

## Rules of the EU-CONEXUS-RFS Hackathon *Smart4Coast*

### Article 1 - Organisation

In the framework of the EU-CONEXUS-Research For Society project and the D5.3 report on "best practices and recommendations on mainstreaming the entrepreneurial mind-set of researchers" in the alliance (Work Package 5 *Knowledge Transfer & Innovation*, Task 5.2 *Mainstreaming entrepreneurial mind-set of researchers to propose smart solutions on the markets*.) La Rochelle University co-organises with the University of Zadar a hackathon named "Smart4Coast".

Zadar University (hereinafter "**the Organizer**") with its registered office at Mihovila Pavlinovića 1, 23000 Zadar, Croatia (Tel: 023/200-612), is organizing this Hackathon from 31/01/2023 at 18:30 to 03/02/2023 at 12:30. It will take place in person at the premises of Zadar University.

The Smart4Coast hackathon (hereinafter the "**Competition**") is a competition for researchers, PhD students and post-doctoral researchers, aiming to generate innovative solutions based on their research expertise. Participants will take on challenges based on topics proposed by the RFS project referents.

The challenges on which the participants will work will be based on the theme of Smart Urban Coastal Development. Participation in the Competition is free of charge and without obligation to purchase and implies full acceptance of its rules by the participants and their application by the Organiser.

### Article 2 - Participation

Participation in the competition is open to all researchers, post-doctoral researchers and PhD students working in one of the 6 partner institutions of the EU-CONEXUS-RFS project:

- La Rochelle University, LRUniv
- Agricultural University of Athens, AUA
- Catholic University of Valencia, UCV
- Klaipeda University, KU
- University of Zadar, UNIZD
- Technical University of Civil Engineering Bucharest, UTCB

Each university listed above may register one team of 4 people.

All participants, researchers, doctoral students and post-doctoral students, will be required to inform and obtain the agreement of their laboratory director or educational supervisor for their participation in the Competition.

The Organiser and its partners reserve the right to request proof of this authorisation at any time during the Hackathon, in particular when sending the prizes, and may cancel the participation of a minor whose employer does not validate the participation.

### **Article 3 - Terms of participation**

Participation in the competition is possible after registration on a "registration form". The form is accessible from the websites of the partner universities and on the EU-CONEXUS website.

The participant must, when registering, specify whether he/she is entering in a personal capacity or on behalf of a legal entity (company, association, group, etc.). Where applicable, the participant guarantees the Organiser that he/she has, at the time of registration and for the entire duration of the competition as well as for any extension of his/her participation in the competition, the legal conformity of his/her situation as well as all the necessary authorisations and authorisations, in particular from the legal entity on which he/she depends.

The Organiser will acknowledge receipt of entries to the Competition by email to the address provided by the entrants at the time of application.

The Organiser reserves the right to refuse any application that is incomplete or does not meet its expectations. The Organiser also reserves the right to refuse the participation of any person for reasons of security or compliance with these rules. Registration irrevocably implies acceptance of these Rules.

Participants will be divided into teams of 4 participants each. The physical presence of the participants per team at the competition venue is mandatory. Participants register for a challenge. Depending on their expertise and the skills required to take up the challenge, the Organiser reserves the right to direct the participant to another challenge than the one previously chosen.

The participants undertake to provide, during the Competition, original and personal creations that have not been the subject of any distribution or publication in any form, under any conditions or on any medium whatsoever. The Organiser shall not be held liable under civil or criminal law in the event of the presentation by one of the participants of non-original and/or non-personal creations. Each participant is responsible for the creations he/she presents.

Each participant grants the Organiser, its representatives, service providers, partners and any person acting under its orders or with its permission irrevocable authorisation to publish all photographs, images and videos taken during the event.

### **Article 4 - Conduct of the Competition**

Entries to the Competition are open from 26/10/2022 to 19/12/2022. Any entry registered after this time will not be taken into account. The competition starts on 31/01/2023 at 6.30pm and will end on 03/02/2023 at 12.30pm.

The program is as follows:

TUESDAY	
Between 11am and 6pm	Arrival of the teams
19h	Ice breaking activity and dinner
WEDNESDAY	
08h45	Welcome of the participants / breakfast
09h30	Presentation of the challenges and the coaches
09h50	Presentation of the process and the teams
10h00	Beginning of the competition - exchange on the problematic between the teams
10h40	Workshop 1: User needs and BMC
11h25	Team work
12h30	Lunch
13h30	Team work
15h	Workshop 2: Prototyping
16h15	Team work
20h	Diner
21h	Team work
22h30	End of the day
THURSDAY	
08h30	Welcome of the participants / breakfast
09h10	Team work
10h40	Workshop 3: The pitch
11h25	Team work to finalize the projects
12h30	Lunch break
14h	Work on the slide desk
15h	Start of the jury (15 minutes per team)
16h30	Jury deliberation
17h	Awarding of prizes
18h30	Final cocktail
FRIDAY	
09h	Visit of Zadar
12h	Lunch break + departure

### Article 5 Determination of Winners

The winning teams will be determined by a jury composed of ecosystem partners, Hackathon partners and recognized external professionals, whose composition will be communicated to the participants at the beginning of the Competition.

The winners will be selected from among the participants in the Competition who have effectively fulfilled the following conditions cumulatively:

- meet the conditions for participation as set out in these Rules
- have participated in the Hackathon Competition
- have been present at the submission of their prototype on 02/02/2023, or if applicable, have the agreement of the members of their Team not to participate.

The jury will select the winning teams on the basis of the criteria presented at the beginning of the competition.

The jury is sovereign in its deliberations and designates the winners by deliberation.

### Article 6 - Competition prizes

The Competition has three (3) different prizes, the names of which will be given at the launch of the Competition.

EU-CONEXUS-RFS reserves the right, if circumstances so require, to replace the prizes with others of equivalent value, without being held liable for this.

### **Article 7 - Awarding of prizes**

The prizes will be sent by the Organiser to the winners at the end of the Competition. Before receiving their prize, each participant of the winning Team must fulfil the conditions defined in the Rules and prove their identity.

The participants thus authorise the organisers to carry out any verification of their identity.

### **Article 8 - Partners**

The competition is organised in partnership with :



### **Article 9 - Intellectual property**

The participant declares that he/she owns all the intellectual property rights or is duly authorised to act in the name and on behalf of the owner(s) of the rights to the application. The participant acknowledges that he/she will be held solely responsible for any inaccuracy in this declaration and for any breach of his/her warranty obligation, the Organiser and its partners being indemnified against any claims by third parties in this respect.

The Organiser therefore undertakes to ensure that the participants are recognised and cited as the original authors of their creations and guarantees their moral rights in accordance with articles L121-1 of the Intellectual Property Code. Subject to the Organiser's respect of the aforementioned moral rights, for the entire world and for the legal duration of copyright protection, the participants definitively renounce the right to assert the following rights, regardless of the media, technical processes and formats in question, and regardless of their destination:

- Oppose any reproduction of the work or any incorporation of the work into a collective work;
- Oppose the creation and reproduction of derivative works;
- Oppose any distribution of copies or recordings of the work;
- Oppose any presentation, representation or communication of the work in any form whatsoever;
- If the work is a database, oppose any extraction or re-use of substantial parts of the work;
- Oppose any modification for re-use;
- Oppose any commercialization of its work and any request for gains other than the prize.

The participants undertake to keep confidential all information transmitted by the company for a period of 3 years from the date of signature of this agreement.

### **Article 10 - Liability**

The Organiser shall not be held responsible if one or more participants are unable to register due to any technical fault or problem related to, but not limited to: (1) network congestion; (2) human or

electrical error; (3) any malicious intervention; (4) the telephone link; (5) hardware or software; (6) any software or hardware malfunction; (7) a case of force majeure; (8) disruptions that could affect the smooth running of the Contest.

It is the responsibility of each participant to take all appropriate measures to protect his own data and/or software stored on his computer equipment against any attack. The Organiser cannot be held responsible if the data relating to a participant's registration does not reach it for any reason whatsoever, or if it is illegible or impossible to process.

The Organiser reserves the right to exclude from participation in this Competition any person who disrupts the running of the Game.

The Organiser reserves the right to use any recourse and in particular to take legal action against anyone who has cheated, defrauded, rigged or disrupted the operations described in these rules, or who has attempted to do so.

Any participant in the Competition who is considered by the Organiser to have disrupted the Competition in any of the aforementioned ways will be automatically stripped of any right to obtain any prize, and no claim will be accepted as a result.

#### **Article 11 - Personal data**

In application of law n°2018-493 of 20 June 2018 amending law n°78-17 of 6 January 1978 relating to information technology, files and freedoms, participants registered in the Competition have the right to oppose, access, rectify and delete personal data concerning them by writing to the Organiser at the following address: [campusinnov@univ-lr.fr](mailto:campusinnov@univ-lr.fr)

#### **Article 12 - Force majeure, extension reserve**

The Organiser cannot be held responsible if, due to force majeure or beyond its control, the Game has to be modified, shortened or cancelled. The Organiser reserves the right to extend the participation period in any case, and to postpone any announced date.

Any modification of the rules will be subject to an amendment and will come into force as soon as it is put online. Any participant will be deemed to have accepted the amendment simply by participating in the Competition, as from the date on which the amendment comes into force. Any participant who refuses to accept the amendment(s) must cease to participate in the Contest.

#### **Article 13 - Evidence agreement**

It is agreed that, except in the case of an obvious error, the Organiser may rely, in particular for the purposes of proof of any act, fact or omission, on programmes, data, files, recordings, operations and other elements (such as monitoring reports or other statements) of a computerised or electronic nature or format, established, received or stored directly or indirectly by the Organiser, in particular in its information systems.

The participants undertake not to contest the admissibility, validity or evidential value of the elements of the nature or in computer or electronic formats or media mentioned above, on the basis of any legal provision whatsoever which specifies that certain documents must be in writing or signed by the parties to constitute proof.

#### **Article 14 - Assignment of jurisdiction**

The participants unreservedly admit that the simple fact of taking part in this Competition obligatorily subjects them to the French regulations applicable to games and competitions. Disputes are only admissible within one week after the end of the Competition in the form of a registered letter with acknowledgement of receipt to the game address. In the event of a persistent disagreement relating to the application and/or interpretation of these rules, and in the absence of an amicable agreement within two months of receipt of the dispute by the Organiser, any dispute shall be submitted to the competent courts.

The regulations are subject to French law. In the event of a dispute, the parties shall endeavour to settle their dispute amicably. Any dispute arising in connection with the Competition which cannot be settled amicably shall be submitted to the competent courts.

Established on 26 October 2022, in La Rochelle.

I, the undersigned, Mrs/Mr (first name, surname):

Declares that he/she has read the rules of the doctoral student-enterprise hackathon and undertakes to respect them.

Signature preceded by the handwritten words "Read and approved"