

HACKATHON ODISEIA4GOOD 2026

RULES

What is the OdiselA4Good Hackathon?

OdiselA4Good is the first international hackathon driven by OdiselA, with the support of Google.org and the Paul VI Foundation. Its main objective is **design artificial intelligence solutions aimed at solving problems that affect vulnerable groups**. Its first edition was held in 2025, a meeting that brought together the third sector, academic research, the private sector, and the technology community. The event fosters collaboration among multidisciplinary groups—entrepreneurs, professionals, social organizations, public administrations, and students—to foster innovation and maximize positive social impact.

Main Objective

Promote the development of innovative artificial intelligence solutions that generate a positive social impact on vulnerable groups, through collaboration between different stakeholders in the technological, academic, business, governmental, and social ecosystems.

Secondary Objectives

1. Promote multidisciplinary collaboration among entrepreneurs, professionals, social organizations, authorities, researchers, and students to enrich proposals.
2. Promote the ethical and responsible use of artificial intelligence, ensuring that solutions prioritize human well-being and social inclusion.
3. Bring the third sector closer to technological innovation, facilitating the transfer of knowledge and resources.
4. To highlight the potential of artificial intelligence as a tool to positively transform society and raise awareness about its role in addressing global challenges.

The OdiselA4Good Hackathon is structured through a **project selection process** which will culminate with a **grand finale in person over three days** intensively. In this round, the finalist teams will work on the design of their solutions alongside social organizations, technology experts, and public administrations. The final will feature workshops led by professionals,

collaborative work sessions, and presentations to share progress and receive feedback, with the goal of transforming their ideas into viable business projects with a high social impact.

Who organizes theHackathon OdiselA4Good?

OdiselA (Observatory of the Social and Ethical Impact of AI) is the entity responsible for organizing the OdiselA4Good Hackathon. It is a non-profit organization dedicated to promoting ethical, responsible, and common-good artificial intelligence. Through projects and initiatives like OdiselA4Good, it promotes technological development for social well-being and the generation of a positive impact on society.

The hackathon will feature a **Organizing Committee** composed of members of OdiselA and external members, whose mission will be **supervise, coordinate and ensure the correct execution of the event**. Its functions include managing exceptional situations that may arise and safeguarding the strategic alignment of the hackathon with the vision and objectives of OdiselA.

Who can participate in the Hackathon OdiselA4Good?

The OdiselA4Good Hackathon is aimed at al l**people**(of legal age) or **organizations** committed to the use of artificial intelligence to generate positive social impact on vulnerable groups. **Participation is open to:**

1. University students from various disciplines.
2. Entrepreneurs and startups in the technology and/or social sectors.
3. Professionals, consultants and experts in the technological and/or social sectors.
4. Non-profit organizations, associations, and third sector entities.
5. Researchers, scientists and academics.
6. Public administrations and government agencies.
7. Large companies committed to innovation and social good.

How to participate in the OdiselA4Good Hackathon?

Participation in OdiselA4Good can be done individually **or as a team** with a maximum of 8 members. Participants can register **representing themselves or representing an organization**, always complying with the general participation criteria described in the section *“Who can participate in the OdiselA4Good Hackathon?”*

The challenge of this edition consists of **present an innovative solution that meets the following requirements:**

- **Artificial intelligence:** The proposal must incorporate AI as a central element of its operation and/or impact.
- **Innovation:** The solution must not already be available on the market; it must provide a new perspective, approach, and/or adaptation to the vulnerable group.
- **Social Impact:** The proposal must address, solve a problem, and/or improve the quality of life of one of these five vulnerable groups:
 - Elderly people.
 - Children, adolescents and young people at risk.
 - Immigrants and refugees.
 - People with disabilities (physical, sensory, mental and/or intellectual).
 - People affected by climate change or natural disasters.

The same solution can benefit more than one vulnerable group or address cross-cutting problems, provided that it uses AI in a mandatory manner, is innovative, and clearly describes its impact on each group. Only submissions are allowed **one solution per individual participant or team**.

To officially participate in the Hackathon, all teams or individual participants must **register your projects through the official website** from the OdiselA4Good Hackathon (www.odiseia4good.org). Only proposals submitted through this channel will be selected and eligible to participate in the in-person grand finale.

REGISTRATION PROCESS THROUGH THE OFFICIAL WEBSITE

Teams or individual participants must register and submit their projects using the form on the official website (www.odiseia4good.org). All fields and documents requested in the form are **mandatory** (unless otherwise stated) **and are part of the evaluation process**; its correct completion is crucial for advancing to the finalist selection phase.

1. Basic participant information.

- **Individual participants:**
 - Name and surname.
 - Contact email.
 - Phone number.
 - Country.
 - Profile (student, professional, researcher, etc.).
 - Organization you represent (if applicable).
 - Short biography (optional).
 - Professional social networks (optional).
- **Team participants:**
 - Name and surname of the team leader*.
 - Contact email of the team leader.
 - Telephone number of the team leader.
 - Country.
 - Profile (students, professionals, researchers, etc.).
 - Organization they represent (if applicable).
 - Team name.
 - Brief description of the equipment (optional).
 - Number of team members.
 - Name and email of each team member.

** The team leader is the member who will be the official contact with the organization.*

2. Basic project information.

- Title of the project/solution.
- Vulnerable group to which it is addressed (elderly, young people, disabled, etc.).

- Objective of the solution (what it contributes to a specific vulnerable group, what problem it solves and/or how to improve the group's quality of life)
- Detailed explanation (between 250-500 words) that includes the identified problem, the proposed solution, the vulnerable group it is aimed at, and the benefits or differentiating features.
- Technology and category tags (select those that best describe the main focus of the project to facilitate understanding by the jury: chatbot, AI agent, etc.)
- Current project completion level (check the option that best fits the current status) and desired project completion level (check the option where to go)you would wisharrive with the help of OdiselA4Good to present at the grand finale in person).
 - **Level 1**– Identification of the challenge, analysis of the vulnerable group, benchmarking of existing solutions, and preliminary design of the proposal, including a business plan.
 - **Level 2**– Creation of an interactive prototype or mockup that represents the solution, without the need for functional implementation.
 - **Level 3**– Definition of the technological structure of the solution, including integration of artificial intelligence and *roadmap* of development.
 - **Level 4**– Development of an operational prototype using simulated or test data, demonstrating the viability of the solution.
 - **Level 5**– Implementation of an artificial intelligence model trained with real *datasets*, with initial results that support the functionality of the project.
 - **Level 6**– Development of a fully operational solution, with integrated AI, a functional user interface, and direct application capability for the identified vulnerable group.

3. Cover image.

- Representative cover image of the project.
 - Format: PNG or JPG.
 - Recommended ratio: 16:9.
 - AI-generated or royalty-free.

4. Code and prototype (only for those participants or teams of Level 4, 5 and 6).

- Accessible code repository: The project code must be hosted in a public repository, for example on GitHub (www.github.com), so that the jury can properly evaluate it.
- Prototype platform: It is recommended to use tools that allow the execution and visualization of the prototype in an interactive manner, such as Streamlit (www.streamlit.io) (for web applications in Python), Replit (www.replit.com) (to execute code online) or Vercel (www.vercel.com) (for web applications).
- Prototype access link: Each team or participant must provide a URL that allows interaction with the developed solution, ensuring that the jury and mentors can explore its functionality.

Once the registration form has been submitted, **the team leader or individual participant will receive an email confirming receipt of their project.** Later, and according to the calendar, **you will be notified if the project has been selected to participate in the in-person grand finale.** Whatever the decision, positive or negative, the participants will always be officially notified.

CALENDAR

- **1 of October 2025 at 10:00 a.m. | Registration opens:** Teams and individual participants can register their projects through the official website.
- **January 20, 2026 at 10:00 p.m. | Registration closes:** No further registrations will be accepted after this date.
- **January 21, 2026 - January 25, 2026 | Project Evaluation:** Review and selection of finalists by the jury based on the evaluation criteria reflected in these rules.
- **January 26, 2026 | Notification to participants:** The teams selected for the grand final receive official confirmation and guidance on the in-person phase, non-selected teams are also notified.
- **January 26, 2026 - February 22, | Preparation of finalists:** Mentoring, virtual workshops, and prototype development in collaboration with experts and social organizations.

- **February 23-25 | Grand Finale In Person:** Development of final prototypes and presentations to the jury over three intensive days, followed by final evaluation and announcement of winners.

The organization reserves the right to modify this schedule based on objective logistical and participation issues.

GRAND FINAL VENUE LOCATION AND CONDITIONS

The grand finale of the OdiselA4Good Hackathon 2026 will be held in person in Madrid, Spain, at the **Paul VI Space**, located in Juan XXIII Street, 3, Moncloa - Aravaca, 28040 Madrid.

The **travel and accommodation expenses will be borne by the finalists**. However, the hackathon organizers will make every effort to negotiate special rates and accommodation and transportation options, with the goal of minimizing costs for finalists and facilitating their attendance.

To ensure the correct organization of the grand final in person and avoid situations of **non-attendance**, all selected teams and participants must **sign a confirmation of attendance agreement before the start of the event**. This procedure allows for proper planning of spaces, resources, and mentoring, ensuring that all participants can make the most of the hackathon experience.

All teams and individual participants who are not selected for the grand final will receive an **assignment number** based on the evaluation of your project and its progress during the pre-selection process. In the event that any finalist team or participant decides. **If you decline to participate, your place will be offered to the next team or participant on the waiting list**, following the order of numerical assignment. This procedure ensures that the in-person final maintains the planned number of participants and offers a second chance to outstanding projects that were not initially selected.

Unselected participants and teams are **invited to attend** during day three, dedicated to the awards ceremony and closing ceremony.

What is the OdiselA4Good Hackathon Grand Final?

After the **Official notification of the finalists and the signing of the RSVP agreement**, the finalist preparation phase begins. During this period, the selected teams and participants receive **mentoring** specialized in perfecting their projects. These mentors will also be supporting them in person during the grand finale. The objective of this phase is to strengthen the technical viability, innovation, and social impact of each project, ensuring that participants arrive at the in-person grand finale with solid, operational solutions ready for presentation to the jury.

STRUCTURE OF THE GRAND FINAL

The grand finale will take place in person during **three intensive days**, in which the finalist teams will work to perfect their solutions, receive feedback from experts, and present their projects to the jury. The structure of each day and the purpose of each activity are detailed below:

Matchday 1 (10:00 - 20:00)

- Opening of the Grand Final of the OdiselA4Good 2026 Hackathon.
- Working sessions for participants and teams with mentors.
- Celebration of a *workshop* in the afternoon.

Day2 (8:00 - 20:00)

- Working sessions for participants and teams with mentors.
- Celebration of a *workshop* in the morning.
- Celebration of a *workshop* in the afternoon.

Day 3 (8:00 - 18:00)

- Working session for participants and teams with mentors.
- Presentation of an elevator pitch to the jury.
- Closing Ceremony and Awards Ceremony of the OdiselA4Good 2026 Hackathon.

During the three days of the grand finale, **free lunch will be offered for all participants**. The third day's working sessions will be specifically focused on preparing the elevator pitch for the jury. Authorities, experts, and renowned professionals in the technological, social, and academic fields are expected to attend. However, **the full agenda will be published in**

advance on the official website of the hackathon, and the organization reserves the right to make modifications for objective reasons of logistics or availability of spaces and resources.

What are the evaluation criteria and methods?

The evaluation of the OdiselA4Good Hackathon projects is carried out in two phases:

1. Selection of finalists.
2. Selection of the winners.

SELECTION OF FINALISTS

This phase takes place after the closing of registrations and consists of reviewing all the projects submitted for **determine which ones will advance to the grand finale in person**. The jury reviews and evaluates the projects according to the following criteria:

- **Innovation (20%):** Degree of novelty of the proposal, originality in the use of artificial intelligence and differentiation from existing solutions.
- **Social impact (30%):** Potential of the solution to improve the quality of life of the vulnerable group it is targeting.
- **Technical feasibility (30%):** Consistency of technical design, feasibility of implementation, and quality of the prototype or project description.
- **Clarity and quality of presentation (20%):** Ability to communicate in an understandable way the objectives, the proposed solution and its expected impact.

Each project will be scored out of a total of 100 points, and the projects will be ordered from highest to lowest score. All projects that obtain a score **equal to or greater than 60 will be eligible to access the in-person grand final**.

Depending on the score and the total number of participants, **between 15 and 25 projects will be selected for the grand finale**. The projects selected as finalists will receive official notification, along with recommendations and guidance to strengthen their proposals. They will begin the preparation phase for the finals. The remaining candidates will receive their position on the waiting list.

SELECTION OF WINNERS

During the grand finale in person, the **finalists present their solutions to the jury in two stages through a prototype demonstration and an elevator pitch**. The evaluation in this phase discards previous scores and is governed by the following method:

- **Demonstration of the prototype in front of the jury (25%):** On day three, the jury will tour each team's work area to evaluate the prototype's functionality and integration of artificial intelligence. The evaluation criteria are:
 - Actual operation of the prototype (35%).
 - Level of development achieved (30%).
 - Effective integration of AI (25%).
 - Technical and creative originality (10%).

- **Evaluation by social entities (25%):** Third-sector organizations and social impact experts will evaluate the relevance, applicability, and effectiveness of the solutions for vulnerable groups.
 - Social relevance for the vulnerable group (35%).
 - Applicability and feasibility of implementation (30%).
 - Inclusion and accessibility (25%).
 - Expected direct impact (10%).

- **Elevator pitch to the jury (40%):** Each team will deliver a brief and persuasive presentation, highlighting innovation, social impact, technical feasibility, and scalability potential.
 - **Innovation and creativity (25%):** Originality of the solution and disruptive approach to the use of AI.
 - **Social impact (25%):** The solution's ability to generate real positive change for vulnerable groups.
 - **Scalability (20%):** Potential to maintain the solution over time and expand its real impact.
 - **Presentation and communication (20%):** Clarity, coherence, and persuasiveness during the pitch to the jury.
 - **Technical implementation and functional prototype (10%):** Prototype performance, AI integration, and technical clarity.

- **Open vote (10%):** Three weeks prior to day three of the grand final, the general audience, including participants and online viewers, will be able to vote for the solutions they consider most relevant and innovative via the website (participants and teams will be able to encourage their friends and family to vote). The open vote will be audited by the organizers to ensure the transparency and validity of the process.

The final result will be obtained by assigning each project a score out of 100, calculated according to the methods and weightings described above. The projects will be ranked from highest to lowest score and, based on this ranking, awards will be given. **6 awards** to the teams with the best overall ratings.

COMPOSITION OF THE JURY

To ensure a fair, transparent and multidisciplinary evaluation process, the OdiselA4Good Hackathon will have **different juries**, each with specific functions in the selection phases of finalists and winners. Each **jury member will issue his or her assessment independently**, based on previously defined criteria. The final result will be the weighted average of all evaluations, ensuring the autonomy and individual judgment of each member are maintained within the selection and award process.

1. **Finalist Selection Jury:** Responsible for reviewing all proposals submitted after the deadline for registration and selecting the projects that will advance to the in-person grand finale. It will be composed of:
 - Two (2) representatives ofOdyssey.
 - One (1) representative of the Organizing Committee.
 - One (1) representative of the third sector.
 - One (1) professor or researcher in artificial intelligence.
 - One (1) independent expert on AI ethics.
2. **Technical Jury for Prototype Evaluation:** Responsible for the technical evaluation of the projects during the grand finale, assessing the practical demonstration of prototypes and the integration of artificial intelligence. It will be composed of:
 - Three (3) engineers specialized in AI.
 - One (1) representative ofOdyssey.
3. **Jury of Social Entities:** Aimed at assessing the relevance, applicability, and effectiveness of solutions from the perspective of their impact on vulnerable groups. It will consist of:

- Two (2) representatives of the third sector entities that are part of the institutional partners of the Hackathon OdiselA4Good 2026.
4. Elevator Pitch Jury: Responsible for evaluating the teams' ability to present their projects clearly, convincingly, and persuasively on the final day. It will be composed of:
- Two (2) representatives of public administrations linked to AI.
 - Two (2) representatives of the private sector linked to AI.
 - One (1) communication expert.
 - One (1) academic personality.
 - One (1) representative of the social sector.

What prizes are awarded at the OdiselA4Good Hackathon?

OdiselA4Good will award **6 awards** which will always be associated with improving the development of the solution of the winning projects. **Final prizes will be announced on the official website at the time of notification of those selected as finalists**, which may include options such as:

- Cash prizes.
- Priority access and/or personalised mentoring for inclusion in incubators.
- Adoption of the project in an organization to further develop the solution.
- Cloud credits.
- Inclusion in a corporate startup program.

CONDITIONS

Participation in the OdiselA4Good 2026 Hackathon is voluntary and subject to the terms, rules, and conditions set forth in this document. While the organization strives to ensure a fair, enriching, and rewarding experience for all participants, **selection as a finalist or obtaining prizes cannot be guaranteed**. All prizes are subject to availability, and only **they may be awarded to those teams and participants that meet the established criteria** in these rules and in the conditions of each prize (they will be published in advance on the official website).

The Hackathon Organization will not be responsible for any commitments or offers made by sponsors, collaborators, or third-party entities, including prizes, benefits, programs, or gifts; the availability and delivery of such external prizes will be the sole responsibility of said

entities. The Organization is not responsible for any commitments, promises, benefits, or prizes offered by sponsors, collaborators, or third-party entities, nor for their delivery or availability. By accepting these terms, participants waive any claims against the Organization in relation to such third parties.

The organization and its partners reserve the right to deliver all prizes within a maximum period of **90 days from the end date of the hackathon**. This period will allow for the necessary administrative procedures and verifications to be carried out in order to award the prizes in an appropriate and transparent manner.

In case a **participant or winning team forfeits their prize** or does not meet the conditions necessary for its acceptance and delivery, said prize will be considered as not awarded and **will not be reassigned to another participant**. Consequently, the total number of prizes awarded may be reduced in proportion to the number of withdrawals.

And one **team or participant selected as the winner does not respond to the communication** of the organization to carry out the necessary procedures for the delivery of the prize, and they pass **30 days** natural from the first contact without having provided the required information, **the prize will be considered cancelled and not awarded**. In this case, the organization will not assume any additional obligations or compensation.

The organization reserves the right to make modifications, changes, or cancellations to any part of the hackathon (including, but not limited to, the prizes and conditions of participation) for reasons of logistics, availability, or force majeure. Whenever possible, participants will be notified of any significant changes with reasonable notice under certain circumstances.

Rules of Conduct and Regulations for the OdiselA4Good Hackathon

To ensure an environment of respect, inclusion, and collaboration during the OdiselA4Good Hackathon, all participants, mentors, and organizers must comply with the following rules:

- **Respect and inclusion:** All participants must treat each other with respect, promoting an inclusive and diverse environment. Discrimination, harassment, or offensive behavior of any kind will not be tolerated.

- **Collaboration and teamwork:** Teams are expected to collaborate constructively, sharing knowledge and supporting each other to achieve the best possible results. Active participation and cooperation are essential to the event's success.
- **Responsible use of resources:** The resources provided by OdiselA4Good, such as access to data, tools, and workspace, must be used exclusively for the development of the solutions proposed during the hackathon.
- **Conflict resolution:** If any conflict arises between participants, an amicable resolution should be sought, mediated by the organizers if necessary. The goal is to maintain a positive and productive work environment.
- **Compliance with Event Rules:** Participants agree to follow the organizers' instructions and comply with the established rules to ensure the smooth running of the hackathon.

Any failure to comply with these rules may result in disqualification of the participant or team, as well as expulsion from the event or withdrawal of the prize.

What is the scope of the OdiselA4Good Hackathon?

The hackathon will have a **international reach**. The working languages will be **Spanish and English**. Both languages will be employed when necessary, with simultaneous translation service if necessary.

Although the grand final will be held in person in Madrid, people and organizations from other countries (see OdiselA4Good Connect) will also be able to participate in a **virtual way**. Where possible, priority will be given to in-person participation.

What is the OdiselA4Good Connect modality?

OdiselA4Good Connect is the **online mode** of the Hackathon OdiselA4Good 2026, designed for participants who are **outside Europe and cannot travel to Madrid**. This category seeks to ensure that global talent has the opportunity to contribute innovative artificial intelligence solutions with positive social impact, regardless of geographic distance.

AIM

Facilitate the inclusion of international teams and participants who wish to contribute their ideas and prototypes, maintaining the hackathon's standards of quality, innovation, and social commitment.

WHO CAN JOIN THIS MODALITY?

Any participant or team that meets the participation requirements previously mentioned in the previous modality, located outside Europe.

SPECIFIC CONDITIONS

OdiselA4Good Connect participants must complete the same procedures as in-person participants, unlike OdiselA4Good Connect. **They will not be physically present in Madrid if they are selected as finalists**, but will compete in a digital space enabled for this purpose.

The final evaluation and presentation of the OdiselA4Good Connect project pitches (the equivalent of the in-person grand final) will take place will celebrate the week **after the grand final in Madrid**, via live videoconference.

OdiselA4Good Connect projects will **be evaluated with the same criteria and methods as** in-person competitions, but in a separate category with its own awards. They will also receive online mentoring, virtual workshops, and presentations to the jury via videoconference if they are selected as finalists.

OdiselA4Good Connect winners will be announced jointly **with the in-person winners on** all official channels, ensuring shared visibility and the same level of prestige in communicating results. Their projects will appear in the digital white paper of the hackathon results, along with those developed in the in-person final.

Legal Aspects of the OdiselA4Good Hackathon

SPONSORS

The OdiselA4Good Hackathon will feature sponsoring organizations that will contribute to the event's development and success. Sponsoring organizations can collaborate in several ways:

- Direct financing, which will give them visibility and brand positioning on the event's communication channels.
- Provision of specific prizes for the winning teams, allowing each organization to choose the type of prize that best suits their interests (financial, technological, in-kind, mentoring, acceleration programs, among others).

Sponsoring organizations will receive branding at an internationally renowned event in the field of artificial intelligence with a social impact, recruitment and talent acquisition opportunities among participants, and the potential adoption of innovative solutions related to the proposed challenges.

Sponsors may not engage in any activity that contradicts OdiselA's mission to actively promote the ethical, responsible, and legitimate use of artificial intelligence, seeking practical solutions to achieve this goal.

The final prizes for the hackathon will be published progressively on the event's official website, ensuring maximum transparency and visibility for sponsors and participating teams.

INTELLECTUAL PROPERTY

All **intellectual and industrial property rights about** the solutions developed during the OdiselA4Good hackathon **will belong exclusively to the participants who created them.** The organization will have the right to disclose, display, and publish the solutions for dissemination, promotion, and communication purposes, always with due recognition of the authors, but without retaining commercial exploitation rights over them. However, the organization guarantees that **the source code and technical aspects of the developed solutions will not be published.**

Participants guarantee the originality of their proposals and declare that they do not infringe the rights of third parties. If they use licensed materials, they must obtain the appropriate authorization. The organization will not be liable for any infringement by participants.

LICENSE OF USE

Participants grant the organization and its partners a non-exclusive, worldwide, royalty-free, transferable, and irrevocable license to:

- Disseminate, publicly communicate, and display solutions on your own and third-party communication channels, except for the code and technical aspects.
- Include proposals in reports, memoirs, catalogs, digital repositories, and scientific or informative publications.
- Promote the connection of teams with organizations interested in continuing the projects.

Under no circumstances will this license restrict participants from independently exploiting their solutions. One of OdiselA's goals is to promote the use of open source licenses (*open source*).

CONFIDENTIALITY

Participants and organizations involved agree to maintain the confidentiality of all classified information during the hackathon. This obligation includes not disclosing or misusing sensitive information, except for purposes strictly related to the event. The obligation of confidentiality will remain in effect for two (2) years after the end of the hackathon, unless the information:

- Be in the public domain.
- Come on has been obtained legitimately without confidentiality restrictions.
- Outpreviously known to the participant before his/her participation in the event.

USE AND PROTECTION OF DATA

Data provided by sponsors and organizations must be used exclusively for purposes related to the hackathon, respecting confidentiality rules and applicable laws. Developers must delete the data after the event, unless they have written permission to continue developing a project.

The combination of data with other sources to identify individuals is prohibited. The organization may collect and process participants' personal data for the management and development of the event. This data will be stored with appropriate security measures and deleted once its purpose has been fulfilled, in accordance with current data protection regulations.

LIMITATION OF LIABILITY

Participation in the OdiselA4Good Hackathon is voluntary. Participants assume all associated risks and release the organization, its sponsors, and collaborators from any liability for any personal, material, or economic loss or damage related to the event.

Participants and organizations guarantee that the submitted content does not infringe the intellectual property rights of third parties and will hold the organization harmless from any claims. During the hackathon, the use of artificial intelligence tools, including generative AI, will be permitted, provided they do not replace the critical and creative input of the team. The final result must reflect the team's own work, human effort, and genuine innovation.

The organization reserves the right to modify the hackathon rules for organizational, legal, or force majeure reasons. Participants will be notified in a timely manner of any changes. Participation in the hackathon does not guarantee the commercial exploitation of the developed solutions or the continued collaboration with the participating organizations.
