CLOCKS Project – Hackathon
Padova, 17ᵗʰ – 22ⁿᵈ July 2023
Rule Book

1. Introduction

Tondo lab *(Novu s.r.l.)* with registered office in Corso Indipendenza, 5 - ZIP code 20129 Milan, VAT n. 10561680967 as Project Partner of the **CLOCKS Project** intends to carry out a **Hackathon** during the first edition of the **Circular Summer School** that will take place **in Padova** from the **17ᵗʰ to the 22ⁿᵈ of July 2023.**

These Rules and Regulations govern the conduct and modalities of participation in the Hackathon organised by Tondo lab, as well as the proposal, by the candidates, of ideas, concepts, projects developed during the Hackathon.

2. Objective

The aim of the Hackathon is to create for participants a life changing experience by directly facing real companies case studies to practically implement their theoretical knowledge and to develop and propose innovative and circular economy-based solutions to their challenges. The main purpose of the event is to lead to the emergence of innovative and entrepreneurial activities to create a positive impact on the local, national and international economic system.

Challenges will be on the following macro-areas:

- **Electronic Waste:** Studies found that annually, every person generates around 7 kg of e-waste resulting, over the recent years, in the generation of around 50 million metric tons of e-waste worldwide. Being aware that we are heading into a future that will be increasingly based on technological devices underlines the need to start thinking of new circular approaches for the management of e-waste.
- **Sustainable Food Systems:** Modern food systems have to deal with various challenges such as food management and security, sustainable agricultural techniques, food-waste generation and many more. Facing those planetary criticisms with innovative circular solutions could lead to a substantial reduction of damages both on the environment and the human ecosystem.
- **Circular Textiles and Fashion:** Textile and Fashion Industry accounts for around 10% of global greenhouse gas emissions resulting in a major contributor to climate change, in fact the EU has defined this sector as the fourth most environmentally sensitive consumption category. Nowadays, copious initiatives are trying to deal with this huge impact, however more circular ideas are needed to make a clear substantial change.

For each topic there will be a company proposing a detailed challenge.

Further specific details about the involved companies, the challenges and what focus they will address will be shared directly with the competing teams by the end of May 2023.

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3. How to attend the competition

The Hackathon is open only to the above-mentioned Circular Summer School attendees.

Candidates may apply in teams of a minimum of 2 (two) to a maximum of 6 (six) persons, or individually. If applying with an already formed team, every member has to be also attending the Circular Summer School programme.

The Tondo lab team will then examine the applications received and try to ensure that everyone is in a team. If you want to pre-construct a team, it is advisable to create one with a heterogeneity of competences, so as to cover the different parts essential for the definition of the project.

Each applicant, when applying, guarantees that the personal information provided with the application is true. Each candidate must fill in the documents by entering all the required data and accepting these Rules and Regulations; the granting of consent to the processing of personal data and the use of images and videos whether will be taken during the initiative by the organisers.

4. Conduct of the Hackathon

Candidates will receive confirmation of their application together with the challenge to which they have been assigned to, for those who expressed more than one preference and the reference team for those who have applied as individuals.

The Hackathon will take place during the PhD Summer School, schedule is under definition and will be shared by the beginning of the school. To conclude the competition every team will have the opportunity to present their pitch to a jury of experts from the companies that proposed the challenges and academics. The pitch deck will last 5 minutes during which the team will describe the solutions in detail. The jury will evaluate the pitch deck and its presentation, and select a winning idea with the highest score for each of the challenges in the 3 thematic macro-areas.

5. Selection of the winning ideas

Ideas will be evaluated on the basis of a number of criteria:

- **Circularity** - how circular is the idea and how much does it contribute to the long-term development of a circular city?
- **Innovation** - how innovative and unique is the idea?
- **Relevance** - is the idea adequate to meet the challenge?
- **Social impact** - how does the idea support social dimensions?
- **Economic sustainability** - how sustainable is the idea financially?
- **Team** - what is the profile of the team members? Does the team have the necessary skills to implement the project?
- **Pitch presentation** - how good is the team's pitch? Did it meet the time requirements?
- **Pitch Deck** - how complete and clear is the team's pitch deck?

Each criterion will be assessed by the jury on a 5-point scale: 5 = highest score, 1 = lowest score for a maximum total score of 40 points. The ideas with the highest score will be selected as the winner of the challenge. Each challenge will have a winning team.

6. Awards

Every winning team will receive an awarding plate specific to their challenge. Moreover, the companies promoting the challenges might award additional prizes to the winning team of their challenge.

For the **Electronic Waste** challenge, by Umicore, the prize will consist of a 20 euros gift card to spend in the Bookshop "Libreria Universitaria" for each participant, provided by the University of Padua.

For the **Sustainable Food Systems** challenge, by Barilla, the company will provide a guided tour of the Pasta and tomato museum, together with a lunch in a traditional farmhouse near the city of Parma. Should that not be convenient for the winning team, the prize will consist of a box with Barilla and Mulino Bianco products. Together with that, there will also be a 20 euros gift card to spend in the Bookshop "Libreria Universitaria" for each participant, provided by the University of Padua.

For the **Circular Textiles and Fashion** challenge, by Albini, the company will provide some Albini gadgets to the winning team. Together with that, there will also be a 20 euros gift card to spend in the Bookshop "Libreria Universitaria" for each participant, provided by the University of Padua.

Pursuant to art. 6 lett. a) of Presidential Decree no. 430/2001, the Hackathon does not constitute a competition or prize operation and is excluded from the application of the relevant regulations, as its purpose is the presentation of projects or studies in the technological and industrial field with the awarding of prizes that represent recognition of the personal merit of the winners, as well as encouragement for the interest of the community.

The members of the winning teams may not contest the prize awarded, nor may they request the corresponding cash value or exchange/replacement for any reason whatsoever. Nothing else, in addition, is due.

7. Intellectual property of submitted ideas

By applying for the Hackathon, participants acknowledge their full responsibility for the originality of the ideas they submit, which means that the ideas are fully available and do not violate the rights of third parties (including intellectual property, copyright and image rights) or national and international legal provisions.

Furthermore, the Hackathon presents itself as an opportunity to unleash the creative potential of our communities to address the most pressing challenges of our time. The ideas developed during the Hackathon have the main aim of cooperatively improving the circularity and sustainability of our cities by sharing common benefits across our communities. Therefore, all participants and organising partners agree that the solutions proposed and developed during the Hackathon will be released under a Creative Commons (CC BY-SA) licence.

This means that the proposed ideas could be further developed by third parties, respecting the credits given and maintaining the collaborative nature of such innovations. However, we strongly encourage the participation of ideas with innovation potential, including patenting, as the Hackathon is a unique opportunity to accelerate these projects in collaboration with market-leading companies. We also reiterate that it is up to the proposing teams to design the final presentations and define the technical depth of the information disclosed.

Winning teams acknowledge that the release of the project solution developed by their team during the Hackathon entails the possibility of modifying the original project and that the organisers accept no liability in the event of use and/or development by the companies involved in the Hackathon, waiving any claims for damages and/or compensation against the organisers for any reason and/or cause.

Participants guarantee that the design solution developed is original and entirely conceived and studied by the team during or prior to the Hackathon; it is not protected by industrial property rights or copyrights owned by third parties; it does not violate applicable laws and the rights of third parties (including patents, trade secrets, rights arising from contracts or licences), publicity or privacy rights, moral rights or any other right worthy of protection is not the subject of a contract with a third party; does not contain defamatory content and does not insult or harm the organisers or any other person or company; does not contain threats or intimidation; does not harass or abuse people and does not encourage lawlessness.

8. Personal data, image and copyright

Participants authorise the organisers to capture, process and store data submitted during the event, including images and audio-visual recordings of Participants and their submitted ideas, as well as the use and publication of such data for the purposes of the organising partners, including seminars, conferences, educational and commercial uses in social channels and websites of the organisers and partner organisations.

The organisers assure that such data may be used exclusively for dissemination purposes to document and report on what emerged during the Hackathon and in relation to the project through social channels and websites dedicated to the initiative, seminars, conventions and other initiatives at educational institutions or promoted also in collaboration with other entities for the dissemination of the projects on dedicated websites, in print and/or in any other medium.

The authorisation does not allow the Participant's image to be used in contexts that may in any case undermine his or her personal dignity and decorum for uses and/or purposes other than those indicated above.

9. Processing of personal data

Participants and Hackathon partners authorise Tondo lab to process their personal data in order to participate in this event. The data will be processed in a manner that guarantees security and confidentiality.

Selected teams authorise Tondo lab to:

- Use their name, image and, if applicable, their brand on the Tondo website and social channels regarding the Hackathon;
- Share their information with Tondo's designated project evaluation partners;
- Disclose the contact information, provided by the winning teams during the registration phase of the call, to companies involved in the event that might be interested in investing or contributing in some way to the further development of the Participants' ideas.

In order not to harm Participants and teams that have not been selected as winners or Participants, their evaluations will not be made public or disclosed.

10. Code of Conduct

Tondo lab reserves the right to exclude Participants who do not comply with the provisions of these Rules and Regulations, who disrupt the smooth running of the competition, who behave in an offensive, defamatory or vulgar manner towards the organisers or any other person or company involved in the Hackathon or who do not comply with the above provisions.

11. Acceptance of the Rules

By applying and participating in the Hackathon, Participants declare that they accept the terms of the current Rules and Regulations.

These Rules may be amended at any time by Tondo lab and notice of any such amendments will be provided on the CLOCKS website. In the event of a conflict between the Rules and its amendments, the latter shall prevail. The amended Rules shall enter into force once they are posted on the site and each candidate shall be deemed to have accepted the amendments by the mere fact of their participation in the Hackathon.

For any further information, please do not hesitate to contact us at: info@tondo.tech

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