Terms and Conditions

§1 Overview

(1) DECHEMA e.V. is the organizer of the KEEN Hackathon.

(2) The objective of the KEEN Hackathon is to develop innovative forward-looking solutions, and to find and award the best digital solutions which are developed during the event.

(3) The hackathon will take place from 05.03.2021 to 16.06.2021. The teams will work remotely, there will be no face-to-face events. If conditions permit, the award ceremony will take place during the ACHEMA Pulse in Frankfurt.

(4) The organizer is entitled to change the venue or time for good reason.

(5) The competition language is English. German language entries are also possible, in accordance with the organizer.

(6) The participants will form teams in advance of the hackathon or at the latest during the kick-off event and will work together in these teams on the development of what each team defines for itself, according to the formulated Challenge.

§2 Eligibility

(1) In principle, the KEEN Hackathon is open to all software enthusiasts of legal age and is aimed at students, young professionals and experienced professionals with high interest and ideally existing experience in the implementation and development of digital applications and processes for scientific procedures.

(2) Participants must be at least 18 years old on the day of the event. The organizer reserves the right to verify the age of majority (e.g. by presenting a valid ID card or driver's license) during registration.

(4) All participants are responsible for ensuring that their participation in the Hackathon does not violate existing regulations of their employers, educational institutions, or similar.

(5) Participants register for the event using the registration form provided on the website. The registration will be closed at the latest on 04.05.2021 at midnight.

(6) There is no entitlement to participate in the KEEN Hackathon.

§3 Check-In / Team-Finding / Work Equipment

(1) Teams can be formed from a minimum of one and a maximum of seven people for an emerging/existing idea. Participants are not allowed to belong to more than one team working on the same challenge in parallel.

(2) The hackathon will start on Friday, 05.03.2021. Further information and contact persons will be presented during the event.

(3) The IT equipment of the KEEN Hackathon is under the motto "use your own device". This means that participants use their own hardware and software, typically notebooks with software already installed. Under certain circumstances, IT equipment is made available for evaluation reasons. Details can be taken from the respective task descriptions.

(4) Both commercial and freely available software may be used. When using commercial software, participants are required to have the appropriate licenses for this purpose. Possible restrictions regarding the choice of the software can be taken from the respective task descriptions.

(5) During the kick-off, the sponsors and partners will present the existing and available technology to all participants. There is no entitlement to the availability of a specific partner or sponsor towards the organizer, this also applies if the partner has already been named as a partner on the event website.

§4 Data Use

(1) Within the scope of the event, the data, metadata, and materials created by the data provider/organizer are provided to the participants. The provision and the rights of use are determined in accordance with this agreement.

(2) Data here refers to image and video data as well as csv, xlsx, pkl files together with their corresponding metadata. Materials here refers to files and documents which are necessary for the interpretation of the data sets, supplementing and explaining the data sets, as well as the task description itself.

(3) The data provider/organizer assures that he is authorized to provide the participant with the data sets and materials for the purpose of conducting the event and that third party rights do not conflict with this.

(4) The participants undertake to use the data, metadata, and associated materials provided by the data provider/organizer exclusively for the purpose of solving the task of the hackathon and to delete them from all data storages after the end of the event. A transfer of rights of use to third parties by the participants is not permitted.

(5) The participants undertake to use the data, metadata, and associated materials provided only for the purposes of this event, to treat them confidentially towards third parties and not to pass them on to third parties without the written consent of the data provider/organizer. This confidentiality obligation continues to exist for a period of three (3) years after the end of this event.

§5 Ideas / contributions / submissions

(1) The teams find their solutions and define their contribution themselves.

(2) The teams have time from 05.03.2021 to 11.05.2021 to develop and implement their idea, and/or to code.

(3) It is possible to further submit images, photos or videos, the name of the platform for which it is developed, further URLs, presentation slides or similar materials that the teams provide to the jury. Details can be taken from the respective task descriptions.

(4) Submissions will be disqualified if they are inappropriate or offensive. The corresponding evaluation is at the discretion of the organizer. Participants and teams shall ensure that the entries are appropriate in this sense for all viewers. Details can be taken from the respective task descriptions.

(5) By submitting the contribution, the participants of the teams agree to the official rules.

§6 Requirements for the contributions / apps / applications

(1) Teams should develop solutions in the context of Artificial Intelligence.

(2) The Hackathon aims to develop new AI solutions. All contributions must show development in the form of programming/code. Details can be taken from the respective task descriptions.

§7 Prizes, evaluation, and taxation

(1) The organizer will award 2 entries selected by the jury. All winning teams awarded with the prize will leave a suitable bank account to the organizer for transfer to a deputy of the team. This team member will take care of the equal distribution between the members of the respective winning team.

(2) In addition to the main prizes, there may be other prizes awarded by the sponsors or the organizer. The exact individual prizes will be announced either via the website or during the event.

(3) During ACHEMA Pulse, each team will have 5 minutes for a public pitch presentation in front of the corresponding audience (other participants, jury, guests, streaming participants).

(4) After the submission of the solutions of all admitted teams, the jury will evaluate the submissions, and define two finalists per challenge.

The final presentation at the ACHEMA Pulse will decide on the first and second place. The jury together with the audience will evaluate the pitches. The presentation must be held in English, as ACHEMA Pulse has an international audience.

(5) The exact evaluation criteria will be communicated by the organizer together with the task and can also be requested from the organizer during the event.

(6) All team members of the winning teams must provide tax information from themselves, if necessary, to receive the payment of the prize.

(7) Payment of taxes is the sole responsibility of the winners.

§8 Intellectual property / use of the contribution

(1) The participants remain the owner of the ideas developed by the participants and of all own data, documents, etc. presented and developed within the Hackathon.

(2) The participants acknowledge that the organizer or others may have already developed or will develop similar or identical solutions and that no claim against the organizer arises from this.

(3) The participant does not have the right to use or display the logos or trademarks of the organizer or sponsors. The same applies to the technologies provided.

§9 General rules

(1) By registering for the KEEN Hackathon or participating/downloading the task description in ipOcean, the participant unconditionally agrees to the rules stated herein and the decisions of the organizer. This applies to all team members.

(2) The organizer reserves the right at any time to disqualify participants or teams who violate the official terms and conditions of participation, cheat, disrupt the course of the Hackathon or behave inappropriately.

(3) Should the feasibility of the Hackathon be jeopardized at the discretion of the organizer, the organizer reserves the right at any time to a) interrupt the Hackathon and resume it after a certain period of time, b) take other measures that seem appropriate in the situation, or c) end the Hackathon without distributing any prizes.

§10 Privacy and Publicity

(1) All personal data of the participants will be handled in accordance with the applicable data protection laws. The personal data provided by the participant during the registration will be used to conduct the Hackathon, to distribute the prizes, and to provide participants with necessary information about the event. If the participant puts her/his personal data on a website of a third party in connection with participation in the KEEN Hackathon, this information will be used in accordance with the privacy policy of the respective service providers.

(2) The participant agrees that all events may be recorded and that the organizer and sponsors may use the name, images, photos, movies, comments, or other recordings without compensation for promotional purposes in print media, on their own website or in social media.

§11 Miscellaneous

(1) These Terms and Conditions and the legal relationship arising therefrom shall be governed by the laws of the Federal Republic of Germany. The place of jurisdiction is Frankfurt.

(2) Should individual provisions of these Terms and Conditions be or become invalid in whole or in part, it shall not affect the validity of the remaining provisions.