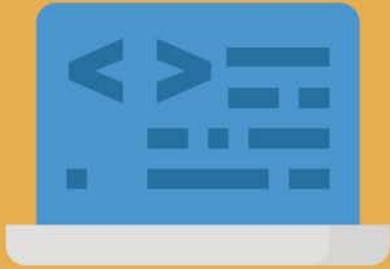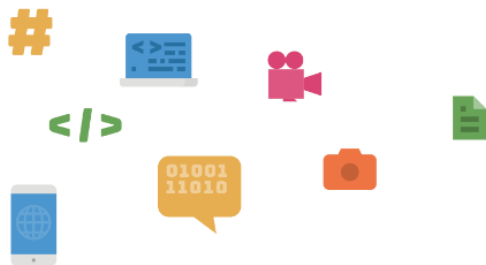# #SHU2024

Social Hackathon Umbria regulation

Hackathon Objectives

The Social Hackathon Umbria 2024 (#SHU2024) is organised by the European Grants International Academy (EGInA), in collaboration with the Italian National Institute for Health – Health Humanities Lab and the Crowddreaming Hackadmy Lab Foligno 4D (CRHACK LAB F4D), and aims to develop the digital skills of young people through preparatory trainings to a Hackathon aimed at the co-creation of innovative digital solutions that can enhance individuals and Civil Society Organisations (CSOs) in the achievement of the Sustainable Development Goals (SDGs) of the United Nations 2030 Agenda.

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.

To be eligible for SHU2024, projects may focus on the development of **any type of digital service or product** (e.g., App, Web Portal, Digital Games, etc.), refer to one or more of the SDGs, and foster at least one of the following dimensions of Well-being:

- **PHYSICAL WELLBEING**
  Propose a digital solution that supports lifestyle choices and behaviors related to rest, balanced diet, physical activity, hygiene, and relaxation to achieve optimal functioning.

- **MENTAL WELLBEING**
  Propose a digital solution that helps reduce risk, build resilience, and create supportive environments for mental health by overcoming language barriers and enabling creative processes.

- **SOCIAL WELLBEING**
  Propose a digital solution that supports individuals and organizations to share, develop and sustain meaningful relationships with others for a more equitable, inclusive and diverse society.

Following an evaluation based on the criteria of Social Relevance – Local Community Impact – Social Hackademy adequacy, twelve projects will be selected to compete during the event. Each of these projects will be developed by a team 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 Thursday 4th of July from 18.00 to 20.00 during the launch event of the Social Hackathon Umbria.
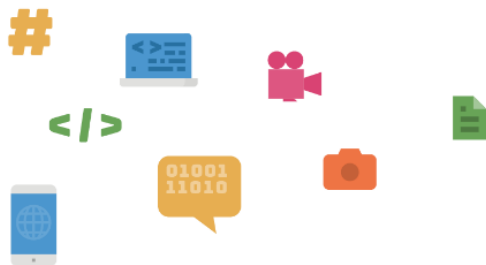
Participants

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

- *Social hackers:* participants in the Social Hackademy training courses and outsiders who responded to the call for social hackers 2024.
- *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:*
    o at least one 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;
    o a team dedicated to the documentation and media promotion of the event;
    o support and security staff.

Participation Rules

All participants and support people are required to complete the accreditation procedures **by 18:00 of Thursday, July 4**. Each participant guarantees that the personal information provided in the registration are accurate and true.

At 18:00 on Thursday 4 July, the organisers will **present the final list of development projects for #SHU2024**, announcing also the final composition of the co-development teams.

The organizers ensure the **presence of appropriate positions for the team's work:** table, chairs, power outlets and access to the network. **Participants must arrange to procure any other necessary equipment for the realization of projects.**

The Hackathon will begin at 20:00 on Thursday 4 July and will end at **20:00 on Saturday 6 July, deadline for the delivery of the projects' final version.**

Venue

The Hackathon will take place at Middle School of **Bevagna "C. Trabalza" – Piazza San Filippo 1.** 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.
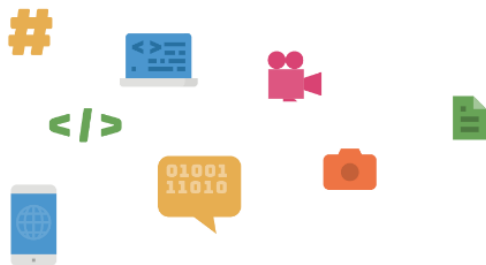
The venue will remain open 24/24 hours starting **at 20:00 on Thursday 4 July to 20:00 of Saturday 6 July.** From 24:00, if there are no participants in the building, this will be closed and reopened the next morning at 6:00.

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 4 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.
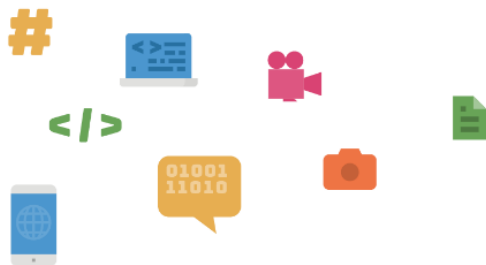
Guarantees

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)*
- **AMALIA EGLE GENTILE /** *Head of the Laboratory of Health Humanities, Superior Institute of Health*
- **GILDA ESPOSITO /** *President and co-founder of the University of Florence spin-off MoCa Future Designers*
- **SABRINA GRICOLO** / *Erasmus+ Ambassador for EDA and expert patient at EUPATI Academy*
- **VERONICA MOBILIO** / *Head of Research at Fondazione per la Scuola, Compagnia di San Paolo*
- **ALESSIO DI ADDEZIO** / *Consultant and teambuilder on issues of Environmental and Social Sustainability*
- **FRANCESCO MARCHIONNI** / *Presidential advisor with responsibility for health and well-being of the National Youth Council*
- **SERENA ANGIOLI** / *Head of Projects and Programs Area of the National Youth Agency*
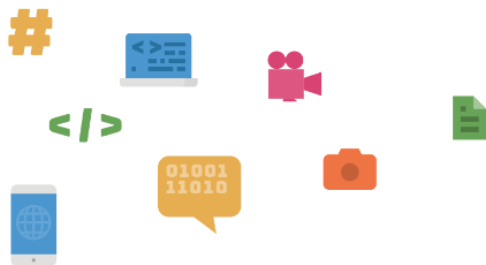
Evaluation of projects will happen in two phases:

- **Saturday 6 July - 15.00-17.00 — SOCIAL JURY**
  Anyone interested in finding out how a Hackathon works and how the ten 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 7 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:

  o **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)

  o **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)

  o **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)

  o **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)
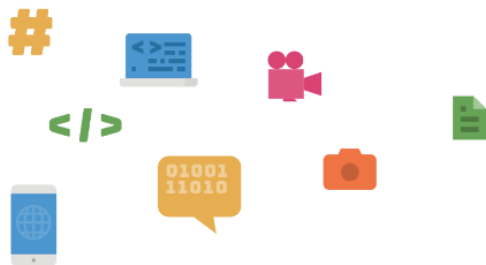
Prize-giving

The awarding ceremony will be held the **morning of Sunday 7 July** following a public presentation of the products produced during #SHU2024. 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: three prizes (1 x challenge) to be assigned to the teams that has obtainted the highest score based on the awarding criteria described in the previous section. The members of these teams will be rewarded with a #SHU2024c plaque "Best digital innovator 2024 for sustainability".

Intellectual property and mentions

All digital products realized during the Hackathon will be published on the Internet site www.socialhackademy.it 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 2024, organized by the European Grants International Academy Srl from 4 to 7 July 2024 in Bevagna (PG), Italy.

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.**