

REGULATION

“THE BLUE WAY HACKATHON 2024”

1. INTRO

The Blue Way Hackathon 2024, organized by Polo Tecnologico Alto Adriatico Andrea Galvani SCPA and co-financed by the Reginna 4.0 project, in collaboration with Università Politecnica delle Marche, IRBIM CNR, OGS- Istituto Nazionale di Oceanografia e di Geofisica Sperimentale, Università degli Studi di Trieste, Comune di Ancona and Tipicità in blu, aims to encourage the creation of innovative solutions to problems linked to the world of the blue economy, along an event characterized by interdisciplinary sharing. In particular, The Blue Way Hackathon 2024 aims to promote new paths and projects able to reach the market, addressing the challenges launched by the digital and ecological transition.

In this context, the Polo Tecnologico Alto Adriatico Andrea Galvani SCPA and co-financed by the Reginna 4.0 project, in collaboration with Università Politecnica delle Marche, IRBIM CNR, OGS- Istituto Nazionale di Oceanografia e di Geofisica Sperimentale, Università degli Studi di Trieste, Comune di Ancona and Tipicità in blu organize The Blue Way Hackathon (23-24 May 2024, Ancona).

The first 3 classified teams will receive prizes in vouchers for technological products.

The Blue Way Hackathon will take place in Italian and will be free, for a minimum of 30 participants and a maximum of 50.

Fulfilling the hackathon will allow:

- university students to receive a certificate from the EIT (European Institute of Technology) as part of the Reginna 4.0 project, financed by the European Union, which can be used to request the recognition of credits at their university.
- secondary school students to obtain PCTO credits

2. RECIPIENTS

The Blue Way Hackathon 2024 is aimed at: students enrolled in secondary school, university students (both bachelor's and master's degrees), PhD students, students of post-diploma professional schools (such as ITS), recent graduates. To be admitted the participants must be over 18 years old.

During the hackathon each participant will be assigned to a team, which will be set up on the first day of the event and will be asked to take up the challenge presented on the website <http://www.theblueway.it/hackathon24> with other information and indications relating to the methods of participation. Further specifications will be provided to participants during the event.

3. PHASES

The event will be divided into 3 consecutive phases:

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

Registration for the hackathon is formalized by filling out the form published on the site <http://www.theblueway.it/hackathon24>.

Registrations will close on 05/20/24.

The hackathon requires a minimum of 30 participants, selected based on the time order of registration. The maximum number of participants admitted will be 50. The organization

reserves the right to admit any extra participants based on any logistical availability. The organization reserves the right to cancel the event due to unforeseen circumstances.

Phases 2 and 3. Event and awards ceremony

They will take place according to the event details reported in the complete agenda available on the hackathon website.

4. TERMS AND CONDITIONS

Registration implies, for each participant, knowledge and explicit and complete acceptance of:

- this regulation and its articles;
- the hackathon program and registration criteria;
- the code of conduct;
- the Privacy Policy;
- the release for the use of audio/video and photographic recordings taken during the hackathon.

For technical and/or logistical needs or other unforeseen circumstances, the organization reserves the right to unilaterally modify the regulations, calendar, duration of the hackathon or to cancel the event.

5. REGISTRATION AND PERSONAL DATA

Participation in the hackathon is reserved for those over 18 years of age.

The Blue Way Hackathon 2024 is aimed at secondary school students, university students (both bachelor's and master's degrees), PhD students, students of post-diploma professional schools (such as ITS). To participate in the hackathon, the participant must register online by following the instructions provided on the website

<http://www.theblueway.it/hackathon24>.

The organization reserves the right to verify the identity of the participants and the authenticity and accuracy of the data provided at the time of registration; failure to submit the documents requested by the organization, the inconsistency of the information provided or the reasonable suspicion that such information is false, inaccurate, not updated or incomplete will result in the participant's exclusion from the hackathon, in addition to any legal action that the organization may decide to undertake.

The Alto Adriatico Technological Center will process the personal data of the participants exclusively for the purpose of managing the hackathon in compliance with Regulation (EU) 2016/679 concerning the protection of natural persons with regard to the processing of personal data and the free circulation of such data and by the regulations of the Guarantor for the protection of personal data. The processing of personal data, including the archiving of documents, is carried out on paper or with the aid of IT tools. The information is communicated, made available or shared in accordance with the law with the competent Public Administrations in relation to the legal-economic position of the interested party.

The Alto Adriatico Technological Polo makes the information available for this category of interested parties, together with any updates, in the "privacy" section of the website

<https://www.polotecnologicoaltoadriatico.it>

6. PARTICIPATION RULES

Participation in the hackathon is open to the recipients referred to in the art. 2, who will have to register individually; as such they will be able to create their own team during the competition or join a team already created by others or by the organization, according to

the established methods and times. The teams will be made up of a minimum of 3 and a maximum of 7 students each. Each participant can be part of only one team.

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

Participants must have their own computer equipment.

Following registration, everyone will receive the Blue Way Hackathon Starter Kit via email, a collection of documents and suggestions that will give participants the opportunity to delve deeper into some of the themes of the challenge that will be launched during the hackathon and will help them to be better prepared for the event.

7. TEAM ORGANIZATION

The internal organization of the team, the distribution of roles, tasks, responsibilities as well as the attribution and/or recognition of ownership of any intellectual and/or industrial property rights on the work and/or documentation among the members will be exclusive competence of the team itself and/or, based on the decision made in this regard, by the team and/or its team leader.

No responsibility in this regard can be attributed to the organization.

8. RESPONSIBILITY

Each hackathon participant is responsible for his or her own documentation, computer or other equipment, and personal effects; therefore, each participant undertakes to relieve the organization of any claim, including compensation, that may be made, for any reason, in relation to participation in the event. The organization cannot be held responsible in case of theft, loss or 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 protect their data and/or software stored on their IT equipment.

9. OBLIGATIONS

Registration for the hackathon implies full and unconditional acceptance by the participant of the terms and conditions set out in the articles of this regulation.

By registering, each participant:

- guarantees that the proposed project idea is original and does not in any way violate the intellectual or industrial property rights of third parties, relieving the organizers from any liability, request for compensation for damages and/or compensation that may be made by third parties;
- relieves the organizers from any responsibility in case of use and/or abuse of the idea and/or any development of the same by anyone who has become aware of it, waiving any request for compensation for damages and/or compensation against the organizers, for any reason and/or cause.
- individually or in a team is responsible for the content of their project and guarantees that they are the owner and have all the original rights of use. The organizers will not be liable to third parties for the content of the projects. The team/individual participant undertakes from now on to relieve the organizers of any liability, including compensation, or claims that third parties may make in any capacity in relation to the project.

10. CODE OF CONDUCT

The organizers ask participants to respect the following code of conduct at every stage of the hackathon. In particular, you are required to:

- respect the Regulations, the calendar, the methods of execution and accept the decisions made by the organization and/or the jury.

- respect the other participants, the staff and the other members and/or delegates of the organization and/or the host structure.

Any violation of the Regulations and/or the code of conduct or any behavior from which illicit behavior, even hidden, can be inferred or presumed and/or which constitutes a violation of this Regulation, as well as any irregularity committed before or during the event, will result, depending on the case and at the sole discretion of the organization, in the failure to participate, the expulsion or disqualification of the participant and/or the withdrawal of any prize already awarded and the removal of any material and/or or content already sent or published.

11. RELEASE FOR THE USE OF AUDIO/VIDEO AND PHOTOGRAPHIC RECORDINGS

Participants are aware that the organization and/or its partners will make audio/video recordings during the event and that these recordings may involve the participants themselves. By registering for the event, participants authorize the organization and its partners to use, free of charge, even partially and/or in a modified or adapted form, their data, as well as the audio/video footage and recordings of the himself and the environments, objects and documents photographed and/or filmed during the event. In any case, any use that may damage the honor, reputation or decorum of the person or persons portrayed, filmed or recorded is excluded.

12. JURY AND EVALUATION

The projects presented by the teams at the end of the hackathon will be evaluated by a jury appointed by the organizers. The jury will have the task of selecting the winning teams.

The jury will evaluate the results according to the following criteria, assigning a total of a maximum of 100 points:

Presentation of the product or service: max 40 points

- Pitch quality (max 20 points)
- Q&A: clear and exhaustive answers (max 20 points)

Content of the product or service: max 60 points

- Consistency with the challenge (max 20 points)
- Level of innovation (max 20 points)
- Business model: technical feasibility and economic sustainability (max 20 points)

At the end of the evaluation, a ranking will be drawn up based on the evaluations obtained. The jury's judgment is unquestionable and it is not required to justify its decisions; participants undertake not to contest the composition or decisions of the jury. In case of a tie, the choice will be made at the sole discretion of the president of the jury.

13. AWARDS

During the awards ceremony the jury will award the following prizes in the form of vouchers for the purchase of technological products from an authorized retailer:

- Winning team: 1,500.00 euros (one thousand five hundred/00 euros);
- 2nd place team: 1,000.00 euros (one thousand/00 euros);
- 3rd place team: 500.00 euros (five hundred/00 euros).

Participants will not be granted any other compensation or economic rights other than the prize provided for in the competition. The aforementioned prize will be awarded to the

winning team according to a distribution criterion based on the number of team members. The organization is not responsible for the use that the winners will make of the prizes awarded.

Furthermore, all participants will be given the opportunity to continue their path of innovation, participating in the selections for accompanying and acceleration paths, depending on the possibilities available in the different territories of origin (e.g. Cross Cutting activity n.1 of the project INEST)

14. INTELLECTUAL PROPERTY

Participants are recognized, on the basis of current legislation, ownership and full ownership availability of the projects and the documentation relating to them, including the ownership of all intellectual and/or industrial property rights on any element of which they are composed and/or which contribute to forming, by way of example but not limited to the idea, the model of business, 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 found in their projects.

15. EMAIL

Further information can be requested at the following email address: info@tipicitainblu.it

