



**RESPONSE**

Integrated Solutions for Positive Energy  
and Resilient Cities

Integrated Solutions for Positive  
Energy and Resilient Cities

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# **CITIZENS' ENERGY GAME**

**TURKU HACKATHON 2024 - GUIDE FOR PARTICIPANTS**



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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 first hackathon of Turku 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 do-able 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 safe cities whilst increasing the quality of life and lowering the impacts of climate change.

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

More information can be found on the project's website: <http://www.H2020Response.eu> or on RESPONSE Mentor's social media: Instagram (<https://www.instagram.com/energypositiveturku/>) and Facebook (<https://www.facebook.com/EnrgPositiveTku/>).

### 1.2 The hackathon challenge

#### 1.2.1 Competition process

The hackathon is a competition organized by the Turku University of Applied Sciences and the City of Turku with the purpose of creating a new solution, service concept or prototype for promoting an energy positive way of living in Turku, Finland. Turku University of Applied Sciences is responsible for organizing and managing the competition and events. The City of Turku will use designated Cascade Funding to award the prizes to the winners.

The Hackathon includes a two-day event, during which a maximum of 3 proposals produced will be awarded with prizes after a jury decision. The total amount for prizes in this hackathon is 44 000 €. The winner will be awarded up to 40 000 €, the winner will have the obligation to spend the amount (40 000 €) on further development and implementation of the solution. In addition to the solution's development, the implementation phase consists of 1) organizing a feedback workshop for citizens during the development phase and 2) organizing a competition for a wider audience once the game is finalized. To this end, the winner will sign a Sub-Grant Agreement with the City of Turku, determining the conditions of financial support for the development and implementation of the winning solution. The 2nd and 3rd place will be awarded with 2000 €. The Hackathon will also include an awards ceremony.

## 1.2.2 Challenge

Energy is no longer just the domain of experts, but is now part of everyone's daily life, thanks to climate change and technological developments. However, energy is not yet tangible enough when we consider the potential for individuals to seize it to drive change.

With distributed and intermittent generation and electrification, energy is becoming more visible in people's lives. For example, more and more building owners and occupants can be electricity producers and thus active residents and energy actors, whose actions play a role in saving energy and mitigating climate change. Everyone can make a difference through their own behaviour, including their mobility habits, energy consumption etc. An energy transition that benefits society and individuals requires the involvement, participation and acceptance of citizens.

It is important that citizens have an understanding of energy in their daily lives. After all, energy is not tangible, but it has an impact on our wallets and our environment. Citizens should understand energy and climate change so that they a) can and want to make a difference b) know what they can do and c) know how their actions impact. Any new action should be integrated into the natural way of doing things, effortlessly and easily in everyday life. To do this, a new gamified tool is needed to measure, demonstrate, explain, remind, and communicate the impact of different actions.

At the hackathon, we are looking for an **interactive gamified solution** that would encourage people to get involved in solving climate change challenges. It could cover energy issues widely (e.g. housing, mobility, sharing solutions, novel energy solutions) and smarter energy saving targets and places.

- The winner should introduce a game, gamified solution, or a hi-quality applicable plan that enables citizens to produce and share interactive content related to climate change, including aspects of energy and sustainable mobility.
- The solution should utilize the Trimble platform<sup>1</sup> and Turku city map data<sup>2</sup> (realistic 3D buildings etc.) and other already existing energy information and solutions. Information about these will be available on RESPONSE Open Innovation Platform (<https://openinnovationchallenges.h2020response.eu/>).
- The winning team should present a plan for arranging one workshop and a competition (including guidance and training) on playing the game / utilizing the software. This competition is for citizens to help them to learn to play the game/use the solution and to produce content (e.g. with free AI-generators).
- The winner should advertise the new solution in an inspiring and active way.

The solution can have different versions for different user groups (children/adults). The solution can point out places where to save energy or it can just as well enable the players to create an ecological urban environment or futuristic mobility system etc. In any case, we encourage to approach the challenge with creativity and open-mindedness.

Most importantly, the new solution should encourage citizens to monitor and pay attention to their energy consumption and mobility habits and offer awareness rising by demonstrating or visualizing the impact of different actions. Promotion of collective action is appreciated.

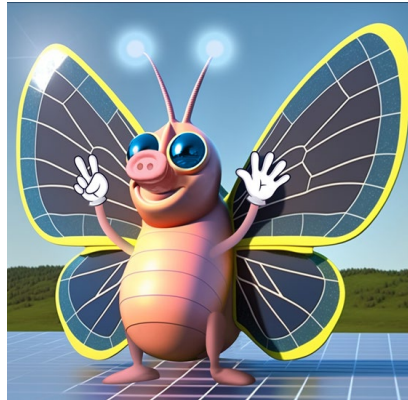
The solution should include somehow the energy avatar (Figure 1) that has already been created in the RESPONSE project with the MidJourney software<sup>3</sup>.

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<sup>1</sup> <https://opaskartta.turku.fi/ims/>

<sup>2</sup> <https://opaskartta.turku.fi/ims/>

<sup>3</sup> <https://www.midjourney.com/>



**Figure 1 – The Energy avatar**

Essential elements of the solution (game, gamified solution, or a hi-quality applicable plan) are that it:

- Enables and attracts participation of a large number of citizens
- Allows users to give their own input
- Enables citizens to participate at different times and in different places
- Facilitates understanding of energy issues
- Is easy to use in everyday life and doesn't require new devices
- Can be used with short introduction
- Catalyses and accelerates the distribution of up-to-date information
- Utilizes already existing energy information and solutions

The workshop/competition plan should define:

- The type of event(s)
- The place of event(s)
- The planned target groups in Turku region
- A marketing plan for the event(s)
- A rough schedule

Essential elements of the workshop/competition are that it:

- Is easy to organize
- Attracts participation of a large number of citizens
- Has an innovative approach

The target group and solution's user group are the general public, with a focus on people living in Turku.

## 2. CITIZENS' ENERGY GAME —Turku Hackathon 2024

### 2.1 Definitions

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

- "Organizer(s)": means individually or jointly the City of Turku and the Turku University of Applied Sciences.
- "Technical Providers": means any organization/entity which provides technical data or information to a participant team in the framework of the Hackathon.

- *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 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> prize.

“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:

[https://h2020response.eu/hackathons/4th\\_turku](https://h2020response.eu/hackathons/4th_turku).

## 2.2 Description of the Hackathon

All material relevant to participation in the competition will be available on the RESPONSE Open Innovation platform<sup>4</sup>.

Participants have the possibility to ask questions to the Organizers. All questions and answers are open to other Participants and will be published on the Forum on the RESPONSE Open Innovation platform<sup>5</sup>.

### 2.2.1 Dates, place, and language

The main Hackathon event takes place at Kupittaa campus area in Turku, on **24-25 May 2024**.

The hackathon will be held in English and Finnish, and the solutions can be delivered in either of these languages.

Meals and refreshments will be provided for free on premises during the main hackathon event.

No reimbursement for travel or accommodation expenses is foreseen.

### 2.2.2 Schedule

The Hackathon is divided into several phases:

1. Registration as a participant for the hackathon and enrolment of teams during the period **15 March 2024 – 15 May 2024**.
2. Delivery of concept paper/fact sheet of the solution (max. 2 pages) by email to [rauli.lautkankare@turkuamk.fi](mailto:rauli.lautkankare@turkuamk.fi). Please mark the email subject as ‘RESPONSE hackathon’. Deadline **15 May 2024** at 22.00 EET.
3. A maximum of 10 of the participating teams are invited to the hackathon on **24-25 May 2024**.
  - 1<sup>st</sup> day (24 May 2024) during which a maximum of 5 solutions will be chosen to participate in the 2<sup>nd</sup> day.
  - 2<sup>nd</sup> day (25 May 2024) during which the chosen solutions will be developed further, and video pitches of the final solutions will be created and presented (max. 5 min).

<sup>4</sup> <https://openinnovationchallenges.h2020response.eu/#/auth/login>

<sup>5</sup> <https://openinnovationchallenges.h2020response.eu/#/auth/login>



4. The hackathon jury selects award receiving teams (evaluation process described in 2.7). Results will be published on **7 June 2024**.
5. The winner should hand over all materials to the organizer by **15 September 2024**.
6. The winner should arrange at least one workshop (in-situ or online) on how to play the game **before the end of 2024**.
7. The winner should arrange a competition for citizens **before the end of 2024**.

**Table 1 – Hackathon main event program**

DAY	DATE	TIME	
1 <sup>st</sup> day	24.5.24	9.00 - 16.00 (EET)	Developing of the solutions and pitching workshop (voluntary)
		16.00 - 19.00	<ul style="list-style-type: none"> <li>• Pitching of the preliminary ideas to a jury with citizens max. 5 min.</li> <li>• Contributors in the event: citizens &amp; professionals</li> <li>• The jury with citizens chooses max. 5 teams to attend 2nd day.</li> </ul>
		19.30	Publishing the chosen solutions for the 2nd day
		20.00	The 1st day ends, and the doors will close.
2 <sup>nd</sup> day	25.5.24	9.00 - 16.00 (EET)	Finalizing the solutions and video pitching workshop (voluntary)
		16.00 - 17.30	Public video pitching of the final solutions

## 2.3 Who can join?

### Eligibility of participants

The challenge is open to students, companies, organizations as well as other groups or individuals who want to solve the challenge.

### Registration of participants

Each participant must individually submit a registration via the RESPONSE Open Innovation Challenge registration platform<sup>6</sup>, accept the consent form and give the necessary contact details (hereafter referred to as "Participant(s)").

### Enrolment of teams

- Each team (consisting of several participants) will have to inform a name and the composition of the team (persons involved) to organiser via email: [rauli.lautkankare@turkuamk.fi](mailto:rauli.lautkankare@turkuamk.fi).
- The maximum number of participants per team is 10 people. It is also possible to participate as an individual person, a single participant will also be considered as a team.

## 2.4 Prizes

The total prize money for the hackathon is up to 44 000 €. The prize money for the winners is distributed in the following way:

- 1<sup>st</sup> place prize: up to 40 000 € for developing and implementing the solution to the challenge.
- 2<sup>nd</sup> place prize: 2 000 €

<sup>6</sup> <https://openinnovationchallenges.h2020response.eu/#/auth/login>

- 3<sup>rd</sup> place prize: 2 000 €

## 2.5 Delivery and pitching of the solution

The challenge is to develop a new game or gamified solution, which:

- Attracts citizens to raise awareness of energy issues
- Promotes changes in citizens' energy consumption behaviour
- Makes use of existing energy-related information and applications

The solution will be delivered in phases:

1. Send the concept paper of the solution (max. 2 pages A4) by email to [rauli.lautkankare@turkuamk.fi](mailto:rauli.lautkankare@turkuamk.fi).
2. Mark the email subject as RESPONSE hackathon. Deadline 15 May 2024 at 22.00 EET.
3. Solutions selected for the 1<sup>st</sup> day will be pitched to a jury with citizens (not to the public). The teams can choose how they want to present.
4. Solutions selected for the 2<sup>nd</sup> day will be presented to jury with citizens.

At the end of the 2-day hackathon, the solution is expected to consist of:

1. Video presentation (pitching)
2. Model canvas (provided by the Organizer)
3. Mock-up, application, user interface model or visual storyboard
4. Budget and implementation plan, including workshop and a competition for how to play the game/utilize the solution

These must be submitted electronically to the cloud platform/folder provided by the Organizer. Solutions may be submitted in the following formats: .jpeg, .png, pdf, and O365 -formats. If you wish to submit in another format, please contact the Organizer (contact information in section 2.17.).

At the 2-day hackathon session, the teams' digital solutions must be at least pre-alfa versions (pre-alfa refers to all activities performed during a software project before formal testing).

## 2.6 Evaluation process

The evaluation procedure consists of the following steps:

The Hackathon Organizers will select a maximum of 10 teams to participate in the 1<sup>st</sup> day of the hackathon based on the solution concepts submitted by 15 May 2024 at 22.00 EET. The selection criteria are:

- Attracts citizens to participation (0-6 points)
- Represents an innovative way to engage with citizens (0-6 points)
- Facilitates understanding of energy issues (0-6 points)
- Realistic plan and readiness for further development (0-6 points)

### 2.6.1 Jury's evaluation criteria

Based on the pitching during the 1<sup>st</sup> day of the hackathon, a jury chooses a maximum of 5 solutions for further development during the 2<sup>nd</sup> day of the hackathon.

The jury consists of representatives of local SMEs, TYS, City of Turku, Turku UAS, SITRA, citizens.

The jury will score the solutions according to the following criteria. The points listed correspond to the maximum score for the criteria. For example, the maximum score for taking citizen involvement into consideration is 3 points. (p. = point):

- Attracts citizens to participation (0-3 p.)
- Citizen involvement (0-3 p.)
- Level of innovation (0-2 p.)
- A realistic implementation plan with the skills of participative team and the hackathon budget (0-2 p.)
- Cost estimation (Cost of the tool's implementation) (0-2 p.)
- Inclusion of different kinds of user/citizen groups (0-2 p.)
- Design (0-1 p.)
- Visualization (0-1 p.)
- Easy access (0-1 p.)
- Easy to use (0-1 p.)
- Easy information sharing (0-1 p.)
- Data ownership and protection considered (if relevant) (0-1 p.)
- Promote collective actions (0-1 p.)

The jury decides the winner and the two runners-up by ranking solutions based on their total scores. Decisions made by the jury are not appealable.

## 2.7 Awarding of prizes

The top-ranked solutions will receive up to 40 000 €, with an obligation to use that money to further develop and implement the solution. The solutions ranked second and third will receive 2 000€ each.

Should the jury find that none of the solutions fulfil the evaluation criteria to an adequate level, the jury may decide to abstain from awarding the 1st place winner's prize. Instead, the jury will award three teams with respective 2000 € prizes. In this case, the remaining 38 000 € of the prize budget will remain in the possession of the City of Turku.

### Awarding of 1st prize

Should the 1st 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 (see 1st prize payment schedule below).
- The winner will be responsible for any legal obligations connected to the transaction, such as accounting and tax procedures.

Should the 1st 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 (see 1st prize payment schedule below). 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.

**Table 2 – 1st prize payment schedule**

PHASES	CONDITIONS/TERMS	ESTIMATED DATE OF PAYMENT	AMOUNT TO BE PAID (individual grant installments)
Phase 1	Signature of the Sub-Grant Agreement by the Parties	The payment process will be commenced as soon as the Sub-Grant Agreement has been signed.	10 000 € in one-time payment
Phase 2	The Organizers have deemed that the solution is an alpha version.	The payment process will be commenced when the winner has shown the alpha version, and it has been accepted by the Organizers.	Up to 10 000 € depending on the conditions negotiated with the winner
Phase 3	The final version of the solution and the implementation plan of the workshop/competition have been deemed final by the Organizers. While the final sum has been delivered, the winner is obligated to implement the workshop and competition by the end of 2024.	The payment process will be commenced when the winner has submitted the final version of the solution, and it has been accepted by the Organizers.	Up to 20 000 € depending on the conditions negotiated with the winner

#### Awarding of 2nd and 3rd prize

Should the 2nd or 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 2nd or 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 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.

## 2.8 Confidentiality

### 2.8.1 Confidentiality agreement

For the purposes of the Hackathon, Participants may be asked to sign a separate confidentiality agreement with the Organizers, Technical Providers or any entity mandated by the City of Turku to participate in the Hackathon.

### 2.8.2 Submitted but not selected proposals

The Organizers undertake, for a period of 5 (five) years from the receipt of the Proposal, to treat as confidential and not to disclose to third parties the Proposals submitted by the applicants and not selected to participate in the Hackathon. For the avoidance of doubt, the term "Proposal" means the concept paper/fact sheet of the solution to be submitted to the Organizer by 15.5.24, as defined in section 2.5 of this Guide for Participants.

This commitment does not apply to the 10 proposals that will be selected to participate in the Hackathon to the extent that their disclosure is necessary for the evaluation of the selected solutions.

However, the following items relating to the Proposal are not considered confidential:

- Any information known to the relevant Organizer prior to its disclosure by the applicant
- Any information that the relevant Organizer can prove was or has become publicly available without a breach of confidentiality on its part
- Any information that the relevant Organizer has obtained from a third party without, to its knowledge, that third party owing a duty of confidentiality to the disclosing applicant
- Any information that has been independently developed by the relevant Organizer, without relying on the disclosing applicant's Proposal

## 2.9 Intellectual property rights

### 2.9.1 The proposals and solutions developed in Hackathon framework

The Proposals and solutions developed and presented by the Participants in the framework of the Hackathon remain their exclusive property.

### 2.9.2 The results that will be generated by the winner during the development

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 grant the Organizers a license to use the Project Results for the purpose of its implementation in the territory of the city of Turku. This license of use will be granted free of charge for a period of 5 years after the RESPONSE Project. It will be non-exclusive, non-transferable and without any right to sublicense.

## 2.10 Data protection

### 2.10.1 Personal data

The personal data of the Participants such as first name, surname, date of birth, corporate name, address, email address, banking information, social security number (if applicable) and possibly photos, video and sound recordings relating to the Participants are collected, processed and stored by the Organizer(s) 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 and to communicate about the event, according to section 2.12 of this Guide for Participants.

This processing excludes any commercial use or trading of personal data.

### 2.10.2 Consent to the processing of personal data

The Participant gives his/her consent to the processing of his/her personal data as defined in this section and authorizes the Organizer to send him/her information about the hackathon and similar events that could be organized in the future by the Organizers.

### 2.10.3 Right to process own personal data

In accordance with the Regulation (EU) 2016/679 of April 27, 2016, known as "GDPR", the 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 section 2.17.

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

### 2.10.4 Retention and deletion of personal data

The personal data of the Participants will be collected and kept for a period of three (3) years from the registration to the Hackathon, and then deleted, except for data that have been publicly disclosed.

## 2.11 Right to name, image and sound recording

Each Participant acknowledges and agrees that the Organizers may, for the whole world and for a period of three (3) 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.). Publications/communications made within the two-year period will survive for their own duration.

To do so, the Participant gives his consent and authorizes the Organizer - and any person acting under his control - to use his or her surname, first name, company name 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.

## 2.12 Warranties and liability

### 2.12.1 Participants' responsibility

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. In particular, the Organizer cannot be held responsible for any damage caused to Participants, their computer equipment and the data stored there. In case of loss or theft of an object, the Organizer declines all responsibility.

### 2.12.2 Appeal

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.

### 2.12.3 Providing right information of the participant

The Participant undertakes to provide, in his registration form for the Hackathon, real and serious information about him/herself.

### 2.12.4 Exclusion from participation

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

## 2.13 Compliance with European Commission requirements

The winning 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.
- 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 winning 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.

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

- Registration for the Hackathon implies the full acceptance of this Guide for Participants and the Sub-Grant Agreement by the Participant
- The Guide for Participants and the Sub-Grant Agreement are accessible on the website [https://h2020response.eu/hackathons/4th\\_turku](https://h2020response.eu/hackathons/4th_turku) and on the Open Innovation Challenges platform <https://openinnovationchallenges.h2020response.eu/#/auth/login>.
- 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 model may be modified or supplemented at any time by the Organizers.
- Any possible modification of this Guide for Participants or to the Sub-Grant Agreement model will be communicated to participants via [www.H2020Response.eu/hackathons](http://www.H2020Response.eu/hackathons) within a maximum period of 5 working days following the modification and will be automatically applied from the date of its deposit.
- Any Candidate will be considered to have accepted them 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.
- 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.

## 2.15 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 District Court of South West Finland.

## 2.16 Contact

For any questions regarding this Hackathon, please contact: [rauli.lautkankare@turkuamk.fi](mailto:rauli.lautkankare@turkuamk.fi)





# RESPONSE

Integrated Solutions for Positive Energy  
and Resilient Cities



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