



# REGULATION SOCIAL HACKATHON UMBRIA 2018

## Hackathon Objectives

The Social Hackathon Umbria 2018 (#SHU2018) is organized by the Associazione Centro Studi Città di Foligno (CSF) with the objective of **developing digital skills of youths and adults** through preparatory trainings to participate at a Hackathon for the co-creation of digital games or apps aimed at improving the entrepreneurial skills of future users.

**Digital competence, sense of initiative and entrepreneurship** represent some of the most required competences by the labour market and, therefore, their development is being strongly promoted by the European Union for citizens of all ages and origins.

Numerous organizations, coming from all over Europe, have responded to the #SHU2018 call proposing digital development projects in favor of three specific themes:

### B-KIDS

- Creativity, problem solving, teamwork, sense of initiative, are all key competencies to develop in students starting from the first years of school.

Two international teams will compete for the realization of a **digital game that facilitates primary and secondary school teachers in developing entrepreneurial competencies of kids and youngsters.**

### B-YOUTHS

- Reaching out to young people in disadvantaged conditions and making them aware of their talents and aspirations is one of the biggest challenges for a youth worker.

Two international teams will compete for the realization of a **digital solution based on gaming and mobile learning that can support Youth Workers and their animation activities.**

### B-WORK

- Competencies evaluation and recognition, career guidance and flexible continuous training are strategic elements for improving the occupational situation of adults.

Two international teams will compete for the realization of an **App that takes into consideration the needs mentioned above and that is able to provide answers in an efficient and professional way.**



Following an evaluation based on Impact, Innovation, Feasibility and Transferability criteria, these projects have been selected to challenge during #SHU2018:

- ➔ **B-TEaCH!** / *A journey into entrepreneurial learning* (B-KIDS)
- ➔ **EnGaGE** / *Entrepreneurial Games for Growing Europeans* (B-KIDS)
- ➔ **#TesoriNostrani** / *Un territorio, tante opportunità* (B-YOUTHS)
- ➔ **ClicnChat** / *Connecting youths and local employees* (B-YOUTHS)
- ➔ **ecOpp!** / *Co-living in ecovillages* (B-WORK)
- ➔ **PhoebusApp** / *Understanding the EU Labour market* (B-WORK)

Each of these projects will be developed by a team of up to 10 members, led by a team manager and in collaboration with at least one representative of the selected organization.

## Participants

#SHU2018 foresees the participation and collaboration of three different target groups, all previously involved in training paths focused on the development of either digital and/or entrepreneurial skills. In particular, #SHU2018 will be attended by:

- ➔ Participants at the two training courses on **Mobile App** and **3D Unreal Engine** promoted by Associazione Centro Studi Foligno.
- ➔ Youth workers who attended the online course promoted by the European Grants International Academy within the framework of the European project Youth Work HD.
- ➔ Primary and secondary school teachers involved in the training activities of the European project ENGAGE and in those of the Erasmus+ course B-Kids, Business is fun!

## Support People

Some supporting players will be present at the event:

- ➔ The **team manager** with brokerage function between the representatives of the selected organizations and the participants, as well as for the coordination of the development team for the whole event.
- ➔ **At least one representative** of each selected organization, in order to ensure consistency and relevance in the implementation of the projects presented at the application stage.
- ➔ A team dedicated to the documentation and media promotion of the event.
- ➔ Support and security staff.

## Participation Rules

All participants and support people are required to complete the accreditation procedures **by 18:00 of Thursday, July 05**. Each participant guarantees that the personal information provided in the registration are accurate and true.

At 18:00 on Thursday 05 July, team managers and selected organizations will have **10 minutes to present the final version of the development project for # SHU2018**, pointing to the recruitment of the necessary skills for the realization of the project.

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Participants will be asked to express **three preferences**, providing reasons for their choice in terms of **motivation** and **personal contribution** to the benefit of the team. The organizers and the team's managers will proceed to the teams composition that will be assigned with a work area within the facility. **Each team can have up to ten participants.**

The organizers of #SHU2018 ensure the **presence of appropriate positions for the team's work**: table, chairs, power outlets and access to the network dedicated to max. 10 people. [Participants must arrange to procure any other necessary equipment for the realization of projects.](#)

The Hackathon will begin at 20:00 on Thursday 05 July and will end at **20:00 on Saturday 07 July, deadline for the delivery of the projects' final version.**

## Venue

#SHU2018 will take place at the first floor of the detached office of the **University of Perugia, in Foligno - Via Oberdan 123**. Access to the venue will be regulated by an accreditation system, which implies acceptance of this regulation. There are three types of accreditations:

- ➔ **Staff**: all those involved in organizing the event
- ➔ **Hacker**: event participants, regardless of the access mode and selection
- ➔ **VIP**: team manager, representatives of the selected organizations, members of the jury, etc.

The venue will remain open 24/24 hours starting at **20:00 on Thursday 05 July to 20:00 of Saturday 07 July**. From 24:00, if there are no participants in the building, this will be closed and reopened the next morning at 6:00.

## Responsibility and obligations

Each Participant will use the premises where the event will take place, as well as the materials and equipment that may be made available by the organizers and / or brought by the participants themselves, with the utmost care and diligence, and will strictly adhere to any instruction given by organizers to ensure the safety and security of all participants.

In no event premises may be used:

- ➔ To carry out activities prohibited by law or otherwise contrary to public order or morality;
- ➔ To carry out activities which could be dangerous to persons or property at the event or could cause hindrance or impediment to the smooth running of the event;
- ➔ For carrying out activities in violation of the rights of third parties, in consideration, including but not limited to trademarks, patents, copyright, etc.

It is agreed between the parties that participants are required to use spaces in accordance with the instructions and directives given by the organizer, as well as to any other regulation applicable - safety regulations, fire regulations, etc. In every case, the Participant is required to know and comply with the provisions relating to the use of the space available to it during the presentation of the projects, Thursday 05 July.

If in doubt about the correct use of the spaces, the Participant is required to contact the Organizer, who reserves the power to prohibit the carrying out of any activity in

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contravention of the provisions of this Article, without this leading to any participant right to compensation of sums invested or other charges for participation in the event.

Moreover, the Participant acknowledges the event venue and to consider it a safe place and suitable for the performance of Hackathon's activities. The Organizer will not be responsible for any damage incurred to the Participant due to thefts, robberies, fires, earthquakes, unavailability of services (electricity, Internet, etc.), and any other incident, except in cases where the damage is directly attributable to the willful misconduct and / or gross negligence of the Organizer itself.

Participants are supposed to supervision of materials used for the Hackathon for the whole duration of the Event.

## Guarantees

During the participation at the Hackathon, each participant guarantees that the developed product:

- ➔ Is created during the Hackathon and is an original work of the Participant;
- ➔ Does not contain any trademark, logo or other element protected by an industrial property right or copyright owned by third parties, or, where there are rights of third parties, the Participant has previously obtained all the necessary permissions and licenses from the owner;
- ➔ Does not violate other rights of third parties, including, among other things, patents, trade secrets, rights from contracts or licenses, rights of publicity or rights of privacy, moral rights or any other right worthy of protection;
- ➔ Does not subject contracts with third parties;
- ➔ Does not contain any defamatory content, representation, outrageous consideration or any other content that could damage the name, honour or reputation of the organization that represents the idea or any other person or company;
- ➔ Does not constitute a violation of applicable laws and does not contain content that encourage illegal behaviour.

## Jury, evaluation criteria and procedures

The jury for the evaluation of the works will be composed by:

- ➔ **EMMA PIETRAFESA** / *Stati Generali dell'Innovazione, Coordination committee (Jury Presidente)*
- ➔ **JOSEPH FLAGIELLO** / *Umbria Region, President's Secretariat and support for the Cabinet Office*
- ➔ **GIOVANNI PATRIARCHI** / *Municipality of Foligno, Assessor for Economic Development and Innovation*
- ➔ **ALESSANDRA CECCHERELLI** / *INDIRE, EPALE Italia Communication manager*
- ➔ **ROSY D'ELIA** / *Fondazione Mondo Digitale, Innovation at school*

Evaluation of projects will happen in two phases:

- ➔ **Saturday 07 July - 15.00-17.00 - OPEN DOORS**  
Anyone interested in finding out how a Hackathon works and how the six teams are working for the development of digital solutions, will have the opportunity to enter

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the area reserved for #SHU2018, ask questions, observe and fill out an evaluation form.

➔ **Sunday 08 July - 9.00-13.00 – Official presentation and awarding ceremony**

After attending the presentation of the final products, for which the teams will have a maximum of 10 minutes, the jury members get together for the final evaluation. The results obtained with the evaluation forms collected the previous day will be summarized and made available to the jurors who can decide if and how to take them into consideration. The jury can then proceed with the assignment of points in the three evaluation areas:

- ➔ **Impact:** What impact will have the digital solution for the beneficiary organization's development strategy? Will it also ensure a positive impact on the beneficiary target groups? (Max. 5 points)
- ➔ **Innovation:** What changes will bring the digital solution for the reference users? Can the product define a new response to the needs of the community? Alternatively, will this go to the benefit of a more efficient process to achieve institutional goals? (Max. 3 points)
- ➔ **Transferability:** Can the service / product / digital instrument be used in other organizations, so as to also improve their work? (Max. 2 points)

## Prize-giving

The awarding ceremony will be held the **morning of Sunday 08 July** following a public presentation of the products produced during #SHU2018. Each member of the winning team will be awarded with a **digital prize of the commercial value of € 100,00**.

## Intellectual property and mentions

All digital products realized during #SHU2018 will be published on the Internet site [www.socialhackathonumbria.info](http://www.socialhackathonumbria.info) licensed under Creative Commons *Attribution - Non-commercial 3.0 Italy (CC BY-NC 3.0 GB)*. The development teams are responsible for the attribution of that license within the deadline for the presentation of products.

All #SHU2018 products must bear specific mention of their realization in the context of the Social Hackathon Umbria 2018, organized by the Centro Studi Città di Foligno from 05 to 08 July 2018

## Personal data

Personal data collected through the Hackathon registration will be processed in order to allow the completion of the Hackathon and, in particular, to send notices about the execution of the connected transactions, as well as to fulfil the obligations required by law.

The processing of personal data will take place through the use of manual tools, computers and telematics and / or automated communication systems, with purposes strictly related to the aforesaid uses and always in full compliance with the confidentiality requirements and data security. Owner of data processing is the CSF.

Such data may be disclosed for the above purposes to CSF subsidiaries and / or affiliates in accordance with art. 13-14 of **GDPR 2016/679 (General Data Protection Regulation)**. Notwithstanding the above, we exclude any form of communication or disclosure of personal

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data to third parties that is not planned as required by law. Each individual may exercise, at any time, the rights referred from art. 15 to art. 22 of the EU Regulation n. 2016/679, by writing to **segreteria@cstudifoligno.it**.

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