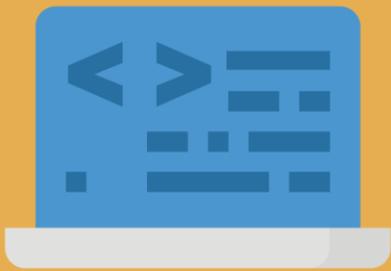




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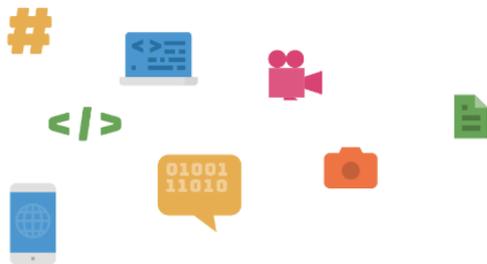
#SHU2021

Social Hackathon Umbria regulation



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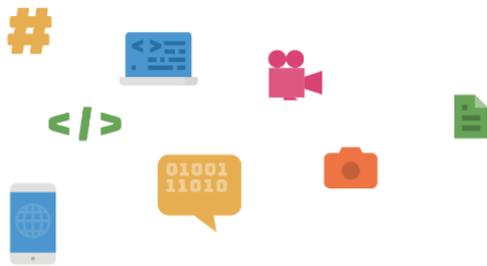
Hackathon Objectives

The Social Hackathon Umbria 2021 (#SHU2021) is organized by the European Grants International Academy (EGInA), in collaboration with the Food and Agriculture Organization of the United Nations (FAO) and Fertitecnica Colfiorito, and it has the objective of developing digital competencies of young people through the preparatory training for a Hackathon aimed at the co-creation of innovative digital solutions that can enhance individual and Civil Society Organizations (CSOs) in the achievement of the Sustainable Development Goals (SDGs) of the UN Agenda 2030.

These goals represent universal, transformational, and inclusive tendencies that describe major development challenges for humanity. These SDGs aim to secure a sustainable, peaceful, prosperous, and equitable life on Earth for everyone now and in the future.

In particular, the Social Hackathon Umbria will contribute to produce digital solutions that answers the following challenges:

- **Challenge 1: #zerohunger**
Goal 2 of the 2030 Agenda aims to end hunger, achieve food security, improve nutrition and promote sustainable agriculture.
The challenge of SHU2021 is to develop an App that leverages existing databases (such as the FAO's Hand in Hand initiative) through machine learning and artificial intelligence systems to dynamically visualise, give relevance to and track important data in these valuable sources.
- **Challenge 2: #zerowaste**
Halving global per capita food waste at retail and consumer level and reducing food losses along production and supply chains is one of the targets of Target 12 on sustainable consumption and production.
SHU2021 launches a challenge to devise a digital strategy that connects consumers to share experiences, ideas, advice, etc. on preventing food loss and waste.
- **Challenge 3: #zeroimpact**
The United Nations Economic and Social Council has identified the circular economy as 'a tool that presents solutions to some of the world's most pressing cross-cutting sustainable development challenges'.



During SHU2021 we intend to embrace and support digital solutions that facilitate the application of circular economy principles to environmental protection issues, with the goal of protecting, restoring and promoting sustainable use of the Earth's ecosystem (Goal 15 of the 2030 Agenda)

- **Challenge 4: #zeroignorance**

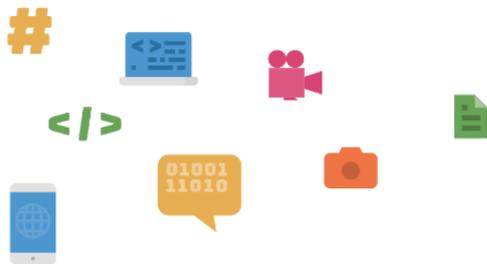
Education and awareness-raising for sustainable development are explicitly recognised in Target 4.7 of the 2030 Agenda, but it is also a key strategy to ensure the achievement of all the other goals of the agenda.

With this SHU2021 challenge, we are looking for creative and innovative ideas that combine digital storytelling, gaming, immersive reality and any other digital innovation that contributes to raising awareness on one or all of the SDGs.

Following an evaluation based on the criteria of Social Relevance – Local Community Impact – Social Hackademy adequacy, two projects for each challenge have been selected to compete during the event. 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.

The projects and the related teams will be presented next Thursday 1st of July from 18.00 to 20.00 at the main venue of the Social Hackathon Umbria.





Participants

The Hackathon foresees the participation and collaboration of three different groups of participants:

- **Junior hackers:** participants at the three training courses on Mobile App, Graphic Design and Web Design promoted by the European Grants International Academy.
- **Solution givers:** 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.
- **Support People:**
 - a team manager for each team 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;
 - a team dedicated to the documentation and media promotion of the event;
 - support and security staff.

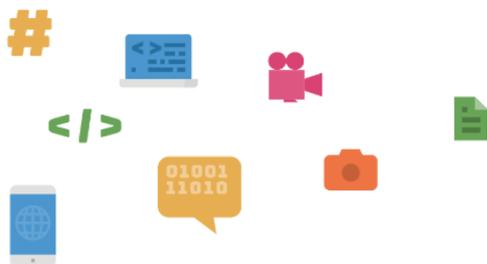
Participation Rules

All participants and support people are required to complete the accreditation procedures **by 18:00 of Thursday, July 01**. Each participant guarantees that the personal information provided in the registration are accurate and true.

At 18:00 on Thursday 01 July, team managers and selected organizations will have **10 minutes to present the final version of the development project for #SHU2021**, announcing also the final composition of the co-development teams. **Each team can have up to ten participants.**

The organizers 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 01 July and will end at **20:00 on Saturday 03 July, deadline for the delivery of the projects' final version.**



Venue

The Hackathon will take place at Primary School of **Colfiorito - Via Adriatica**. 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
- **Guest:** representatives of the selected organizations, members of the jury, etc.

The venue will remain open 24/24 hours starting **at 20:00 on Thursday 01 July to 20:00 of Saturday 03 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.

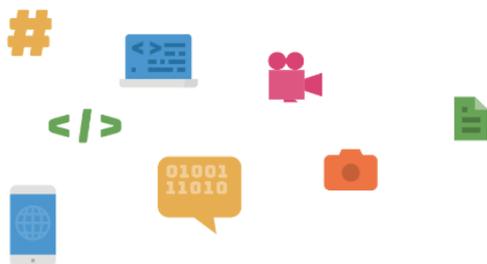
In no event premises may be used:

- 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 01 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 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

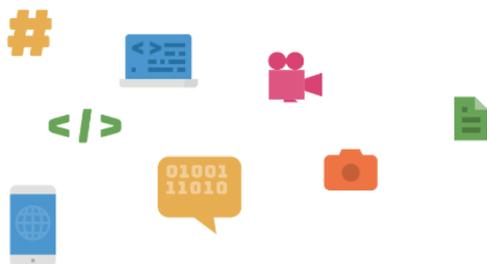
During the participation at the Hackathon, each participant guarantees that the developed product:

- 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** | *Researcher and communicator in the field of new technologies, member of **Stati Generali dell'Innovazione**. (President of the Jury)*
- **ERIK VAN INGEN** | *Digital Innovation Consultant at **FAO***
- **MICHELE SANTILOCCHI** | *Marketing Director at **Fertitecnica Colfiorito***
- **ENRICO FONTANA** | *National Responsible for Civil Economy at **Legambiente Onlus***
- **VALENTINO BOBBIO** | *Secretary General at **NeXt-New Economy for Everyone***
- **ARJANA BLAZIC** | *Member of the Steering Committee of the European Commission's **DigiEduHack**.*
- **SIMONA GRANDE** | *Researcher at the Management Department of **Turin University***
- **JAN REHAK** | *National Director of Entrepreneurship Program at **Tecnológico de Monterrey***



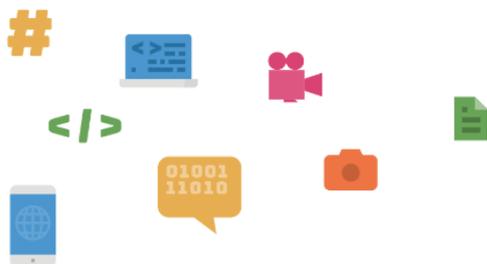
Evaluation of projects will happen in two phases:

- **Saturday 03 July - 15.00-17.00 – SOCIAL JURY**

Anyone interested in finding out how a Hackathon works and how the eight teams are working for the development of digital solutions, will have the opportunity to enter the area reserved for the Hackathon, ask questions, observe and fill out an evaluation form.
- **Sunday 04 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, representing 20% of the total value for the definition of the evaluation ranking (2 points). Every member of the jury gets an evaluation form for each project in the competition, while the President of the Jury gets also a summative form for the verification and validation of the assessment criteria. The jury can then proceed with the assignment of points in the four evaluation areas:

 - **Local community impact:** Will the digital solution have an impact on the CSO development and/or on the quality of services provided to disadvantaged target groups? How does the project fit into the framework of local, regional, national and European development and innovation policies and actions? (Max. 2 points)
 - **Social relevance and 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? What is the level of progress achieved in the implementation of the creative digital project? How immediately applicable is it and what and how many resources are needed to make it fully operational? (Max. 2 points)
 - **Transferability and Openness:** Can the service / product / digital instrument be used in other organizations, so as to also improve their work? How has Open Data been used? How will it be possible for third parties to access, process or integrate content? What is the degree of flexibility and transferability of the technological and IT solutions proposed? (Max. 2 points)
 - **Adherence to the SDGs:** What is the potential of the idea to reach the specific targeted goal of the UN Agenda 2030 for Sustainable Development? How much the idea targeted one or more specific targets/indicators of the relevant SDG? (Max. 2 points)



Prize-giving

The awarding ceremony will be held the **morning of Sunday 04 July** following a public presentation of the products produced during #SHU2021. Based on the scores obtained with the combined evaluation of the Social and the Expert Jurys, the best teams will be awarded with the following prizes.

- **Best digital solution for Sustainable Development**

Four prizes (1 x challenge) to be assigned to the teams that has obtained the highest score based on the awarding criteria described in the previous section. The components of these teams will be awarded with a Smart Garden of the commercial value of €150.

- **Social Hackademy National Champion**

One prize to be assigned to the team that has obtained the highest scored overall. The components of this team will have the opportunity to present their project in occasion of the All Digital Summit 2021 and to compete for the title of Social Hackademy International Champion.

The Social Hackathon Umbria will also assign two special awards:

- 1. NExT Special Award...**

...for the project that demonstrates the highest impact in terms of positive spin-offs on society and/or the environment in which it will operate!

The selected team will have the opportunity to:

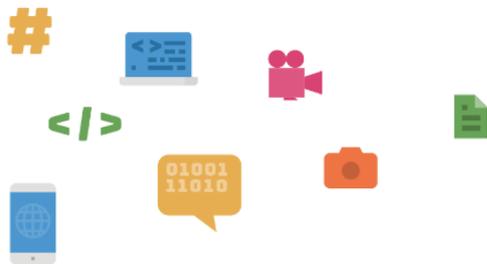
- a. be presented within a special section of the next National Festival of Civil Economy;
- b. activate an accompanying path through NExT in collaboration with Federcasse;
- c. test their project with the NExT network;
- d. have access to calls for proposals made available by Invitalia.

- 2. DigiEduHack Special Award...**

...for the winning team of the #zeroignorance challenge!

The selected team will have the opportunity to:

- a. to become one of the official hosts of DigiEduHack 2021, the third edition of the Hackathon promoted by the European Commission for digital innovation in education;
- b. propose your solution as the main challenge of the DigiEduHack and collect ideas and projects that can make it even stronger and more impactful;
- c. take advantage of the support of the DigiEduHack central team for the organisation of the event.



Intellectual property and mentions

All digital products realized during the Hackathon will be published on the Internet site www.socialhackademy.eu licensed under Creative Commons *Attribution - Non-commercial 3.0 (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 Hackathon products must bear specific mention of their realization in the context of the Social Hackathon Umbria 2021, organized by the European Grants International Academy Srl from 01 to 04 July 2021, thanks to the support of the of the Erasmus+ project "**Social Hackademy - #hackAD**".

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 European Grants International Academy.

Such data may be disclosed for the above purposes to EGINA 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 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 info@egina.eu.