

DemHack hackathon regulations and rules of participation

1. General Provisions

1.1. This Regulation on the hackathon (hereinafter referred to as the "Regulation") governs the organization and conduct of the competition (hereinafter referred to as the "Hackathon").

1.2. DemHack is a hackathon for projects in the field of internet freedom and digital rights, aimed at helping citizens protect their data, ensure communication security, maintain privacy, and disclose information important to society.

1.3. Hackathon Projects are prototypes of technical and research products in the field of internet freedom. They must be presented using software code, IT solutions, hardware development, processed data sets, visualized statistical information, research reports, or a combination of these formats.

As a result of their work at the Hackathon, teams must submit:

- A software or research product (in the case of a technical solution, the code must be uploaded to GitHub);
- A product description and a development plan for pitching (presentation).

1.4. The Hackathon is conducted online using various online platforms (Zoom, Telegram, etc.). The languages of the Hackathon are Russian and English.

1.5. The Hackathon website is an informational resource available on the Internet at demhack.org. It serves as the main platform for publishing all official information about the project, its progress, stages, and results. The website publishes the list of selected participants and Hackathon winners. The organizers' and partners' information resources may also be used for publications.

1.6. The following terms and definitions are used within this Regulation:

1.6.1. Online Application — a proposal submitted by a participant or team that describes the idea, project concept, or method for solving the given problem, as well as the team's competencies.

1.6.2. Jury (Panel of Judges) — a collegial body composed of experts who determine the winners of the Hackathon in accordance with the established criteria for evaluating results.

1.6.3. Mentor (Advisor) — an expert who provides necessary consultations to participants/teams during the Hackathon. The mentor answers team members' questions and evaluates the project idea, its current stage, and the chosen method for solving the problem. The mentor suggests ways to improve the product and enhance the quality of the final outcome.

1.6.4. Participant — a legally capable individual who has proposed a solution to the given problem or their own project and has registered in accordance with the requirements of the Regulation. Only individuals who have reached the age of majority are eligible to participate in the Hackathon.

Each participant can be a member of only one team. Individuals involved in the preparation and conduct of the competition as organizers, mentors, advisors, or jury members are not eligible to participate in the competition.

1.6.5. Team — a group of participants working together to develop a practical solution to the proposed problem/project. The maximum number of participants in one team is 5 people.

The team captain is chosen from among the team members and acts as the official representative of the team. The captain submits the online application, registers the team, and carries out all other formal procedures during the Hackathon or when receiving prizes.

The number of participating teams is limited. Teams participating in the hackathon are selected through a competitive selection process, where the quality of the project/solution proposed by the team and the competencies of the team's specialists are assessed.

The Hackathon organizers may invite specialists who have submitted individual applications and are not part of any existing team to join with other individual participants to form a new team for the purpose of solving the task. The new team will select a captain and follow the usual rules.

1.6.6. Winner — a team that, in the opinion of the panel of judges, achieved the best results during the Hackathon. There may be multiple winners, as determined by the jury.

2. Registration and Participation Procedures for the Hackathon

2.1. Registration of teams participating in the Hackathon is carried out by completing an online application form available on the event website, demhack.org.

2.2. When filling out the online application form, participants must provide the following information:

- Full name (or pseudonym) of each team member; role of each participant (e.g., developer, analyst, designer, etc.); email address; region of residence; age; information about education, experience, and competencies; links to social media profiles; chosen field for solution development; a brief description of the project, including the problems it aims to solve and the expected outcomes; a brief plan for implementing the proposed project; the source of information about the Hackathon, and other relevant details.

2.3. By submitting the online application, the participant/team gives unconditional consent to this Regulation under the conditions specified herein.

2.4. If there are any uncertainties in interpreting the requirements for the online application, the participant must contact the organizers by sending a relevant query via the Telegram messenger. The organizers reserve the right not to respond to individual questions.

The organizers have the right to publish questions and answers (without disclosing personal data) in the public domain, including on the official Hackathon website demhack.org, as well as on partner resources and social media.

2.5. All applications are checked for correct completion. Online applications that are incomplete or do not meet the conditions of the Regulation will be rejected.

2.6. By registering through the online registration form, the participant consents to the processing of their personal data provided in the registration form. All information is provided voluntarily and independently by the participant and solely for the purpose of participating in the hackathon. The transfer of data to third parties is excluded.

For security reasons, organizers ask participants not to disclose excessive information about themselves. The use of pseudonyms and secure communication means is permitted. Answers to additional questions are used only for collecting anonymous statistics. Organizers do not require the accuracy of the information provided and do not verify personal data.

In the case of team registration by the captain, the captain is responsible for obtaining consent from the team members to provide their personal data to the organizers, ensuring the legality of such a transfer, and informing the team members about the transfer.

2.7. A team is considered registered and eligible to participate in the competition if it is listed among the selected teams on the official Hackathon website. Individual participants are allowed to participate in the Hackathon only as part of formed teams. Organizers reserve the right not to personally inform all participants of the selection results.

3. Hackathon Procedures

Participation in the DemHack hackathon is carried out as follows:

3.1. Over the course of two days, teams work on the implementation of solutions/projects and prepare a presentation for demonstration and defense before the jury. During this time, mentors provide online consultations to the teams using various video conferencing platforms and online feedback channels (messaging).

3.2. Teams complete a final checklist describing the final version of their developments and publish the source code of the solution created at the Hackathon on GitHub. After this, they will be allowed to present their projects to the jury.

3.3. The jury sequentially listens to the presentations of all participants, after which a specific amount of time (depending on the number of teams) is allocated to tally points and determine the Hackathon winners according to the criteria for evaluating team results.

3.4. The order, date, and time of announcing the winners are chosen at the discretion of the organizers. The preliminary announcement date may be changed or postponed. At the discretion of the competition organizers and/or the jury, the procedure for awarding the prize may also be altered.

4. Evaluation Criteria

4.1. The results of the hackathon are determined by the Jury based on the evaluation of the source code uploaded to GitHub and team presentations according to the following criteria:

4.1.1. Progress during the Hackathon (task completion): This includes the creation of a prototype that must be functional and deployed for presentation in a virtual environment, demonstrating the feasibility, validity, and practicality of the approach. The more complete, technologically advanced, and logically consistent the project appears, and the more stable

the service operates, the higher the score. For research and non-technical projects, the completeness and finalization of the product are evaluated.

4.1.2. Technical Implementation: This criterion assesses the thoroughness of the solution, clarity of the goal/result, innovation, potential short-term and long-term impact, feasibility, risk assessment, and requirements for operationalization (what initial data are needed to turn the idea into a technical prototype or project result). For research and non-technical projects, the use of data visualization tools, integration with services, and the ability to promptly update data are evaluated.

4.1.3. Solution Potential: This assesses the achievability of the goal and the usefulness of the solution in the long term by the team's efforts.

For each of the listed criteria, each jury member assigns points on a scale from 0 to 5 (where 0 is the lowest score and 5 is the highest score).

Bonus points will be awarded for the effectiveness of the presentation and excellence in answering the jury's questions. The points awarded are summed for each team based on the specified criteria.

4.2. The team(s) with the highest total score will be declared the winner(s) of the Competition.

5. Hackathon results

5.1. The jury sums up the results, selects the winners of the Hackathon and informs the organizers of the decision. The organizers have the right to inform the winner(s) about the results of the Hackathon in any available way.

5.2. The results of the Hackathon are published on the official website demhack.org, in social networks and on the resources of the Hackathon partners.

5.3. The team that takes first place will be awarded a prize of 1200 USDT. It is also possible to distribute the cash prize between several teams. The final decision is at the discretion of the jury.

5.4. Successful projects may be invited to the next Privacy Accelerator recruitment program. The final decision is made by the accelerator team.

5.5. The results of the developments within the hackathon must be published under a free license. Publication of the finished source code of the solution implemented at the Hackathon on GitHub is mandatory.

The organizers reserve the right to copy the received source code to the Hackathon page on GitHub to maintain access to it for all interested parties. Support for open-source software is one of the principles of the Hackathon.

6. Final Provisions

6.1. The organizers reserve the right to disqualify teams and individual participants from the Hackathon for systematic and/or gross violations of this Regulation and the rules of participation, as well as for inappropriate or dangerous behavior towards other participants, mentors, jury members, or organizers. Disqualification may occur at any stage of the Hackathon.

6.2. The organizers reserve the right to make changes to this Regulation, including the conditions and procedures for conducting the event, requirements for online applications, and other aspects. Such changes become mandatory for participants from the moment they are posted on the official website at demhack.org.

6.3. Copyright and related rights to the materials (applications) presented during the Hackathon belong to the competition participants. The organizers have the right to create, edit, and publish descriptions of the competition works (solutions, applications), including transferring the right to edit and publish descriptions of the competition works (solutions, applications) to third parties, without notifying the authors.

Participants guarantee that the use of the respective materials does not infringe on the rights and legitimate interests of third parties, and that the objects can be used without attribution to the author.

6.4. The organizers have the right to use Hackathon materials (solutions, applications, presentations) for marketing, advertising, and informational purposes.

6.5. All disputes and disagreements arising in connection with the organization and conduct of the competition shall be resolved through negotiation.