Terms and Conditions

HACKATHON for social good ATHENS

This document contains all the essential information and rules of the 2022 edition of HACKATHON FOR SOCIAL GOOD.

It is indispensable that the Participants read the entire document to understand how it will function and make the best out of the experience. All the rules in this document must be applied throughout the whole duration of the event.

Definitions

Event
Hackathon For Social Good, a competition (11th-13th February 2022), in Athens

Competition
In-Person Competition, from 11th to 13th February 2022.

Organiser
Social Hackers Academy (SHA)

Participant
A person accepted by the Organizers to participate in Hackathon For Social Good, either from an individual or team registration;

Team
Group of Participants that is qualified to participate in the event if composed by 3-5 members and fulfils the registration and eligibility criteria;

Team Representative
Member of the Team responsible for (1) inviting other Team members to join Discord, (2) being the primary contract with the Organization throughout the Event, including the registration and setup moments;

Venue
Place in which the event is going to take place.
Building Romantso, in Athens. Anaxagora 3, Athina 105 52;

Website
Official webpage of the event: www.hackathon4socialgood.com;

Mentor
Technical or domain expert that will be available during the event to help the Teams during Mentors' Checkpoints, pending ticket submission on Discord;

Checkpoint
Intermediate moments in the competition where each team will have access to mentorship and the opportunity to present their ongoing work to mentors

Evaluation period
Part of the event in which the Teams will pitch their idea to the judges and they will deliberate;

Jury
Evaluation panel responsible for evaluating final projects and selecting the winning Teams;

Intellectual Property
Ideas, projects and content developed by the Participants during the event that addresses the topic of 'Mobility in Athens';

Minimum Viable Product (MVP)
Minimum Viable Product (MVP) - version of a product with just enough features to be usable by early customers who can then provide feedback for future product development

Confidential Information (CI)
All information disclosed by Organizers and/or Mentors to the Participant in any form (including written, verbally, electronically, visually, or in any other tangible form, and all copies of any such information), which is identified as notified as being, or which would be reasonably expected to be confidential or proprietary to the Organizers.

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Introduction

1. *HACKATHON FOR SOCIAL GOOD is a competition organised by Social Hackers Academy that addresses Mobility in Athens. The outputs will address ways to create a smarter, greener and safer city;*
2. *The goal is to develop concrete and creative solutions that contribute to improving mobility in Athens;*
3. *The target of the event are experienced developers, designers, marketers, innovators and mobility enthusiasts;*
4. *The competition will happen on-site for 3 days, from the 11th to the 13th of February 2022.*
5. *More details about the date and schedule of the event are available on the Website.*
6. *During the competition, there will be optional activities which any Participant can choose to participate in;*
7. *Before the end of the competition, Finalists will be selected and announced;*
8. *The Finalists' Final Presentation will happen at the end of the event in a 5 minutes Pitch, in the event Venue;*

Registration and Eligibility

1. *The registration on the event is voluntary;*
2. *The registration should be performed using the form available through the Website;*
3. *Only Participants with 18 years or older are allowed to register;*
4. *The participation in the event is accomplished in teams composed of 3-5 members;*
5. *Registration can be done individually or as a team. A team application that does not meet the number as mentioned above of members is not eligible;*
6. *The Participant acknowledges that the registration and participation in the event has a 5€ fee per person.*

Team Registration

1. *The registration is valid in case the Team is composed of 3-5 Participants;*
2. *The registration process should be accomplished by one of the team members using the form available through the Website. During the registration process, the Team Representative has to register the entire and team and, after being approved, needs to invite the other team members to join Discord;*
3. *The registration of a Team requires:*

   a) *The definition of its name;*
   b) *The determination and announcement of a Team Representative (by default, the Team Representative is the team member who submits the application);*
   c) *After the form is completed and the payment confirmed, the Team Representative will receive an e-mail to confirm the application and a link to join Discord;*

4. *The registration can be done up to 9th February 2022;*

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Individual Registration

1. The registration process should be done using the form available through the Website;
2. After the form is completed and the payment confirmed, the registration will be confirmed by sending an e-mail;
3. The registration can be done up to 9th February 2022;
4. The Organizer will form Teams from the individual registrations. The creation of the Teams will follow a criterion of diversity (e.g., experience, background);
5. After the selection and team's creation processes, the Participant will receive an e-mail to communicate more information about the team and a discord link to join Hackathon For Social Good Workspace.

Cancellation Policy

1. The Participant has the right to cancel their registration, which should be done by contacting the Organizer at hackathon@socialhackersacademy.org;
2. In the case of a Team application, if the withdrawal of any Participant results in a number of members smaller than the minimum indicated, the Team is considered disqualified. As an alternative, before the beginning of the competition, the Team can suggest new member(s) replace the
3. Participant(s) who dropped out;
   In the case of an individual application, the other team members reserve the right to replace the
4. Participants who withdrew from the competition.

Communication Platforms

1. All information regarding the event is available at the Website;
2. Registrations will also be open at the Website by using a form;
3. The payments will be made in Stripe;
4. All the participants need to join the Discord channel created for the event;
5. Before the event, the first communication will be made by email to the Team Representative, and after that, all the contact will be made in Discord.

Agenda and Duration of the event

1. More details about the duration and the program of the event are available on the Website;
2. The Organizer reserve the right to change the program without any warning.

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Mentors

1. A Mentor is a technical or domain expert, distinguished members of the community, that will be available during the event in the Mentors' checkpoints to help the Teams;
2. Each Team will have access to a poll of mentors with different backgrounds;
3. Some Mentors will be available online and others on-site;
4. Online Mentors will be available during checkpoints on Discord, pending ticket submission. If there is more than one team requiring access to the same mentor, a queue will be created;
5. Teams may also contact other available Mentors with skill sets that may help in specific technical domains;

Competition

Teams can only work on the challenge during the 3-days of the competition period announced in the agenda (11th-13th February 2022);

1. During the competition, there will be two mandatory checkpoints where Teams must present their ongoing work to mentors;
2. During the event, Teams can approach the organiser to clarify any question regarding the topic and available resources;
3. There will be some optional activities in which any Participant can choose to participate. The participation – or not – in these activities will not influence at all the final evaluation of the projects;
4. The time of checkpoints, Evaluation period, and other activities will be announced on the event's agenda.

Evaluation and Eligibility

The Participant and its Team will only have the possibility to present the project developed during the event and receive an award, if:

1. At least one of the Team members have been present during the checkpoints;
2. The solution proposed is original and does not violate any intellectual property;
3. The Team has complied with the current regulation.

Final Presentation

1. All the Teams will present the project to the Jury at the Final event;
2. Each Team will have to give a 5 minutes Pitch from their work, and there will be questions from the Jury;
3. The deliverable must be submitted by the means and time announced by the Organizer during the Event;
4. More information about the evaluation criteria, the jury members and the expected deliverables will be disclosed as soon as possible;

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Awards

1. An award will be given to the best three Teams;
2. The awards will be announced on the event's Final session;
3. Organisers have the right to substitute the prizes up until the day of the event without any warning;
4. The prize shall be divided equally by each Team member;
5. No awards will be distributed if no project is eligible.

Equipment and Commodities

1. Teams should have their own computers and other equipment that they find relevant to solve the challenge;
2. The Organizer will ensure access to the internet on the Venue;
3. Every team will have access to a working area fully equipped with tables, chairs and plugs on the venue.

Rules of Conduct

1. The Organizers aim to provide a creative, fun, cooperative and innovative environment.
   For this, each Participant must act cordially and respectfully, irrespective of the communication means (i.e., online or presential);
2. The use of obscene language, abusive or threatening behaviour towards other Participants will not be tolerated, irrespective of the communication means (i.e., online or presential);
3. During the event, any activity found to be suspected should be reported immediately to a member of the Organizers, either by chat or e-mail (hackathon@socialhackersacademy.org);
4. Any resources made available by the Organizer, physical or not, can only be used in the context of the event;
5. The Organizers reserve the right to expel any Participant that does not respect these regulations.

Intellectual Property

1. The Participant accepts that all ideas, projects and collaboration between the participants of the event are Intellectual Property (IP) of the Participant or the Team that presents them (the Author);
2. The Participant will not use any original idea or its information to generate revenue without the authorisation of the Author;
3. The Participant agrees not to disclose any information about an original idea or its data without the authorisation of the Author;
4. The IP, MVP and the work developed before, during and after the event belongs to the Participant and its Team;

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Personal Information

1. *Personal information provided to the Organizer will not be shared with third parties, except for the platforms which will be used exclusively for the event;*
2. *By participating in the Event, all the Participants allow the Organizer to use photos or videos in the context of promoting the event;*
3. *The Participant undertakes to cooperate with the Organizer by responding to questionnaires and providing comments on the event and the evolution of its project.*

Confidential Information

1. *The term Confidential Information (CI) means all information disclosed by the Organizer and/or Mentors to the Participant in any form (including written, verbally, electronically, visually, or in any other tangible form, and all copies of any such information), which is identified as notified as being, or which would be reasonably expected to be confidential or proprietary to the Organizer;*
2. *Confidential Information includes any data, software, software documentation, source code, documentation for functional specifications, development guidelines, inventions, training materials, third party confidential information, and any information given by the Organizer which is disclosed to the Participant in connection with the event;*
3. *The Participant may only use CI disclosed to it under these regulations for the sole purpose of the event;*
4. *The Participant must not disclose any CI to any third party without the Organizer's express and prior written consent.*
5. *If the Participant is authorised by the Organizer to make copies of any CI, they shall do it exclusively for the Event. All the copied CI and the respective supports must be eliminated as soon as the competition ends. The Participant can keep no copies of the information;*
6. *The Participant must not attempt to re-identify any personal information that has been de-identified in the CI.*

Final Remarks

1. *Participation in the Event implies acceptance of all the terms of the present regulations;*
2. *The Organizer reserve the right to amend the present regulations;*
3. *All cases not mentioned or not clearly stated in the current regulations shall be assessed and decided by the Organizer and/or the Jury, depending on the circumstances.*