TRAINRAIL HACKATHON RULES 2021-2022

INTRODUCTION

In the context of the Covid-19 pandemic, we must demonstrate resilience and adaptability, developing creative and innovative solutions to overcome the crisis.

A global hackathon has been launched as part of the UIC TrainRail project.

The hackathon is organised in two phases: regional competitions (Asia-Pacific, Russia, Africa, Middle East, Latin America, Europe) and a final competition to be held as part of WCRT 2022 in Russia.

Along with these general instructions and guidance, which are applicable to all parties, each region is free to organise the competition in accordance with its own constraints, specific requirements and possibilities (competition to be held on/offline or both, venue, dates, total number of participants, detailed eligibility criteria, team formation, etc.).

The objective of this challenge is to harness talent in railway companies and universities to reinvent ways of doing things in this sector in the aftermath of the crisis.

SUBJECT

The present regulations serve to define the terms of organisation and participation in the TrainRail Hackathon 2021-2022.

THEME

The hackathon will be organised with the following theme:
"How can rail be resilient in the face of pandemics?"

For information, candidates may consult the work undertaken by the UIC Covid-19 Taskforce published on the UIC website: www.uic.org

ORGANISER

UIC is collaborating with partners from various regions. For details on the regional organisers, please consult the relevant regional webpages.

GOALS

The main objective of this challenge is to bring to light new innovative projects and ideas related to the aforementioned theme by producing prototypes, services and POCs using new technologies.

The objectives of the hackathon are to:

• raise awareness amongst younger generations of the relationship between the development of rail transport and the United Nations Sustainable Development Goals (SDGs);
• improve their understanding of the spirit of innovation;
• develop their skills in working with people from diverse backgrounds, which will thus prepare them to become world leaders and thinkers and contribute to a sustainable world;
• strengthen cultural exchange between countries, laying the foundations for the future development of international relations;
• support efforts to overcome the challenges faced by railway companies and education and training establishments in creative ways;
• promote start-ups;
• mobilise the best internal and external talent;
• turn ideas into reality.

DATES AND VENUE

• Please consult regional webpages for details of local dates and venues.

• International: Moscow, as part of WCRT 2022 (18-20 May 2022). The hackathon will be held on 17 May. "Best of" highlights from the regional competitions will be disseminated.

ELIGIBILITY FOR HACKATHON PARTICIPATION

Applicant eligibility:
Eligible candidates are those who have previously registered on the site https: // .... and have been preselected by the organiser and who can demonstrate skills and knowledge to develop innovative projects.

Participants can be members of one team only.

The participant's presence is compulsory when the competition is launched and when the project developed at the end of the competition is presented to the jury.

<u>Project eligibility:</u>

Eligible candidates may declare the idea (topic) of a project that they would like to develop during the hackathon.

All projects selected by the organiser's project review committee are admitted to the hackathon.

REGISTRATION DETAILS

To register for the hackathon, eligible candidates must complete the registration form available at ………………… .. before the deadline indicated.

Registrations for the hackathon must be completed individually, but candidates will be part of mixed teams (railway companies/universities/start-ups) of five to seven participants during the competition.

Companies/universities/start-ups may choose to form teams in advance. In such cases, candidates register individually but mention the same project name. Mixed team projects will be awarded certain pre-defined advantages over pre-formed corporate (university/start-up) teams during assessment.

Successful candidates will receive an invitation by email specifying the date, times and exact location of the competition.

The organiser reserves the right to refuse any registrations that are incomplete or do not meet its expectations.

Successful applicants will be invited to an information meeting on the hackathon.

GENERAL TIMELINE to be indicated on each regional webpage

The hackathon timeline is as follows:

• ……………: Publication of the hackathon regional regulations and opening of registrations;

• ……………: Closure of registrations;

• ……………: Selection of participants;

• ……………: Information meeting (programme and format to be defined);

• ……………: Selection and publication of reviewed ideas (project topics);

• ……………: Formation of mixed teams;

• ……………: Publication of selected teams;

• ……………: Competition.

PROJECTS

Candidates' projects must relate to the theme of the competition, namely:

"How can railways be resilient in the face of pandemics?"

All projects provided by participants during the hackathon must be original and personal creations that have never been the assigned to a third party, distributed or published in any form or by any medium.

The organiser's civil or criminal liability will not be incurred in the event of presentation by one of the participants of unoriginal and/or non-personal projects. Each participant is responsible for the projects they present.

SELECTION OF PROJECTS

Each project will be evaluated by the organiser's project review committee in accordance with the following criteria:

• Registration in accordance with the instructions in the "Registration Details" section above
• The project falls under the theme of the hackathon

• Relevance with regard to the objectives and challenges set out
• The presented project is original and innovative
• The project is in accordance with the timeline described in the "General Timeline" section above

COMPETITION SCHEDULE

1. Presentation of the event and formation of teams

    • Presentation of the event and the challenges of the hackathon

    • Presentation of open data

    • Presentation of participants and formation of teams

2. Group work under the supervision of coaches

3. Group work: preparation of project pitches

4. Presentation of projects to the jury

5. Jury deliberations

6. Prize-giving

JURY

A jury of experts will be appointed by the regional hackathon organising committee.

The jury of experts may comprise the same experts as the organiser's project review committee or may be composed differently.

The jury members shall be selected on the basis of their professional merit and expertise in the railway sector, the digital sector and in training.

The jury will evaluate the projects presented using a scoring grid.

Mixed teams will have a special pre-defined score advantage (additional score) over pre-formed teams.

At the end of each presentation, each member of the jury will fill out their scoring sheet.

At the end of the presentations, each juror's scores will be added to determine the projects that have obtained the highest consolidated scores.

Projects should be assessed by at least two jurors.

If projects are assessed by different numbers of jurors, the average score shall be considered as the consolidated score.

The jury is sovereign and is not required to explain or justify its decisions. Consequently, complaints following the announcement of the winner cannot be accepted.

FINAL EVALUATION

The teams will present their projects to the jury in the form of a 15-minute pitch/presentation, followed by a five-minute Q&A session. Candidates are free to choose their presentation media and may present their projects in the form of a prototype or a final creation.

The projects will be evaluated by the jury in accordance with the following criteria:

- Relevance (interest/creativity/usefulness): is the product/service really useful?
- Originality and/or innovation: is the product/service unique and/or innovative?
- Alignment of the project with the topic
- Degree of development of the idea
- Quality: does the product/service improve the quality/offer added value in terms of railway (employees/partners/customers) resilience against pandemics (for example: making information available in real time to the customer)?
- Does the project support/promote one or several UN SDGs?
- Feasibility: ability to disseminate the solution
- Scalability of the project
- Time required for application of the solution
- Design: is the product/service easy and pleasant to use?
- Budget required to carry out the project in relation to its potential benefit
- Team: cohesion, quality of presentation, motivation to continue (ability of the team to collaborate and carry out the project)
- Functionality: functionality developed during the hackathon itself and, if applicable, functionality which may be developed subsequently

SELECTION OF WINNERS

The projects selected by the jury will be classified and will be announced on the same day by the organisers and made public. The top three projects in the ranking will receive awards.

The best project or projects will be represented internationally by their teams.

SUPPORT

Throughout the hackathon, coaches chosen for their expertise in various fields and trained for this purpose by the organiser will be available to each team to support the projects. Their role will be to help groups in difficulty, generate ideas and answer technical questions from participants.

Projects may also receive post-hackathon support from public or private partners with a view to implementing the project idea.

AWARDING OF PRIZES

Each regional organiser will make its own decision on awarding of prizes.

The prizes will be forfeited permanently in the event of fraud or if it is proven that projects delivered as part of the competition are wholly or partly unoriginal and/or non-personal.

LOGISTICS

The organisers will provide to the participants the means and all the logistics necessary to carry out their projects during and up to the end of the competition: high-speed WiFi connection, electrical outlets, catering, coffee, etc.

CONFIDENTIALITY

Each of the participants shall undertake not to disclose any information to which they may have access before and during the hackathon, including information provided by the supporting organisations, where such information is of a sensitive nature, in particular in financial, ethical, economic, technical or commercial terms.

INTELLECTUAL PROPERTY

The participants shall declare and guarantee to the organiser when submitting their projects that they are the authors of all outputs they have submitted as part of the hackathon, that all submissions in this context comply with the laws and regulations in force as well as the rights of third parties, in particular all rights relating to property, intellectual property (trademark law, domain names, copyright, neighbouring rights, sui generis right of the database producer, etc.), and, in particular, the right to the name and image of people or goods represented in projects and/or associated with the projects.

It is implicitly assumed that the intellectual property rights relating to copyright and associated rights belong to the participating group.

In the event that the group is mixed or is sponsored by an organisation, the group participants should negotiate and arrange the distribution of intellectual rights before the event and participation.

The organiser does not negotiate or arrange intellectual property rights with third parties other than the participating group and is not bound by any arrangements made by the participating group with third parties.

By enrolling and participating in the event, the participating group gives its consent to the organiser in relation to the following rights:

- Worldwide unrestricted publication by the organiser of the general description of the idea, design, products for publicity of the event and UIC activity for an unlimited period. The general description means the title of the project, other information contained in the registration form, presentations or texts demonstrated during the regional and final events. At the request of the participating team, the organiser should use another presentation or text specifically provided in a timely manner by the participating team for publicity and information.

- The organiser(s) have the right to unrestricted use of photos and videos recorded during the event.

Wholly-owned subsidiaries of the competition organiser also have the above rights.

If the organiser needs to use the products or idea for other purposes, it shall negotiate with the participating team and acquire permission.

PARTICIPANTS' PERSONAL DATA

The information collected from the hackathon registration form will be subject to computer processing by the organisers. The data is processed for the purposes of administrative management of registrations for the hackathon, production of statistics on the composition of the group of participants and sending practical information relating to registrations or the organisation of the hackathon more generally.

The legal requirements of the organising country cited in the "PERSONAL DATA" field will be respected.

IMAGE RIGHTS

Each participant grants the organiser, its representatives, providers receiving payment or operating on a voluntary basis and any person acting on its orders or with its permission the irrevocable authorisation to publish all photographs, images and videos and sound recordings taken during the hackathon, including PowerPoint and other presentations given to the jury, except in the event that the team requests non-disclosure of an entire PowerPoint file and provides a copy that can be published.

Images, photographs and sound recordings may be used in any form whatsoever.

GENERAL OBLIGATIONS AND RESPONSIBILITY

Applicants are responsible for the information they communicate to the organisers as part of the hackathon.

The participants undertake to comply with the safety rules, these regulations and the other participants' rights.

The organisers reserve the right to refuse participation or to exclude any person and/or team for reasons of safety or non-compliance with these rules and any person disturbing the progress of the hackathon.

COMMUNICATION

Participants are authorised to communicate using the digital services or applications they produce as part of the hackathon and to publish their results in any form or by any medium (newspapers, printed matter, leaflets, publications, etc.), including electronic. All publications must make reference to the organising institutions and to the database made available.

The organisers are authorised to communicate on the hackathon and on the digital services or applications produced within the framework of the hackathon and to publish its results in any form (by means of publication, newspapers, printed matter, leaflets, communications, etc.) on all media, including electronic.

The members of the winning teams are likely to be asked by the organisers to present their projects at communications events organised subsequently.

LANGUAGE

Each region will use the language common to the majority of the participants. Objects and associated documents must be written and presented in this language.

The team selected for the final competition in Moscow will be required to present in one of the official languages of WCRT 2022.

INTERNATIONAL COMPETITION

The best projects selected by the jury will be presented by the teams that designed them during the WCRT 2022 Congress, which will take place in Moscow, and will compete with the winning teams from other regional hackathons for the prizes awarded by the organisers of the WCRT.

Travel and subsistence expenses will be covered by the regional hackathon organizer, the WCRT organisers, or by a sponsor.

ACCEPTANCE OF THE PRESENT RULES

Participants undertake to comply with all of these rules and to meet the conditions relating to registration and participation in the hackathon.

These regulations are available on the event website during the competition period.

Participation in this competition implies full and unreserved acceptance of these regulations and any amendments.

In the event of force majeure or a similar event, the organisers reserve the right to postpone, shorten, extend, modify or cancel this competition without their liability being incurred as a result.

Candidates shall refrain from any claim or request for compensation in this regard.

LIABILITY AND LITIGATION

The organiser reserves the right to postpone, shorten, extend, modify or cancel the competition if the circumstances so require, and cannot be held liable.

Additions or modifications to these regulations may be published during the competition in the event of force majeure. They will be considered as annexes to these regulations.

These regulations are subject to the law of the organising country.

In the event of a dispute, the parties involved will endeavour to settle their dispute amicably.

Any dispute arising out of the hackathon and which cannot be settled amicably will be referred to the competent courts of the organising country.