

Rules of Participation

Preamble

The **Hackathon Anti-Semitism** (further referred to as the “**Hackathon**”) is a project created by The Embassy of Israel to Poland, Digital University Foundation and Polish-Israeli Startups Foundation (further called as the “**Organiser**”). The Hackathon will also use hashtag “hackhate”.

Recent years have shown an increase of anti-Semitism, manifested through violent acts against Jews, different types of hate and through hate speech in different media outlets, by the public and by politicians and influencers both online and offline. Fighting anti-Semitism is crucial for a just society, and there is no better place to focus on the subject and send a clear message about the importance of combating anti-Semitism than in Poland, where Jews have lived for more than a 1,000 years.

For this aim, we are announcing our new and exciting event, a 48 hours Hackathon, aimed at offering technological solutions for combating anti-Semitism.

The hackathon will bring together entrepreneurs, startups, programmers, designers, young professionals and scholars from different disciplines with the aim of developing viable methods and tools to combat anti-Semitism.

Objectives

The Hackathon is a competition of ideas and consists of a marathon of innovation aimed at developing new services or applications for fighting anti-Semitism. The aim is to create, in work teams, innovative projects for intelligent development. Challenge themes will be identified through a participatory process. We will work together to come up with a technological solution which will assist various bodies and organizations in their fight against anti-Semitism.

Legal Terms and Conditions

This terms and conditions (the “**Terms**”) specify the terms of participation in the Hackathon. If the terms of participation are specified also elsewhere, for example the venue terms and conditions or application form, the Terms shall supplement such documents and shall be applicable to the extent not governed therein.

By participating in the Hackathon all sides confirm that they will and shall ensure that they will comply with the Terms, applicable laws, codes of practice and applicable policies relevant to the event.

Information supplied to participants is supplied in good faith, in order to achieve the main goal of the Hackathon. The information contained in the documentation and in any related written or oral communication is believed to be correct at the time of issue.

Date and location

The Hackathon will take place in Warsaw between the 4th-6th of October, in the building of Museum History of Polish Jews (POLIN) by the address Anielewicza 6, 00-157 Warszawa.

Participants agree to move only on assigned by the Organiser areas and range during the event and in compliance to POLIN terms and conditions inside the location.

The latest version of the detailed event agenda can be found at www.hackhate.com/agenda/

Who can join?

All participants of the Hackathon shall be of legal age (18+) and residents of one of the participating countries (the EU Member States or Israel or the USA) (further referred to as "**Participants**"). Participants shall have skills relevant to software development, including computer programmers, graphic and interface designers, project managers and thematic experts.

We are targeting a number of maximum of 60 Participants. Each team will consist of ideally 5 people (between 4-6 people) with different skills profiles. Such a number of Participants within the team is optimal to provide good interest and technical support for everyone and enough attention to participants during the technical workshops.

The Participants can't create a team including more than two Participants from the same country. The Organiser will match the Participants before the Hackathon to ensure that each team is composed of Participants with a mix of relevant skills as mentioned above.

In order to participate in the Hackathon, each person needs to be registered through the application form submitted to the Organiser via an online registration system or in other manner, indicated by the Organiser.

The Organiser may refuse the registration or may make the registration of a given person dependent on additional verification, if this is justified by the nature of the Hackathon.

Participants shall take part in the Hackathon in person. They are not allowed to assign rights connected with the registration or services during the Hackathon onto any third party, unless agreed with the Organiser. The Organiser is entitled to verify and control the Participant's identity for example in the form of a request to present an ID/passport.

Mentors

During the Hackathon, the Organiser provides a group of mentors. Actual list can be found at hackhate.com/mentors

Mentors shall assist with all their knowledge, experience and with the good faith to help teams in realizing their project, suggest changes or show more efficient solutions to achieve the Hackathon's goal.

Mentors can't be part of the Jury.

Teams may communicate with mentors during the event through an on-line application: Slack. Each team shall contact each mentor at least once during the event taking place. The history of communication will be deleted from Slack after the Hackathon.

Jury and evaluation

The Organiser will appoint a jury to select the best team at the end of the Hackathon (further referred to as the "**Jury**").

List of the Jury members can be found at hackhate.com/jury

The members of the Jury are designated to judge all projects created by teams during the Hackathon and choose the best one. The winner will be chosen in a ballot by a majority of votes of the Jury. Members of the Jury will act independently when choosing the winner.

The outcomes presented by teams to the Jury will be evaluated in particular, but not limited to, based on:

- relevance to the Hackathon topic,
- interest of the project (Is the project innovative? Does it create value for users? Is it feasible technically?)
- quality of the team (including technical and business expertise, understanding of the thematic area, commitment to the project).

All members of the Jury will sign a declaration of secrecy and non-interest with the Organiser.

Public presentation of outcomes

Teams will present outcomes of their work to the Jury, mentors and the rest of the Participants at the end of the Hackathon.

Each team will publicly present its project with a pitch of 7 minutes in English.

After all presentations take place, the Jury will appoint and announce the winner. The prize to the winning team will be a financial award for the team to further develop its project.

The winning team will be also invited to the Global Impact Challenge taking place on 7th October 2019 at Google Campus in Warsaw to present the winning idea.

Technological solutions and ownership of the results

Participants of the Hackathon need to ensure that the output of their group work will be an app which will be clearly "free-standing", i.e. based on a software programme which is developed "from scratch" by the Participants and does not contain already existing software from third parties provided that, use of open source solutions is allowed. That will ensure that the later commercial use of the app(s) will not encounter any problems in terms of intellectual property rights belonging to a third party.

Participants will hold the intellectual property rights to all their developments made during the Hackathon. Ownership of the teams' outcome shall be with the teams' Participants, who will own the app concepts/draft developments. It is up to the respective teams to protect the developments in the relevant legislation, as far as the apps are in a development status allowing such protection.

In case the winning project is developed and used in the future for commercial purposes, the Organiser assumes that 20% of the project's profit will be used for social purposes in connecting to fighting anti-Semitism.

Confidentiality

The Organiser confirms to not disclose any confidential information acquired through the organisation of the Hackathon to any third party. The Organiser furthermore will ensure that all experts and mentors involved in the Hackathon commit to a non-disclosure agreement.

Data Protection

Personal data collected at the registration and during the Hackathon from the Jury, Participants and mentors will be controlled by the Embassy of Israel to Poland. Contact details for the controller are the following: [adres], [mail].

The data will be processed in order to:

- register users for the Hackathon,
- verify identity at the entrance to the venue, as well as to print and issue a special ID card,
- assist in accommodation booking/payment,
- allow to communicate through written or electronic correspondence or via telecommunication devices (phones, texting),

- disclose the data to the Organisers, partners and sponsors to enable them to communicate with the user through written or electronic correspondence or via telecommunication devices (e.g. phones, texting).

The controller may disclose the data to other parties only when requested to do so by legally authorized entities or where such disclosure is necessary in connection with the Hackathon, e.g. to the rest of the organisers of the Hackathon, partners and sponsors, mentors, the Jury; lists of such entities will be published and updated on an ongoing basis on the Hackathon website.

The obligations related to personal data protection shall continue to be in effect for an unlimited period or as long as prescribed by applicable law.

Miscellaneous

The award decisions shall not be subject to a legal challenge. The decisions rendered by the Jury shall be final and binding for all Participants of the Hackathon. Participants shall have no right to request a justification of such decisions.

Participants acknowledge that the Organiser may use their names, country of origin, comments, likenesses, and non-confidential descriptions of their apps developed during the Hackathon in publicity or advertising concerning the Hackathon or otherwise in any medium now known or hereafter devised (including the Internet or other interactive networks) at any place and time without further compensation or right of review and agree to waive their rights with respect to any such publicity and advertising.

The Hackathon may be documented in photographs or through audio/video devices, including potential broadcasting thereof on public media, allowing for distribution in such a manner so that everyone can have access thereto in any place and time. Participants, mentors and the Jury shall accept recording and usage of their figure and image as the Hackathon participants. If anyone does not accept the above mentioned specific use of their image, they shall immediately notify the Organiser thereof who will then be obliged to discontinue any such use or to base such use on a legal basis other than consent.

The Organiser is not responsible for protecting property and people, i.e. for any accidents, thefts or damage to the property within the venue where the Hackathon will be taking place, unless the Organiser is solely responsible for such damage. The Organiser reserves the right to cancel, shorten, change the date or the agenda of the Hackathon if any force majeure event occurs or in the event of any threat to human life or health, without any compensation to its participants.

The Organiser shall have a right to refuse access to the venue in which the Hackathon will be taking place or remove from those venue any person under the influence of alcohol or other narcotic drugs, persons who refuse to present their ID/passport or present ID/passport of a third person, and any other person acting aggressively, violently, causing risk to private property, health, public order or morality.

The Organiser reserves the right to modify the Terms, including any of the deadlines set forth herein, at any time.

The Terms and the participation in the Hackathon shall be governed by the Polish Law. Any disputes related thereto will be settled by the common court of competent subject matter jurisdiction for the capital city of Warsaw, Poland.