



RESPONSE

Integrated Solutions for Positive Energy
and Resilient Cities

Integrated Solutions for Positive
Energy and Resilient Cities

TECHNICAL CHALLENGE: 3rd TURKU HACKATHON - GUIDE FOR PARTICIPANTS



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Main authors	Hugo Huerta and Nida Jafri, Turku University of Applied Sciences (TUAS)
Contributors	Ritva Salminiitty (TUAS) and Helmi Andersson, City of Turku

Reviewers

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

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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 Technical Challenge: 3rd Turku Hackathon in the framework of the RESPONSE project (hereinafter referred to as the "Guide for Participants").

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 double 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 Technical Challenge - 3rd Turku Hackathon: individually or jointly the City of Turku and Turku University of Applied Sciences.
- *Proposal(s)* means the solutions submitted by the Participants to the Organizers to respond to the challenge submitted in the context of the Hackathon.
- *Participant(s)* means the participants of the hackathons.
- *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 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) who receive the 1st, 2nd, and 3rd prize.

- *Sub-Grant Agreement* means the sub-grant agreement that the 1st prize Winner will sign with the City of Turku for the implementation of the winning solution and their mutual rights and obligations. A model of this agreement is provided at the following link: https://h2020response.eu/hackathons/3rd_turku/

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 from March 8 until May 8, 2024. The detailed challenge, competition rules and additional material will be published on March 8 at https://h2020response.eu/hackathons/3rd_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 promotes 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 20 000€, which is distributed among the winning teams as follows: First place prize: 15 000€, Second place prize: 3 000€, and Third place prize: 2 000€.

Challenge: Residential PV Curtailment Mitigation and Energy Optimization

The occurrence of electricity curtailment is a relatively recent development. In the era of consistent fossil fuel production, electricity supply seamlessly mirrored demand patterns. However, with the increasing integration of intermittent renewables, electricity generation aligns with the availability of sunlight or wind, resulting in a notable disparity between supply and demand. If left unaddressed, the substantial production of renewable power has the potential to either overwhelm the grid or significantly surpass demand, consequently resulting in financial losses. The growing prevalence of solar power installations has introduced a unique challenge: the curtailment of PV energy. This phenomenon arises when the generated solar energy exceeds local demand, leading to potential negative electricity prices.

The technical hackathon challenge is to develop an innovative solution that empowers homeowners to minimize PV energy curtailment at the residential scale. Participants are tasked with analysing data, predicting solar energy production, and household electricity consumption to program an intelligent shut down, all while having access to PV production data and electricity prices from Turku UAS Application Program Interface (API). The proposed solution should control a dummy setup for remote testing located at Turku UAS.

Understanding curtailment phenomena at the residential scale involves recognizing the challenges posed when surplus energy from residential PV systems exceeds the capacity for effective utilization or storage. This curtailment is primarily driven by economic factors, resulting in negative electricity prices during periods of abundant solar energy and low demand. In such scenarios, homeowners are prompted to curtail PV energy production to prevent financial losses. Additionally, grid capacity issues contribute to curtailment, as excessive energy production may strain the local grid's capacity, necessitating curtailment to maintain grid stability. Grid congestion further exacerbates the situation by restricting the export of surplus energy back to the grid. Effectively addressing these economic and grid capacity reasons for curtailment is crucial for ensuring the stability and efficiency of residential-scale renewable energy systems.

The solution may use any software package, but it must be able to run and connect to the Turku UAS API. See Figure 1 for reference.

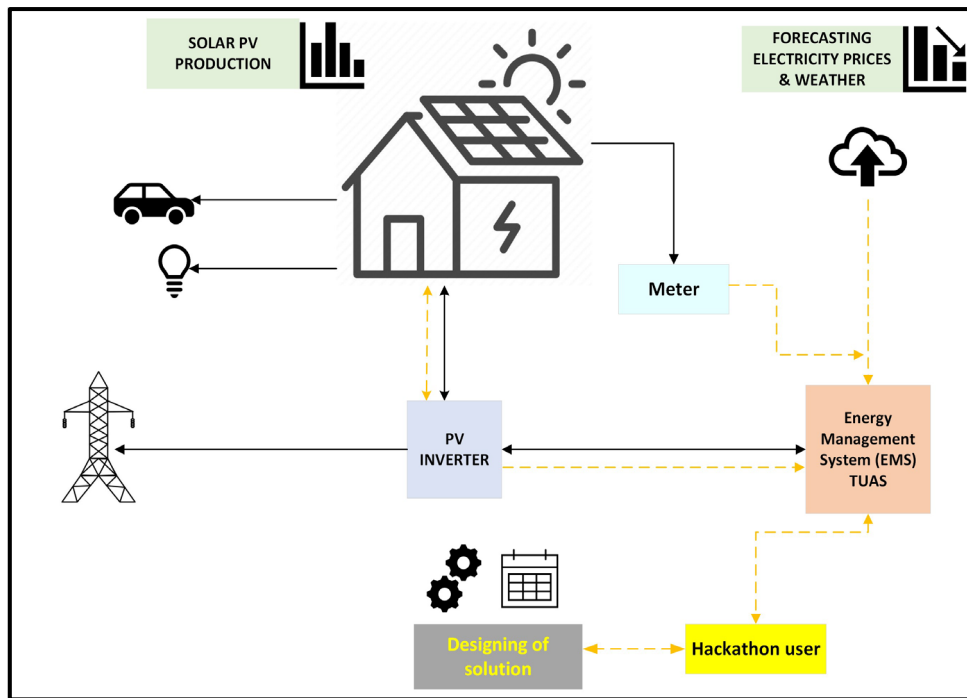


Figure 1: Wireframe of HL-EMS

Participants should consider the following strategies to mitigate PV energy curtailment:

- **Smart Energy Management System (EMS):** Implement an intelligent system to optimize energy flows between the PV system, storage devices, and electric vehicles, ensuring efficient energy utilization.
- **Peak Shaving:** Encourage peak shaving by shifting energy consumption to periods of high solar production.
- **Smart Curtailment:** Develop an intelligent system that distributes curtailed solar power to controllable devices in the order of preference set by the user, considering legal requirements and asset constraints.
- **Forecast-based Energy Management:** Implement forecast-based energy management using historical data and intelligent algorithms to redirect stored power based on predicted solar production and consumption patterns.

Components of the challenge:

- **Data Analysis:** Participants will analyse historical data on electricity spot prices, solar energy production, and household electricity consumption to predict the next day's conditions.
- **Algorithm Development (Back-End):** Develop an algorithm that makes real-time decisions on whether to curtail PV energy production based on predicted electricity prices, consumption patterns or storage availability.
- **Remote Control of Dummy Setup:** Utilize a dummy residential setup to remotely test and validate the effectiveness of the developed solution in mitigating PV energy curtailment.

2.3 Schedule

Order	Date	Activities	Number of teams	Deliverables
1.	8 March – 8 May 2024 (before 17:00 EET)	HACKATHON OPENING + PROMOTION + ENROLMENT + HACKATHON SUBMISSIONS	No limit	Technical report or concept paper submissions: nida.jafri@turkuamk.fi
2.	9 May – 17 May 2024	1 st EVALUATION STAGE	Max 10 teams selected	Informing the teams about the outcomes and selecting 10 teams
3.	20 May – 21 May 2024	PRESENTATION STAGE	Max 3 teams	Platform development/ app- based solution
4.	22 May – 4 June 2024	FINAL EVALUATION STAGE	3 teams	Final tested Back-End Product
5.	5 June 2024	ANNOUNCEMENT OF WINNERS	1 st Hackathon winner, 2 nd , and 3 rd prize winners	Awarding the winners 10 000€, 3 000€, & 2 000€, respectively
6.	Time of product deployment to be negotiated with the winner	FINAL PRODUCT DEVELOPMENT CAPABLE OF INTEGRATION & DEPLOYMENT	1 st Hackathon winner	Final development award of 5 000€

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

- Full-stack developers
- Web development start-up/company
- Student teams with energy background, software design and web development experience

Registration of participants

Each participant must individually register via RESPONSE Open innovation challenge registration platform, accept the consent form, and give the necessary contact details.

Enrolment of teams

Each team (consisting of one or several registered participants) will enrol via the hackathon registration link: <https://openinnovationchallenges.h2020response.eu/#/auth/login>

The maximum number of participants per team is 10 people. A single participant will also be considered as a team.

2.5 Prizes

The total prize money for the hackathon is 20 000€. The prize money for the winners is distributed in the following way:

- 1st place prize: 15 000€
 - The total amount of 15 000€ is paid in two instalments, whereas the second instalment is conditioned on the successful integration and deployment of the winner's solution. The winner will sign a Sub-Grant Agreement with the Organizer, through which the parties agree on the criteria for successful implementation. In the event of an unsuccessful integration, the winning team will not be eligible to receive the additional 5 000€.

- 2nd place prize: 3 000€
- 3rd place prize: 2 000€

2.6 Delivery and pitching of the proposal

The challenge is to develop a new digital solution, service concept or a prototype which taps into the following broad areas:

- Helps to develop the EMS system with new features such as PV curtailment.
- 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.

2.7 Evaluation process

Evaluation criteria for selecting the entries and awarding the final Winners will be scored according to the following list:

Effectiveness (30%): Evaluate how well the solution minimizes PV energy curtailment while considering economic and grid capacity factors, and forecasting accuracy.

User Experience (30%): Assess the user-friendliness of the interface and its alignment with user preferences.

Remote Control Implementation (20%): Examine the effectiveness of the solution in remotely controlling the dummy residential setup.

Innovation (20%): Explore whether the solution employs innovative approaches in addressing residential-scale PV energy curtailment, considering the provided information on mitigation strategies, and is easy to deploy.

The new digital solution, service concept or prototype will be delivered in stages:

Stage 1 - HACKATHON SUBMISSIONS: Send the idea in the development form in the form of a technical report or concept paper (max. 2 pages A4) by email to nida.jafri@turkuamk.fi

Mark the email subject as "Technical Challenge: 3rd Turku Hackathon". The submission deadline is **8 May 2024 before 17:00 EET**.

Note: The technical report or concept paper must clearly include among others - the project objectives, theoretical framework, methodology, algorithms, data analysis techniques, and deliverables. At this point, your ideas should already be in developing stage. The features must at least be partially complete if not fully complete.

Stage 2 - 1st EVALUATION STAGE: Maximum 10 teams will be selected in the 1st Evaluation by jury based on the initial technical report/ concept paper submissions. All teams will be informed of the outcomes of the evaluation through email by May 17, 2024.

Stage 3 - PRESENTATION STAGE: The selected 10 teams should submit their solutions (May 20 – May 21) in form of presentations. Based on the presentations, the jury will pick up to three teams whose solution meets the evaluation criteria (May 22 – June 4).

The presentation is expected to consist of:

1. Video presentation (pitching) consisting of the functional Back-End Prototype demonstrating the real-time decision-making process, and remote-control capabilities using the dummy setup.
2. Simulation results showcasing the reduction in PV energy curtailment and potential benefits for residential users.
3. Source code
4. Mock-up, application, user interface model or visual storyboard.
5. Budget and implementation plan

The presentation 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.

Stage 4 - FINAL EVALUATION STAGE: The jury will pick the top 3 teams based on the evaluation criteria (May 22 – June 4).

Stage 5 - ANNOUNCEMENT OF WINNERS: The 1st, 2nd and 3rd prize winners will be announced on June 5 and will be awarded prize money to the tune of 10 000€, 3 000€, and 2 000€, respectively.

Stage 6 - FINAL PRODUCT DEVELOPMENT CAPABLE OF INTEGRATION & DEPLOYMENT: The 1st prize winning team should demonstrate their final tested Back-End Prototype to be capable of integration and deployment. This will make the team eligible to receive the additional 5 000€ (for the solution's implementation), conditioned on the successful integration and deployment of the final Back-End Prototype. In the event of an unsuccessful integration, the winning team will not be eligible to receive the additional 5 000€.

2.8 Awarding prizes

The hackathon jury will select the award-receiving participants according to the evaluation criteria. Second place winners and third place winners will be awarded with 3 000€ and 2 000€, respectively and the first-place Winner 15 000€. The first-place Winner is required to have a tested and developed product capable of deployment.

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, all the three teams selected at the end of the evaluation round will receive a prize of 2 000€ each. In this case, the remaining sum up to 14 000€ of the prize budget may 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.

1st Prize payment schedule

Phases	CONDITIONS/TERMS	ESTIMATED DATE OF PAYMENT	AMOUNT TO BE PAID (individual grant instalments)
Phase 1	The final stage version of the solution has been deemed acceptable for the 1 st prize award by the Organizers, and the Sub-Grant Agreement is signed by the winner and the City of Turku.	The payment process will commence as soon as the sub-grant agreement has been signed.	10 000€
Phase 2	The finalized version of the Back-End Prototype, capable of integration and deployment, has been deemed acceptable by the Organizers.	The payment process will commence when the Winner has submitted the finalized version of the Back-End Prototype, capable of integration and deployment, and it has been accepted by the Organizers.	5 000€

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 1	The final stage version of the solution has been deemed acceptable for the 2 nd prize award by the Organizers.	The payment process will commence when the 2 nd prize winner has submitted financial information to the City of Turku	3 000€ in one-time payment

Awarding of 3rd prize

Should the 3rd 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 3rd 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 1	The final stage version of the solution has been deemed acceptable for the 3 rd prize award by the Organizers	The payment process will commence when the 3 rd prize winner has submitted financial information to the City of Turku	2 000€ 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, 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 2.9.2, the Proposals/ technical reports 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. 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 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 2.19.2, 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 event.

The purposes of this processing are:

- To meet the needs of organizing the hackathon
- To communicate about the event, according to section 2.13 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 first name, surname, 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

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:

https://h2020response.eu/hackathons/3rd_turku/

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: nida.jafri@turkuamk.fi



RESPONSE

Integrated Solutions for Positive Energy
and Resilient Cities



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