audiovisual materials containing the image of the Participant for purposes related to the statutory activities of the Organizer and for promotional purposes, in particular through the publication of the above on the Organizer's websites, social media platforms, and news channels.
3. If the Participant does not grant the permissions specified in the previous sentence, he should immediately notify the Organizer by sending a message to the e-mail address: contact@eduhack2021.eu, though, no later than on the day of the start of the Hackathon.

§ 10 FINAL PROVISIONS

1. The Rules of the Hackathon will be available from the start of the registration process on the website www.eduhack2021.eu.
2. The Rules shall enter into force on the day of their publication on the Organizer's website.
3. The Organizer has the right to cancel or postpone the Hackathon due to extraordinary, unforeseen circumstances, as well as in case of an insufficient number of participants registered for the Hackathon.
4. In case of the event cancellation or change of the Hackathon date, the Organizer shall not be liable in any way for damages incurred by the persons who reported their participation in the Hackathon.
5. By submitting their wish to participate in the Hackathon and taking part in it, Participants agree to comply with the provisions of the Rules.
6. The Organizer has the right to change the Rules, as long as it does not deteriorate the Hackathon's conditions and rules. In the event of a change to the Rules, information about the change, the date of its entry into force, and the new Regulations will be posted on the website www.eduhack2021.eu.
7. These Rules have been drawn up in Polish and English language versions. In case of discrepancies between the two language versions, the English version shall prevail.