



RESPONSE

Integrated Solutions for Positive Energy
and Resilient Cities

Integrated Solutions for Positive
Energy and Resilient Cities

2nd HACKATHON (Technical)

GUIDE FOR PARTICIPANTS



This project has received funding from the European Union's Horizon 2020 research and innovation programme under Grant Agreement n° 957751. The document represents the view of the author(s) only and is their sole responsibility; it cannot be considered to reflect the views of the European Commission and/or the European Climate, Infrastructure and Environment Executive Agency (CINEA). The European Commission and the Agency do not accept responsibility for the use that may be made of the information it contains.

Document Control Sheet

Project Title	integRatEd Solutions for POSitive eNErgy and resilient CitiEs - RESPONSE
Deliverable	2nd Hackathon (Technical) – Guide for participants
Work package	WP4
Task	T4.3
Number of pages	15
Dissemination level	PU
Main authors	Huerta Hugo, Marc Max
Contributors	City of Turku

Reviewers

Partner	Name	Contact information
TUAS	Ritva Salminiitty	ritva.salminiitty@turkuamk.fi

Dissemination level codes

PU = Public, fully open, e.g., web

CO = Confidential, restricted under conditions set out in Model Grant Agreement

CI = Classified, information as referred to in Commission Decision 2001/844/EC.

Versioning and Contribution History

Version	Date	Author/Editor	Contributors	Description/Comments
V1.0	27-03-2023	Huerta Hugo, Marc Max (TUAS)		Preparation of the first version of the call
V1.1	30-08-2023	Huerta Hugo, Marc Max (TUAS)		Schedule modification due to the extension of the call
V1.2	12-09-2023	Huerta Hugo, Marc Max (TUAS)	Ritva Salminiitty (TUAS)	Review of the document
V2.0	20-09-2023	Huerta Hugo, Marc Max (TUAS)	Monjur Murshed (EIFER)	Finalize the document

Table of Contents

1. Introduction	4
1.1 RESPONSE in a nutshell.....	4
2. Technical Hackathon in Turku	4
2.1 Definitions.....	4
2.2 Description of the hackathon, date, place.....	5
2.3 Schedule.....	7
2.4 Who can join?	7
2.5 Prizes.....	8
2.6 Delivery and pitching of the proposal.....	8
2.7 Evaluation process	9
2.8 Awarding prizes	9
2.9 Confidentiality.....	11
2.10 Ownership of the results	12
2.11 Intellectual properties rights	12
2.12 Data protection.....	12
2.13 Right to name, image and sound recording.....	13
2.14 Warranties and liability.....	13
2.15 Compliance with European Commission requirements	13
2.16 Other.....	14
2.17 Applicable law.....	14

1. Introduction

The RESPONSE project, funded by the European Union's Horizon 2020 research and innovation programme under Grant Agreement No 957751, foresees as an eligible activity the provision of financial support to third parties to achieve its own objectives. This document provides a set of information and rules regarding the second hackathon (technical) of Turku in the framework of the RESPONSE project (hereinafter referred to as the "*Guide for Participants*"). It contains updated information regarding the extension of call, which was published earlier.

1.1 RESPONSE in a nutshell

Funded by the European Commission's Horizon 2020 Framework Programme, RESPONSE is a 60-month project (1st October 2020 to 30th September 2025) that aims to establish a strategic vision for Smart Cities Energy Transition: Climate-neutral cities by 2050.

RESPONSE aims to turn energy sustainability into a doable vision by solving the energy trilemma (security, equity/affordability, environmental sustainability) at building, block and district levels in smart cities. The project builds upon intelligent integrated and interconnected energy systems coupled with demand-oriented city infrastructures, governance models and services that foster energy sustainability.

RESPONSE supports the lighthouse cities of Dijon (FR) and Turku (FI) and their Fellow cities, Brussels (BE), Zaragoza (ES), Botosani (RO), Ptolemaida (GR), Gabrovo (BU), and Severodonetsk (UA) to facilitate them deliver positive energy blocks and districts. It attracts the interest of various stakeholders by generating innovative business models, enabling the upscale and replication of the solutions forming a validated roadmap for sustainable cities across Europe and beyond. The overall focus of the project is to create resilient and safer cities whilst increasing the quality of life and lowering the impacts of climate change.

The consortium of RESPONSE is led by the European Institute for Energy Research (EIFER) Germany and comprises a total of 53 partners.

More information can be found on the project's website: www.H2020Response.eu or on social media: @H2020RESPONSE.

2. Technical Hackathon in Turku

2.1 Definitions

For the purposes of this Guide for Participants, terms beginning with a capital letter have the following definition:

- *Organizer(s)* means the organizers of the 1st Technical Hackathon: city of Turku and Turku University of Applied Sciences.
- *Proposal(s)* means the solutions submitted by the Participants to the Organizers in accordance with Article 2.5, to respond to the challenge submitted in the context of the Hackathon.
- *Participant(s)* means the participants of the hackathons as defined in Article 2.3
- *Results* means any work, software (including source code and object code), creation, database, technical specification, text, file, drawing, model, information, knowledge, method, process, or product, as well as any element and/or process resulting therefrom, whether or not protected by an Intellectual Property Right, developed by one or more Participants in the framework of the hackathon.
- *Intellectual Property Rights* means all intellectual property rights of any kind, including but not limited to patents, copyrights, software copyrights, design rights and databases.
- *Winner(s)* means the winning Participant(s), which will receive a grant to develop and test its solution, in accordance with Article 2.7.

- *Sub-Grant Agreement* means the sub-grant agreement that the Winner will sign with the City of Turku to determine the conditions of financial support for the implementation of the winning solution and their mutual rights and obligations. A model of this agreement is provided at the following link: www.H2020Response.eu/hackathons.

2.2 Description of the hackathon, date, place

Turku University of Applied Sciences and City of Turku will organize an innovation competition that will be open 21st of September 2023 – 22nd of October 2023. The detailed challenge, competition rules and additional material will be published on the 21st of September at <https://h2020response.eu/hackathons/hackathon-2-turku/>.

This RESPONSE Hackathon is a competition organized by the Turku University of Applied Sciences and the City of Turku which aims to generate innovative solutions, a service concept or a prototype that promote energy-positive lifestyle in Turku, Finland. The competition is managed and organized by the Turku University of Applied Sciences, while the City of Turku has designated Cascade Funding to award prizes to the winning participants. The hackathon offers a total prize pool of 50,000 €, which is distributed among the winning teams as follows: First place prize: 10,000 €, with the possibility of receiving additional funding of up to 35,000 € (more information in section 2.3). Second place prize: 5,000 €.

The hackathon focuses on an Energy Management System's interface that will enable users to monitor and control their energy usage efficiently. Energy management systems play a critical role in achieving sustainability goals and have several benefits for citizens. By efficiently monitoring and controlling energy usage, these systems can conserve energy, leading to a reduction in greenhouse gas emissions and a mitigation of the effects of climate change. Moreover, energy management systems can integrate renewable energy sources, such as solar power, into the energy grid, thus reducing reliance on fossil fuels and promoting the use of clean energy. This not only has environmental benefits but can also result in cost savings for individuals and businesses. Furthermore, energy management systems improve energy security by increasing the reliability and resilience of the energy infrastructure, reducing dependence on foreign energy sources.

The RESPONSE project comprises a Cloud-based High Level Energy Management System (HL-EMS) that interacts with deployed sub-systems, Figure 1.

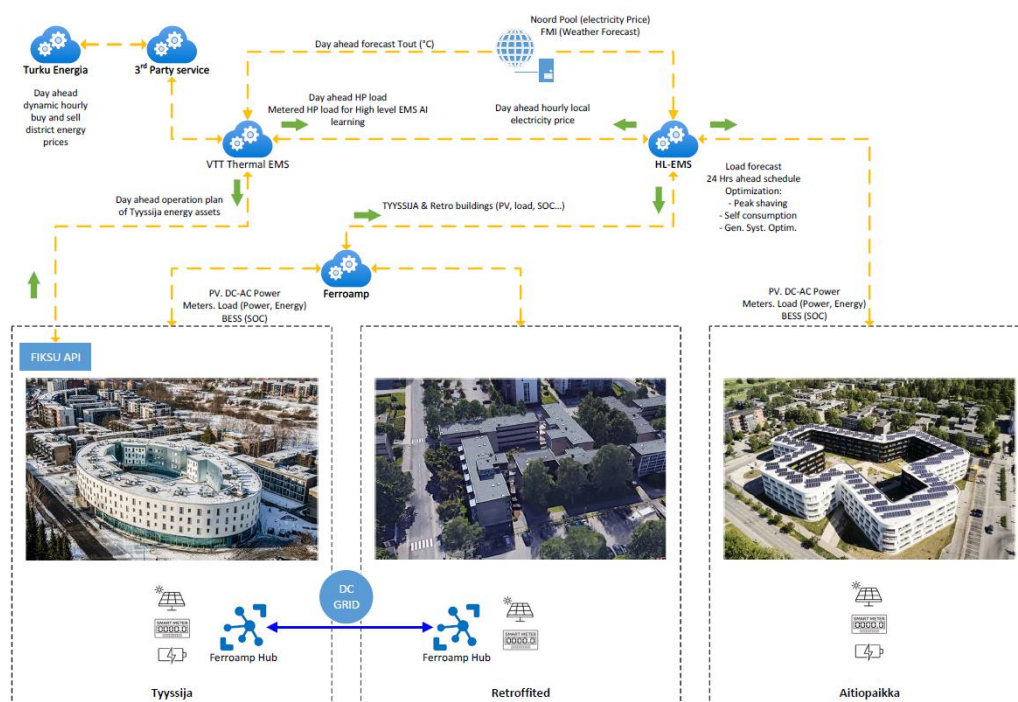


Figure 1: High-Level Energy Management System and its components

The HL-EMS has three tasks:

1. Data Acquisition from various sensors at second step time
2. Monitoring according to the measurements (KPI calculation)
3. Management: control the operation of deployed assets (batteries and heat-pump)

For the moment, the focus has been to develop the back end of the solution. Thus, an API has been built to operate read/write data over a database and perform some computations. The development of the API began in 2022 and is now under test. A beta version will be available to work with during the Hackathon.

With the RESPONSE technical hackathon, we are searching for a front-end development team for the Cloud-based High Level Energy Management System (HL-EMS) of the RESPONSE project. The front end should enable easy access to data and provide intuitive visualization of energy consumption, production, and storage for citizens in the student village. In addition, management operations and settings configuration will be available for administrator users.

The solution may use any software package, but it must be able to run in a browser that serves the pages dynamically so users on all devices can access it. The front end will use the API developed in the back end of the HL-EMS. All the functions of the API will be handed out separately with parameters for each function detailing what can be submitted to the database and what can be retrieved. Furthermore, all traffic is handled through HTTPS. Node.JS/React would be preferred, see Figure 2 for reference.

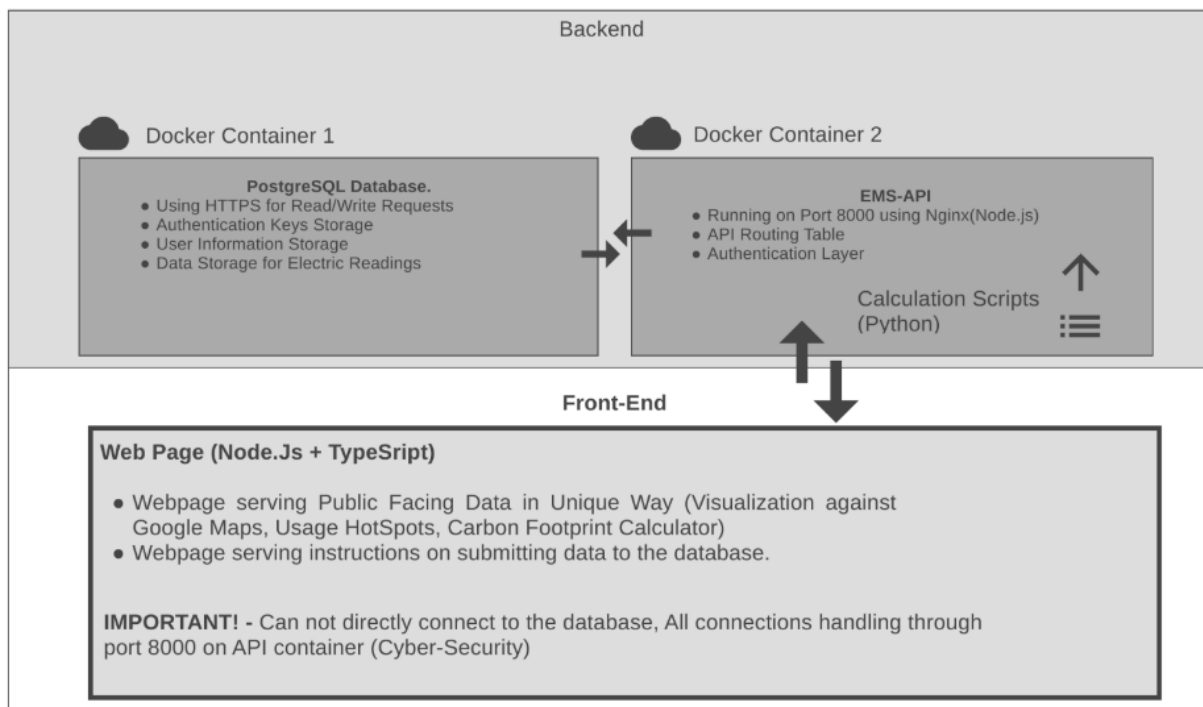


Figure 2: Wireframe of HL-EMS

2.3 Schedule

Phase	Datetime	Activities	Number of participants	Deliverable
1	21.09 – 15.10	Hackathon opening Q&A /Understanding the challenge.	Unlimited	Submitted hugo.huertamedina@turkua.mk.fi
	21.09 – 22.10	Developing idea and concept paper and submission		
	23.10 – 27.10	Paper selection		
2	30.10 – 12.11	Minimum viable product (MVP) development	10	MVP product
	13.11 – 19.11	MVP selection		
3	20.11 – 10.12	Beta version development	2	Beta Version product. Presentation's material for the jury Awards: 1 st place 10.000 € 2 nd place 5.000 €
	11.12 – 12.12	Beta version presentation		
	13.12 – 18.12	Evaluation & selection of winners		
4	To be negotiated with the winner (45 days)	Final product development – Integration to EMS	1 (Hackathon winner)	Final Product-Product Documentation Award: Winner: up to 35,000 €

2.4 Who can join?

Eligibility of participants

The challenge is open to student teams, companies, organizations as well as other groups or individuals who want to participate in the challenge, such as

- Front-end developers
- Full-stack developers
- Web development Start-up/Company
- Student teams with software design and web development experience

Each participant must individually submit registration via RESPONSE Open innovation challenge registration platform, accept the consent form and give the necessary contact details. The participants will sign up in teams via the hackathon registration link.

Registration link: <https://openinnovationchallenges.h2020response.eu/#/auth/login>

The maximum number of members per team is 10 people. A team is also considered to be a single participant. A maximum of 80 Participants will be accepted by order of their registration. A waiting list may be established for the next applicants.

2.5 Prizes

The total prize money for the hackathon is 50 000 €. The prize money for the Winners is distributed in the following way:

- 1st place prize: 10 000 €
 - Additional funding, up to 35 000 €, will be available for the full deployment of the winning idea. The amount of the additional funding is based on the negotiations and targets set between Organizers (Turku UAS, City of Turku) and Winners. A sub agreement will also need to be signed <https://h2020response.eu/hackathons/hackathon-2-turku>. The Organizers reserve the right to not grant any additional funding.
- 2nd place prize: 5 000 €

2.6 Delivery and pitching of the proposal

The Challenge is to develop a new digital solution, service concept or a prototype which covers the following criteria.

- A user-friendly GUI/APP that allows users to easily interact with the HL-EMS
- Helps to develop the HL-EMS system through features such as real-time energy monitoring and automated energy-saving suggestions.
- Promotes sustainability by encouraging the use of renewable energy sources and reducing carbon emissions.
- Encourage new and creative ideas for improving energy management and sustainability.
- Provide an opportunity for like-minded individuals to collaborate and network as well as bringing together experts from various fields to work together towards a common goal.

The solution will be delivered in phases:

Phase 1: Send the concept paper of the solution (max. 2 pages A4) by email to hugo.huertamedina@turkuamk.fi. Mark the email subject as 'RESPONSE technical hackathon'. Deadline October 22nd, 2023.

Phase 2: Selected participants, maximum 10, will have two weeks to develop the MVP (October 30th – November 12th). The jury will have 1 week for evaluation.

Phase 3: Solutions selected from the 2nd phase, maximum 2, will be developed (November 20th – December 10th) and the beta version will be presented at the end of this phase.

Phase 4: If the solution meets the evaluation criteria, the winner will get the possibility to further implement/develop the solution (45 days) starting at January 8th, 2024.

The MVP is expected to consist of:

1. Video presentation (pitching)
2. Source code
3. mock-up, application, user interface model or visual storyboard
4. budget and implementation plan

These must be submitted electronically to the cloud platform/folder provided by the Organizer. If you wish to submit in another format, please contact the Organizer.

The MVP must be at least alpha versions.

2.7 Evaluation process

The evaluation process consists of the following steps:

1. The organizers will select the participants to take part in the second phase based on the solution concepts submitted before 22.10.2023.
2. The jury chooses up to 10 concept proposals at the end of phase 1 to be developed for MVP. Two solutions will be selected for the 3rd phase. Finally, only the Winner will be invited to participate in the 4th phase. The jury will be integrated by some partners of the Response Consortium as: City of Turku, VTT, TYS and Turku UAS.
3. Evaluation criteria for selecting the entries and awarding the final Winners will be scored for all hackathon phases according to the following list:
 - Good relationship with the backend/API (30%)
 - Easily deployable (20%)
 - Graphs / UI design (20%)
 - Interactive website (30%)

2.8 Awarding prizes

The hackathon jury will select the award-receiving participant according to the evaluation criteria. Second place Winner will be awarded with 5000 € and the first-place Winner with 10 000 €. Additional funding for further developing and implementing the solution may be awarded to the first-place Winner.

If the jury determines that none of the solutions meet the evaluation criteria to an adequate level, they may decide to withhold awarding the winning prize. In this case, both teams selected at the end of phase 3 will receive a prize of 2000€ each. In this case, the remaining sum up to 46000 € of the prize budget will be added to the prize budget of future RESPONSE-hackathons.

Awarding of 1st prize

Should the prize Winner consist of a SME with a VAT number, the following process will apply:

- The Winner submits banking information, such as VAT number/Y-tunnus and bank account details (IBAN and BIC code) to the City of Turku.
- The City of Turku pays the sum in accordance with the payment schedule's phase and amount.
- The Winner will be responsible for any legal obligations connected to the transaction, such as accounting and tax procedures.

Should the prize Winner be a team consisting of natural persons, the following process will apply:

- Each team member submits name, address information in addition to Finnish social security number* and bank account details (IBAN and BIC code) to the City of Turku.
- The City of Turku pays each team member their share of the prize money sum in accordance with the payment schedule's phase and amount. For example: In a team consisting of four persons, each team member gets 25% of the paid sum.

In connection to the payment procedure, the City of Turku will notify the Finnish Tax Administration about the prize money, which is considered a taxable income.

*Should a team member reside abroad and not have a Finnish social security number, he or she becomes legally responsible for reporting the received prize money sum to effective tax authorities.

Prize payment schedule

PHASES	CONDITIONS/TERMS	ESTIMATED DATE OF PAYMENT	AMOUNT TO BE PAID (individual grant installments)
Phase 3	The phase 3 version of the solution has been deemed acceptable by the Organizers.	The payment process will commence when the Winner has submitted the phase 3 version of the solution and it has been accepted by the Organizers.	10000€ in one-time payment
Phase 4	The phase 4 version of the solution has been deemed acceptable by the Organizers.	The payment process will commence when the Winner has submitted the phase 4 version of the solution and it has been accepted by the Organizers.	Up to 35000€ depending on the conditions negotiated with the Winner

Awarding of 2nd prize

Should the 2nd prize Winner consist of a SME with a VAT number, the following process will apply:

- The Winner submits banking information, such as VAT number/Y-tunnus and bank account details (IBAN and BIC code) to the City of Turku
- The City of Turku pays the prize money as a lump sum.
- The Winner will be responsible for any legal obligations connected to the transaction, such as accounting and tax procedures.

Should the 2nd prize Winner be a team consisting of natural persons, the following process will apply:

- Each team member submits name, and address information in addition to Finnish social security number* and bank account details (IBAN and BIC code) to the City of Turku
- The City of Turku pays each team member their share of the prize money sum. For example: In a team consisting of four persons, each team member gets 25% of the paid sum.

In connection with the payment procedure, the City of Turku will notify the Finnish Tax Administration about the prize money, which is considered a taxable income.

*Should a team member reside abroad and not have a Finnish social security number, he or she becomes legally responsible for reporting the received prize money sum to effective tax authorities.

Prize payment schedule

PHASES	CONDITIONS/TERMS	ESTIMATED DATE OF PAYMENT	AMOUNT TO BE PAID (individual grant installments)
Phase 3	The phase 3 version of the solution has been deemed acceptable by the Organizers.	The payment process will commence when the Winner has submitted the phase 3 version of the solution and it has been accepted by the Organizers.	5000€ in one-time payment

2.9 Confidentiality

2.9.1 The term "Confidential Information" means any information or knowledge of any kind (such as financial, commercial, technical, or scientific) provided to the Participant in the framework of the Hackathon by the Organizer, whether by oral, written, or electronic means. Confidential Information includes any information relating to the challenge and shared by the Organizer for the purpose of the hackathon.

Proposals sent by Participants to the Organizer for the purposes of this Hackathon are also confidential information.

2.9.2 The Confidential Information of the Organizer remains its exclusive property and the Proposals remain the exclusive property of the corresponding Participant. The transmission of Confidential Information shall in no way be construed as a license, assignment or transfer of any intellectual Property Rights, patents, trademarks, copyrights, designs, trade secrets or know-how, nor as a waiver by the Organizer of any Intellectual Property Right in the Confidential Information transmitted. The Organizer only grants a simple right of use to the Participants for the purposes of the challenge.

2.9.3 However, the following shall not be considered Confidential Information:

- Any information known to the Participant prior to its disclosure by the Organizer as well as any information known to the Organizer prior to the receipt of the Proposal concerned;
- Any information that the Participant can prove was or became publicly available without any breach of confidentiality on their part;
- Any information that the Participant obtained from a third party without, to the Participants' knowledge, that third party owing a duty of confidentiality to the disclosing Organizer;
- Any information that has been independently developed by the Participant without relying on the confidential information of the Organizer.

The Participant agrees to:

- Protect and keep strictly confidential the Confidential Information communicated by the Organizer and not disclose it to third parties;
- Not to use totally or partially the Confidential Information for other purposes than the hackathon challenge;
- Not to make any copy, reproduction or duplication unless explicitly authorized in writing by the Organizer.

2.9.4 All confidentiality obligations contained in this section will remain in effect for a period of four (4) years after the end of the RESPONSE project.

As an exception, the Winner accepts that the Organizer may communicate on the winning solution in accordance with the provisions of Article 2.12. Specific confidentiality obligations will however be agreed in the Sub-Grant Agreement, so as to protect the information considered confidential by the Winner in the context of the development of its winning solution.

2.10 Ownership of the results

2.10.1 In accordance with article 2.8.2, the Proposals submitted to the Organizer by the Participants in the framework of the Event remain their exclusive property.

2.10.2 In accordance with the Sub-grant Agreement, the results that will be generated by the Winner during the development of its solution and for which the grant is awarded (hereinafter the "Project Results") will be its exclusive property.

The Winner will however grant the Organizer a license to use the Project Results for the purpose of their implementation on the territory of the Organizer. This license of use will be granted free of charge for a period of 6 months, for the needs of the experimentation (phase 4 of the challenge and after). It will be non-exclusive, non-transferable and without any right of sub-license (unless otherwise agreed). After the expiry of this period, the Organizer may agree in a separate agreement, if it so wishes, a license to use the Project Results under normal commercial conditions, for the duration requested by it and for the purposes of implementing the Project Results on its territory.

2.11 Intellectual properties rights

2.11.1 Ownership of IP: Participants own all intellectual property rights to the ideas and solutions they develop during the hackathon.

2.11.2 Non-infringement of third-party rights: Participants must ensure that their ideas and solutions do not infringe any third-party rights, such as patents, trademarks, or copyrights. The Organizers are not liable for any infringement by the participants.

2.11.3 Confidentiality: Non-Winning Participants agree to keep their ideas and solutions confidential and not disclose them to any third party without the prior written consent of the Organizers until the end of the Turku 1st Technical Hackathon.

2.11.4 No obligation to use ideas: The Organizers are not obligated to use any of the ideas generated during the hackathon or enter into any agreement with the Participants.

2.11.5 Attribution: The Organizers agree to attribute the Winner by name when they use the license defined in article 2.9.2, but the Organizers may edit or modify their ideas as they see fit.

2.12 Data protection

2.12.1 The personal data of the Participants such as first name, surname, date of birth, training institution, email address and possibly photos, video and sound recordings relating to the Participants are collected, processed, and stored by the Organizer at the time of registration and during the course of the event.

The purposes of this processing are:

- To meet the needs of organizing the hackathon
- To communicate about the event, according to section 2.12 of this guide
- This processing excludes any commercial use or trading of personal data.

2.12.2 The participant gives their consent to the processing of their personal data as defined in this section and authorizes the Organizer to send them information about the hackathon and similar events that could be organized in the future by the Organizers.

2.12.3 In accordance with the regulations EU regulation 2016/679 of April 27th, 2016, known as 'GDPR, Participants have a right to access, rectify, and delete their personal data, as well as a right to the limitation of the processing and to the portability of data. They also have the right to be forgotten, the right to object on legitimate grounds to the processing of data concerning them, and the right to withdraw their consent at any time.

To exercise any of these rights, the request must be made in writing to the Organizer at the address mentioned in article 2.17.

It is reminded that Participants may lodge a complaint with the Office of Data Protection Ombudsman concerning the processing of their personal data in the framework of the Hackathon.

2.12.4 The personal data of the Participants will be collected and kept for a period of two (2) years from the registration to the Hackathon, and then deleted, except for data that have been publicly disclosed.

2.13 Right to name, image and sound recording

The Participant acknowledges and agrees that the Organizer may, for the whole world and for a period of two (2) years from the registration to the Hackathon, use the Hackathon for communication purposes, whatever the format, the means and the support (website, social networks, newsletter, press release, etc.).

To do so, the Participant gives their consent and authorizes the Organizer - and any person acting under their control - to use their corporate name, name, first name, the name of the institution in which he studies, and to publish all photographs, images and videos taken during the Hackathon.

This use does not give right to any remuneration and does not require any additional consent from the Participant.

2.14 Warranties and liability

2.14.1 Participants are solely responsible for any damage caused by them or their equipment to property or persons during the Hackathon and are responsible for their own insurance coverage. Participants are solely responsible for their hardware and software, of which they retain custody, and for any damage that may occur to their hardware and software during the Hackathon. It is expressly reminded that the Internet is not a secure network. The Organizer cannot be held responsible for the contamination by possible viruses or the intrusion of a third party in the system of the Participants' terminal and declines any responsibility for the consequences of the Participants' connection to the Internet. The Organizer makes no warranties concerning the Confidential Information provided by it to the Participant, and the use thereof shall take place at the Participant's own risk;

2.14.2 The Participants waive any recourse against the Organizer concerning the conditions of the organization of the Hackathon, its progress and its Results. The decisions taken by the jury are final and are binding on all Hackathon Participants. The Participants have no right to a justification of these decisions;

2.14.3 The Participant undertakes to provide, in their registration form for the Hackathon, real and serious information about themselves;

2.14.4 The Organizer reserves the right to exclude from participation in this Hackathon any person who disrupts its progress.

2.15 Compliance with European Commission requirements

Participants are indirect beneficiaries of European Commission funding under the RESPONSE project. As such, they must comply with the obligations arising from the specific requirements of the European Commission. In particular:

- Conflicts of interest: Participants must not have any potential conflict of interest;
- Confidentiality: Participants must keep confidential the Confidential Information brought to their knowledge in the framework of the Hackathon for a period of four (4) years after the end of the RESPONSE project;

- Visibility of the EU funding: Publicity of the prize by winning teams must include the EU emblem, the RESPONSE project logo and the sentence acknowledging that: “The prize was awarded by RESPONSE project, which has received funding from the European Union’s Horizon 2020 research and innovation programme under grant agreement No 957751”.
- Financial audits: The European Commission may, at any time during the implementation of the RESPONSE project and up to five years after the end, organize financial audits. Each Participant may be required to make directly available to the EC all detailed information and data that may be requested by the EC or any representative authorized by it.

2.16 Other

2.16.1 Acceptance and modifications of the Guide for Participants and the Sub-Grant Agreement

a) The submission of the application form implies the full acceptance of this Guide for Participants and the Sub-Grant Agreement by the Participant

b) The Guide for Participants and the Sub-Grant Agreement are accessible on the website www.H2020Response.eu/hackathons

c) The Organizers may extend, shorten, or modify this competition if required by the circumstances, for whatever reason, without compensation for any moral or financial damage for the Participants and partners.

This Guide for Participants and the Sub-Grant Agreement may be modified or supplemented at any time without prior notice by the Organizers.

Any possible modification of this Guide for Participants and the Sub-Grant Agreement will be communicated to all Participants in the competition via www.H2020Response.eu/hackathons within a maximum period of 5 working days following the modification and will be automatically applied to candidates from the date of its deposit.

Any Participant will be considered to have accepted it by the simple fact of their participation in the competition, from the date of entry into force of the modification. Any Participant refusing the modification(s) made must stop participating in the competition and communicate it to the Organizers.

The Organizers reserve the right to take any decisions they may consider useful for the application and interpretation of the Guide for Participants.

The Organizers may inform the Participants by email.

2.17 Applicable law

The Hackathon and the Guide for Participants are subject to Finnish law. In case of dispute concerning the Guide for Participant, the competent court is the one of Southwestern Finland.

For any questions regarding this Hackathon, please contact: hugo.huertamedina@turkuamk.fi



RESPONSE

Integrated Solutions for Positive Energy
and Resilient Cities



This project has received funding from the European Union's Horizon 2020 research and innovation programme under Grant Agreement n° 957751. The document represents the view of the author(s) only and is their sole responsibility: it cannot be considered to reflect the views of the European Commission and/or the European Climate, Infrastructure and Environment Executive Agency (CINEA). The European Commission and the Agency do not accept responsibility for the use that may be made of the information it contains.