

EUROPEAN HACKATHON – 3rd EDITION

RULES OF PARTICIPATION

Preliminary article: Definitions

Hackathon européen/ European Hackathon : means the collaborative event during which the Participants registered at the Gustave Eiffel University or at one of the member schools and component establishments of the Gustave Eiffel University or in the European partner universities of the Gustave Eiffel University respond to a problem identified in connection with the theme defined in article 1.2 below.

Experts: means professionals, academic or not, who volunteer to support and guide the Participants during all or part of the European Hackathon.

Confidential information : means information and/or data of any kind, in any form, and on any medium whatsoever, and in particular information disclosed by a partner or the organizers to the Participants, or to which the Participants would have had access during the execution of the European Hackathon, for which the partner or the organizer communicating this information has unequivocally indicated its confidential nature by writing on the medium a "confidential" mention at the time of the communication.

Organisers: means the Gustave Eiffel University and AFIT France (French Transport Infrastructure Financing Agency). A coach will join the organising team to support the participants and run the event.

Partners: means the European partner universities of the Gustave Eiffel University:

- TH Köln, University of Applied Sciences, Cologne, Germany
- LAUREA University of Applied Sciences, Vantaa, Finland
- University of Zilina, Slovakia
- ISCTE IUL - Lisbon University Institute, Portugal
- UniBo, University of Bologna, Italy
- PoliMi, Polytechnic of Milan, Italy
- 'Dimitrie Cantemir' Christian University, Bucharest, Romania
- University of Huelva, Spain
- Avans University of Applied Sciences, The Netherlands
- IUAV University of Venice, Italy
- UTB, Tomas Bata University in Zlín, Czech Republic
- BFH, University of Applied Sciences, Bern, Switzerland

Participants: means the students registered to the European Hackathon

Prizes: refers to the material and/or educational rewards given to the winning Participants of the European Hackathon 2024.

Results : means the Participant's productions and in particular all written or printed documents, all software, models and/or technical and/or scientific knowledge in any form

whatsoever, whether protectable or not, and all intellectual property rights arising therefrom, in particular: files, plans, diagrams, drawings, formulas and/or any other type of information.

Article 1: Purpose and organisation of the European Hackathon

1.1 Contexte

For the third time, the Université Gustave Eiffel, France, will organise a EUROPEAN HACKATHON. This year it will be organised in the form of a blended intensive programme (BIP) in the framework of ERASMUS + programme.

The aim is to continue the process initiated with AFIT France and its European counterparts, and to once again fuel the debate on infrastructure investment needs by working beforehand on mobility practices, their determinants, their possible shift towards greater sustainability and the implications in terms of renewed infrastructure needs.

This work will be carried out on a European scale, mainly involving Master 1 and Master 2 students via the third edition of the European Hackathon, which this year is part of a BIP ERASMUS + programme.

1.2 Presentation

The Organisers are responsible for the organisation, management and running of the European Hackathon, which is open to all 1st and 2nd year Master's degree students enrolled at the Gustave Eiffel University or at one of the European partner universities of the Gustave Eiffel University.

The theme chosen for the third edition of the European Hackathon is: **"Improving infrastructures for active mobility? Places, hubs, platforms for mobility transition"**

Students will be grouped together in **multi-disciplinary, mixed teams** (students from the Gustave Eiffel University and students from partner universities).

Each team will have to propose innovative projects in terms of:

- places'design,
- new materials,
- efficient technical systems,
- governance,
- economic models etc.

All disciplines are expected to contribute as the project wants to develop systemic approaches.

This hackathon is sponsored by the French Transport Ministry, and its agency for infrastructures funding.

1.3. Organisation et programme

Divided into teams, the participants will benefit from the advice of experts. They will initially work remotely, during two videoconference sessions, to define their project in line with the proposed theme.

The programme then lasts 5 days of face-to-face learning from 22 to 26 March 2024 at the Université Gustave Eiffel, on the premises of the École des Ingénieurs de la Ville de Paris (EIVP).

The detailed programme of the event is as follows:

9 November and 7 December 2023: 2 information webinars

3 February and 9 March 2024: remote work sessions for the selection of ideas by the teams.

Friday 22 March to Tuesday 26 March 2024: European Hackathon at EIVP- Gustave Eiffel University.

Tuesday 26 March: final presentation of the projects to a panel of experts, selection of the 3 winning teams and presentation of the prizes.

Spring 2024: the winning team is invited to present its project to elected representatives and technical managers.

1.4 Detailed programme of the Hackathon week

This week, organised on the premises of the EIVP-Université Gustave Eiffel in the heart of Paris, will be mainly devoted to maturing their innovative projects in the following stages:

- Day 1: from ideation to value proposition,
- Day 2: from value proposition to an initial approach to a sustainable business model,
- Day 3: crashtesting and refining projects,
- Day 4: preparation of pitch content and presentation, rehearsals,
- Day 5: final rehearsals and presentation to the jury.

Over the 5 days, students will receive tools and methodological advice to guide their work. Mentors will attend certain sessions to provide their expertise and feedback.

Friday 22 March 2024:

AM: Arrival of students by noon, welcome and launch of the event

PM: Teamwork (2pm > 6.30pm)

Saturday 23 March 2024:

AM: Team work (9am > 12.30pm)

PM: Team work and discussions with mentors (1.30 pm > 6.30 pm)

Evening: event with experts

Sunday 24 March 2024:

AM: Team work (9.30am > 12.30pm)

PM: Visit to Paris

Monday 25 March 2024:

AM: Team work (9am > 12.30pm)

PM: rehearsals (1.30 p.m. > 7 p.m.)

Tuesday 26 March 2024:

AM: final rehearsals + final presentation to the jury + prize-giving ceremony (8am > 1pm)

PM: official closing and student departures

The students will therefore follow approximately 30 hours of face-to-face training + 8 hours of distance learning (6 hours of webinars + 2 hours of individual coaching per team), i.e. approximately 38 hours.

Attention: the European Hackathon programme may be subject to changes. If necessary, these changes will be notified to the Participants.

Article 2: How to participate in the European Hackathon

2.1 Period and conditions of participation

To apply for the Hackathon and an Erasmus+ grant, students from partner universities must contact their home university, which will make a pre-selection and inform the Gustave Eiffel University organisers **before 15 November 2023**.

Students selected by the Gustave Eiffel University will be eligible for an Erasmus+ grant paid by their home institution.

This grant will be provided by ERASMUS+ (approximately €350), and will be used to pay for the accommodation and meals during the stay. The Université Gustave Eiffel will give the students selected the details of their stay after 15 November.

Students **must pay €350 fee (payment in euros) before 15 December 2023** (details to follow) in order to confirm their final registration with the Université Gustave Eiffel.

If paiement is not made by 15 December 2023, registration and involvement in the hackathon will be cancelled.

The university will pay for return plane/train tickets from your home university. All other local travel (public transport, transfers from the station or airport, etc.) will not be covered.

Participants, natural persons, must imperatively:

- be at least 18 years old on the date of registration and acceptance of these rules,
- be a student in a Master 1 or Master 2 programme at the Gustave Eiffel University or be a student of equivalent level at one of the partner universities,
- be in possession of a valid identity card or passport at the time of the event,
- commit to participating in the various sessions of the event programme mentioned in article 1.3.

The organisers reserve the right to refuse any application that is incomplete or unsuitable with regard to the conditions set out below.

The organisers reserve the right to exclude any participant in the event of an unjustified absence from one of the sessions.

2.2 Constitution of the teams

The teams of Participants will be constituted by the Organisers once the call for entries is closed in France, i.e. from 16 December 2023, taking into account the elements provided by the Participants at the time of their registration requests.

Students will be grouped together in multi-disciplinary, mixed teams (students from the Gustave Eiffel University and students from partner universities).

The composition of the teams will be communicated to the Participants before the first videoconference on 3 February 2024.

The organizers of the European Hackathon reserve the right to modify the composition of the teams or to exclude one or more Participants in case of compelling reasons that could prevent the planned running of the Hackathon.

2.3 Computer equipment required for the participation in the European Hackathon

The participation to the European Hackathon requires for each Participant the use of a personal computer with a minimum hardware (webcam + microphone) and software configuration allowing the use of office automation tools and online tools such as zoom and discord as well as a sufficient Internet connection to access them in good conditions.

2.4 Languages

The official language used for the duration of the European Hackathon is English.

Article 3: Intellectual property and confidentiality

3.1 Intellectual property of the results

In case the results obtained by the Participant teams during the European Hackathon are subject to intellectual property protection, these results remain the property of their authors.

However, the results may be disseminated, after the agreement of the Participants, under an appropriate license determined later by the Organizers according to the type of results.

The Organisers may publish the results after agreement by the Participants during an event during which a new presentation of the projects will take place in front of elected officials and technical managers.

The date and venue of the above-mentioned event will be communicated to the winners as soon as they are defined. The publication must mention the name of the Participant, unless otherwise specified by him/her.

3.2 Confidentiality

The Participants to the European Hackathon commit themselves not to disclose any confidential information they may have knowledge of during the event.

Consequently, the Participants commit themselves during the European Hackathon and for a period of one year after the end of the event to:

- not to use the confidential information received, for any purpose other than the participation to the European Hackathon under the conditions of the present rules ;
- take all necessary, useful and reasonable precautions to protect the confidential information;
- not to disclose this confidential information, directly or indirectly, to a third party;
- not to copy, reproduce, and/or duplicate all or part of this confidential information on any medium whatsoever.

Article 4: Composition of the jury and ranking of the teams

4.1 Composition of the jury

The jury, selected by the Organisers, is composed of qualified personalities recognised for their expertise on the theme of the European Hackathon. Each member of the jury has one vote for the evaluation and ranking of the teams.

4.2 Evaluation and academic certification

The participating students will present their project, by team, in front of a jury that will rank and score the 3 winning projects according to pre-established criteria such as:

- Originality/innovative nature of the project;
- Capacity to position and treat the subject in its complexity, including all the determinants of mobility;
- Capacity to question the deployment of the recommendations / solutions proposed (appropriation by the actors; existing sector; existing skills);
- Capacity of the team to work in a group;
- Good elocution and relevance of the presentation.

All participants will receive one mark per team.

Only the students of the teams who obtained the average score will be awarded a university certification credited with 3 ECTS, in addition to their original training.

4.3 Power of the jury

The jury is sovereign in its decisions, which are deemed final after deliberation.

The jury's decisions are final and cannot be appealed, except in the case of material error. Any material error must be reported to the president of the jury, who will then reconvene the jury to make the correction and hold a new deliberation, which will result in a corrected report.

A jury decision can only be challenged on the grounds of illegality. An informal appeal may be submitted to the president of the jury within two months of the publication of the results. In the event of rejection, a contentious appeal may be lodged with the competent administrative court within two months of the date of notification of the rejection decision.

Article 5: Awards

Following the jury's deliberations, three winning teams will be selected. For each of the winning teams, material and/or educational prizes will be awarded to the Participants of these teams.

- 1st Prize of the European Hackathon 2024
- 2nd Prize of the European Hackathon 2024
- 3rd Prize of the European Hackathon 2024

The first-prize winning team will have the opportunity to present its project again to a panel of specialists in the field (venue and date in spring to be decided).

The attribution and the nature of the awards may be subject to change before the prize-giving ceremony, especially in case of a tie for the same place between two teams. In this case, the organisers may decide to distribute the prizes equally between the teams that have tied.

Article 6: Guarantees and responsibilities

By accepting these rules, the Participants also undertake to respect the general conditions of use of the Zoom and Discord digital platforms.

The Participants undertake to be present during all the working sessions mentioned in these rules, except in cases of force majeure justified to the organisers (illness, death, transport strike, health crisis linked to COVID-19, etc.).

Participants undertake to ensure that their results do not constitute a violation of the intellectual property rights of third parties, nor an infringement of personality rights (in particular image rights, name rights, defamation, insults, privacy, etc.), nor an infringement of public order and morality.

The Organisers and the Partners cannot be held responsible for any damage or theft of the Participants' equipment that may occur during the European Hackathon and in particular during the connection to the digital platforms.

Each Participant is solely responsible for his or her equipment, which he or she keeps in custody.

The Participants are solely responsible for any damage caused by them or by their materials to goods or persons during the European Hackathon.

The Organisers undertake to cover the costs of transport, catering and accommodation (if necessary) for all Participants according to the conditions applicable in the civil service.

Article 7: Protection of Participants' personal data

Participants' personal data, such as first names, surnames and birth names, current and past training courses, educational establishment, email address, student card number, nationality, postal address, telephone number, family situation, identity card or passport, and any sound and video recordings, are collected at the time of registration and during the event for the purposes of organising the European Hackathon, setting up the teams and monitoring the Participants during the work sessions, and for the exclusive use of the organisers.

In accordance with the French Data Protection Act n°78-17 of 6 January 1978 as amended and with the General Data Protection Regulation 2016/679 of 27 April 2016, Participants have

the right to access and rectify their personal data, and may also exercise their right to erasure or their right to be forgotten, as well as their right to opposition or right to portability.

To exercise their rights, Participants may contact the Gustave Eiffel University's personal protection officer by email at protectiondesdonnees-dpo@univ-eiffel.fr, or by post at Campus de Lyon - Cité des mobilités - 25 avenue François Mitterrand - case 24 - F-69675 Bron Cedex, indicating first name, surname, contact email and the nature of the right(s) they wish to exercise.

It is reminded that Participants may lodge a complaint with the Commission Nationale de l'Informatique et des Libertés (CNIL) concerning the processing of their personal data in the framework of the European Hackathon.

Participants' personal data are collected and kept for the period necessary for the management and organization of the European Hackathon, and for its running.

At the end of the European Hackathon 2024, July 2024, personal data such as name, surname, curriculum, email address and sound and video recordings related to the Participants will be kept by the organizers for a maximum period of three (3) years for the purpose of following up the Participants' projects.

Article 8: Changes to the European Hackathon

The organizers reserve the right to extend, shorten, modify, postpone or cancel the European Hackathon at any time, without any compensation to the Participants. The organizers shall not be held responsible for any modification or cancellation under this article.

Article 9: Applicable law and enforceability of the rules

These rules are subject to French law.

Any dispute arising during the European Hackathon between the organisers and/or the partners and/or one or several Participants, and which could not be settled amicably, will be submitted to the competent French courts.