

# KI-HACKATHON

## BREMEN

### KI-HACKATHON 2024 - PARTICIPATION TERMS AND CONDITIONS

Status or last update: 16.07.2024

#### §1 Overview

1. The DIGITAL HUB INDUSTRY Bremen e.V. and DOCK ONE, Konrad-Zuse-Straße 6 and 6a, 28359 Bremen, are the organizers of the AI Hackathon Bremen.
2. The goal of the hackathon is to develop innovative IT solutions and to find and award the best solutions developed during the event.
3. The KI Hackathon will take place from 20.09.2024, 16:00 to 22.09.2024 at approx. 17:00 on the premises of DOCK ONE and DHI, Konrad-Zuse-Straße 6, 28359 Bremen; the organizer is entitled to change the event location for a compelling reason.
4. The working phase of the event, or "hacking", will take place from 20.09.2024, 21:00 to 22.09.2024, 12:00. The final assessment of the jury will take place on 22.09.2024 at approx. 14:30, the award ceremony on 22.09.2024 at approx. 15:30. All times in this document are given in CET.
5. The language of the competition is German, however, English entries are also most welcome.
6. For the KI Hackathon, participants will form teams and work collaboratively in these teams on the task that each team defines for itself. The organizer will provide continuous and free catering for all participants on all three days of the event.

#### §2 Participation eligibility

1. The KI Hackathon is generally open to all software enthusiasts and is primarily aimed at students and young professionals with a high level of interest and ideally initial experience in the technologies or applications mentioned in the overview.
2. Participants under the age of 18 may only participate if accompanied by a parent or legal guardian.
3. Participants who are employees of a company, public institution or educational institution are responsible for ensuring that they do not violate the policies of their respective institution or employer by participating in the hackathon.
4. Participants must register for the event using the registration form provided on the event website [www.hackathon-bremen.de](http://www.hackathon-bremen.de). Registration will close no later than midnight on 19.09.2024. The KI Hackathon has a certain capacity limit for the number of participants. The organizer therefore reserves the right to close registration at any time.
5. There is no entitlement to participate in the AI Hackathon. Legal recourse is excluded.

#### §3 Check-In / Team-Finding / Equipment

1. Each participant must register in person on the first day (20.09.2024) of the event by 17:00 on site. Alternative solutions can be found in individual cases and by arrangement. On Friday, 20.09.2024, 17:00, a moderated session will take place during which further instructions, rules, and conditions will be presented.
2. Teams can be formed from a minimum of three and a maximum of seven people on an existing idea / challenge (specified by partner companies of the hackathon). The challenges will be submitted by the partner companies of the hackathon. Participants may not belong to more than one team. After a team-finding phase and registration as a team, team changes are no longer permitted.
3. The organizer is not responsible for disputes between team members and will not assist in mediation.
4. Providing the equipment for the AI Hackathon is based on the principle of "bring your own device". This means that participants bring their own hardware and software, typically a laptop with software already installed.
5. Both commercial and freely available software may be used. When using commercial software, participants are obliged to have the appropriate licenses for this purpose.

#### §4 Contributions / submissions

1. The teams are responsible for finding their own ideas for the implementation of the chosen challenge and presentation form the contributions/submissions for the teams' pitches must be completed by 12 noon on 22.09.2024 and include the following information
  - Title of the application
  - Slogan of the application
  - Short description of the application, if necessary
  - Name of the team and the individual team members
2. The submissions for the pitches should be available on a dedicated laptop, which is then connected to a video mixer for the presentation. To ensure that everything works correctly, the participants are required to test this independently and following consultation with a technical assistant.
3. Additionally, it is also possible to submit images or photos, the name of the platform being developed for, the URL to GitHub, videos, presentation slides or similar materials that the teams would like to make available to the jury.
4. Entries will be disqualified if they are incomplete, inappropriate, or offensive. The corresponding evaluation is at the discretion of the organizer. Participants and teams should ensure that entries are appropriate in this sense for all viewers.
5. By submitting the entry, the participants of the teams agree to the official terms and conditions.

#### §5 Requirements for the entries / apps / applications

1. The teams should develop an AI-related application
2. Pre-existing code may be used during the hackathon. However, the code required to integrate the pre-existing code into the platforms provided must be rewritten at the event. The teams must clearly indicate the scope of the app/application they have already developed before the hackathon and the one they have developed at the event.

#### §6 Awards and evaluation

1. The organizer will award the best entries with attractive prizes. There will be at least three main prizes, with the prize money being divided equally between the members of the winning team.
2. In addition to the main prizes, there may be further prizes from the sponsors. The exact individual prizes will either be announced on the website [www.hackathon-bremen.de](http://www.hackathon-bremen.de) or at the latest at the beginning of the event.
3. On Sunday, 22.09.2024, the teams will be given approx. 3 minutes each for a public presentation of their results in front of the assembled audience (the other participants, the jury, other guests) from approx. 13:00 hrs.
4. The jury consists of at least five jury members who will be appointed by DIGITAL HUB INDUSTRY and DOCK ONE prior to the event
5. The jury's evaluation criteria can be divided into the following three categories
  - Technical methodology and implementation (for example, the quality of the coding, algorithms used, ...)
  - Added value, potential (e.g. usability, practical relevance, ...)

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- Final presentation ("pitch", approx. 3 minutes) in front of the audience and jury (e.g. the clarity of the idea, innovation potential, ...)
6. The exact evaluation criteria and their weighting will be communicated by the organizer and the jury before the start of the competition period and will be made available throughout the entire duration of the event.
  7. All team members who have won a prize must, if necessary, provide tax information about themselves in order to receive the prize. Failure to do so within 30 days may result in the prize being revoked by the organizer.
  8. Payment of taxes is the sole responsibility of the winners.

### §7 Intellectual property / use of the Entries

1. The participants remain the owner of the Entries. By submitting the Entry, the Participants grant the Organizer the irrevocable, royalty-free, worldwide license and rights to the Entry to use, review, evaluate, test or otherwise analyze the Entry in connection with the KI Hackathon 2024 and to use the Entry for promotional purposes.
2. Participants acknowledge that the organizer or others may have developed or will develop similar or identical entries and that they waive any claims resulting from such similarities
3. By participating in the AI Hackathon, the participant agrees that the organizer may use any information that its employees can remember for use in its own developments, products, or services without consideration.
4. The participant does not have the right to use or display the logos or trademarks of the sponsors outside the AI Hackathon. The same applies to the technologies or IP addresses provided.

### §8 General rules

1. By registering or entering or participating in the KI Hackathon 2024, the participant unconditionally agrees to the terms and conditions stated herein and the decisions of the organizer.
2. The organizer reserves the right to change the rules and conditions at any time. It is the duty of the participants to regularly inform themselves on the website about possible changes to the conditions of participation.
3. The organizer reserves the right at any time to disqualify participants or teams who violate the official conditions of participation, cheat, disrupt the course of the hackathon or behave inappropriately.
4. Should the feasibility of the hackathon be endangered at the discretion of the organizer, the organizer reserves the right at any time a) to interrupt the hackathon and resume it after a certain period of time, b) to take other measures that appear appropriate in the situation or c) to end the hackathon without distributing prizes.
5. By registering or participating in the AI Hackathon 2024, the participant agrees to indemnify and hold harmless the organizer, its employees and vicarious agents in the event that he/she becomes liable to prosecution during the event due to 1) unauthorized intervention, 2) infringement of trademark rights or other comparable rights, 3) disputes between team members, or 4) claims for damages due to injury to persons or damage to property.

### §9 Privacy and publicity

1. All personal data of the participants will be treated in accordance with the applicable data protection laws. The personal data collected will be used by the organizer to run the KI Hackathon 2024. If information is stored on a third party website, this information will be used in accordance with the third party's privacy policy.
2. By registering, the participant agrees that the organizer may publish his/her participation in the event and use his/her data and contribution during and after the KI Hackathon 2024 for advertising purposes (e.g. online on his/her own website, on third-party websites or in social networks) in connection with the hackathon. The participant further agrees that he/she may be filmed and photographed during the event and that the organizer and the sponsors may use the name, images, photos, films, comments, or other recordings for promotional purposes without compensation.

### §10 Liability

1. The organizer shall be liable without limitation insofar as damage is caused by intent or gross negligence on the part of the organizer, its legal representatives or auxiliary agents. The organizer shall also be liable without limitation in the event of injury to life, limb, or health. In addition, DIGITAL HUB INDUSTRY & DOCK ONE shall be liable within the statutory framework in accordance with mandatory laws, in particular the Product Liability Act and product safety laws.
2. Liability for slight negligence is excluded, unless a case of paragraph 1 exists.

### §11 Miscellaneous

1. These conditions of participation and the resulting legal relationship are subject to the law of the Federal Republic of Germany. The place of jurisdiction is Bremen.
2. Should individual provisions of these conditions of participation be or become invalid in whole or in part, this shall not affect the validity of the remaining provisions. Legal recourse is excluded.