



STARS Hack&Match Event #4

Digital Twin & Artificial Intelligence for railway processes, products and services

RULES OF THE COMPETITION

Organisation

The STARS project is developed and coordinated by the DITECFER railway cluster from Italy, gathers 16 railway-related partners, and has the support of 30 key European organisations. It is co-funded by the COSME programme of the EU.

The project aims at representing a **booster in terms of production performances and innovation capabilities for SMEs thanks to the uptake of Advanced Technologies** making such change possible.

Advanced Technologies have proved to give competitive advantages and will build the "Future Mobility." In addition, several of the technologies will foster the future of the Railway & Multimodality industrial meta-ecosystem.

The STARS project aims at helping SMEs to focus on:

- The support to organizational/cultural change based on innovative models,
- The support for a better understanding of investment aspects and return-on-investments (ROI) related to the adoption of Advanced Technologies,
- The training and assistance on funding opportunities for investments,
- The support for upskilling and reskilling.

The "Hack&Match" events represent an integral part of the assistance process. We plan to accompany the more traditional SMEs to these events not just with "needs" but with potential solutions. This will make both the Hackathon-part and the Matchmaking-part more specific and tailored.

This fourth Hack&Match event will be held for 2 full working days without interruption and will focus on the topic: "Digital Twin & Artificial Intelligence for railway processes, products and services".

Eligibility of participants

The Hack&Match events are meant to boost European SMEs through the use of Advanced Technologies.

The participants can therefore be: SMEs (more traditional, tech-savvy, start-ups), large companies, researchers, academia, technology centres, digital innovation hubs, and other similar scale-up organisations.

Participants don't need to be/have been involved in the project's other actions to participate in this Hack&Match event.

Modality of participation

Registration will take place in two waves :

- From May 1st 2023 to May 21st 2023 → **Call for Challenges** about the Hack&Match topic in priority from traditional SMEs
Register link: <https://forms.office.com/e/C698HKA3zA>
- From May 22nd to June 11th 2023 → **Call for solutions** in priority from Tech-savvy SMEs
Register link: <https://forms.office.com/e/nadyY6T5Bn> (This link will be available only from May 22nd)

Participants will then receive an email confirming their participation in the event.

The event will take place 100% online. All registered companies will have to participate on June 14th at the Hack&Match launch event (also online). Then, from June 15th at 9AM to June 16th at 5PM will take place the group working part.

The costs and expenses incurred by the participants to participate in the Hackathon remain at their own expense.

More than one entry per company, with different participants, is allowed per company.

Any incomplete entry containing false information or not meeting the criteria defined in these rules will not be considered if the organisers decide.

The STARS partners will organise by themselves the competing teams according to the answers to the registration form. Teams will have a minimum of 3 members but no more than 8. Groups should be made up exclusively of registered participants who are not organisers, volunteers, Jury members, sponsors, or any other privileged position at the event. Organisers can change the teams at any time during the event.

Teams can receive advice and support from the Tutors during the dedicated online meeting and through the dedicated communication platform (Microsoft Teams).

All the work on the project should be done during the Hackathon time. Teams can use an idea they had before the event. Teams can work on a statement that they have worked on before. Participants must clearly define what was previously developed and newly created.

Adding new features to existing projects is allowed. However, the Jury members will only consider new functionalities or features added during the Hackathon in determining the winners.

Teams or companies can be disqualified from the competition at the organisers' discretion. Reasons might include but are not limited to breaking the Competition Rules or other unsporting behaviour.

Course of the Hack&Match event #3

1. Until May 21st, 23:59PM: call for challenges registration is open
2. Until June 11th, 23:59PM: call for solutions registration is open
3. June 12-13th: organisers' constitution and announcement of teams during the launch event
4. June 14th, from 4:00PM to 6:00 PM: launch event (online):
 - Presentation of the STARS project
 - Keynote about challenges "Digital Twin & Artificial Intelligence for railway processes, products and services".

- Presentation of the Hack&Match event #4 agenda & functioning
- Launch of the teams working part
- 5. From June 15th, 9AM to June 16th, 5PM: teamwork
 - Access to the working platforms for each group
 - Access to information documents and tools
 - Meetings with organisers and tutors (to ask questions and stimulate collaboration)
- 6. June 16th at 5:00PM: delivery of each group's results
- 7. June 16th from 5:00PM to 6:00PM: meeting with all participants, organisers, and Tutors to conclude the event:
 - Conclusion and thanks to the organisers
 - Follow-up to Hack&Match #5
 - A reminder of the matchmaking part of the event
 - Follow-up of the STARS project
- 8. From June 19th : Post-event satisfaction survey
- 9. July (date to be determined): Results of the Hackathon. Awarding ceremony online and live.

The organisers have the right to change the announced programme without any liability.

Awarding

The Jury members will reward the most innovative and valuable idea for the railway ecosystem in relation to the STARS project's objectives. Scoring will be based on several criteria which will be communicated to the participants during the event.

Two (2) deliverables will be asked to the teams at the end of the event:

- 1 application form (text document, 3 pages maximum) presenting – according to a given template – which problem the team decided to solve, presentation of the solution, its benefits, how to implement the idea, ...
- 1 presentation (powerpoint document, 5 slides maximum) summarizing the concept of the solution

More information about deliverables and awarding criteria will be given to all participants at the beginning of the event.

After determining the winner, the Jury will also award a special "Coup de Coeur" prize to a second team whose work has caught the attention of most Jury members.

These results will be announced on live on the STARS project networks at the end of November following a deliberation meeting with the Jury members. The prizes will be awarded publicly on this occasion.

The decisions of the Jury members are final and without appeal.

Prizes

The prizes for the competition will be defined and communicated in due time to the teams.

The organisers reserve the right to offer the teams of their choice an R&D&I partnership at the end of the event.

Intellectual property

Participants promise to produce, during the competition, creations that comply with the laws and regulations in force in Europe and over which they alone hold the rights. Furthermore, the participants guarantee, in particular to the organisers, against any act of counterfeiting and fraudulent use of intellectual property rights owned by third parties.

All participants retain all intellectual property rights to their intellectual and material creations developed by Hack&Match Event.

By registering, the participant authorizes the organisers, free of charge and for 10 (ten) years, to exploit, and in particular to distribute, reproduce and exhibit its image, fixed by all means and on any medium, including photographic or video, made during the event as part of their internal and / or external communication, and especially on social networks where the organisers are present.

Responsibility

The organisers reserve the right to cancel the Hack&Match Event #4, shorten it, extend it, postpone it, or modify the conditions at any time if required. However, they shall not be held liable in this respect.

Participation in the competition is the whole responsibility of the participants.

The organisers cannot be responsible for any damage, material or immaterial, which may be caused directly or indirectly to the participants, their property, and their computer equipment and/or data stored there during the event.

The organisers cannot be responsible if one or more participants cannot connect when registering. Similarly, the organisers cannot be responsible if one or more participants cannot participate in the Hack&Match event due to any technical fault or problem linked to an impediment or congestion of the network.

GDPR & personal data

The contact details of any person who registers and participates in the Hack&Match event will be collected and processed electronically. In accordance with the French law "Informatique et Libertés" n° 78-17 of January 6, 1978 as in force, the persons wishing to participate are informed that the communication of their contact information is mandatory for the validation of the participations and the attribution of the prizes (failing this, the participation will be considered as null and void) and that they are only communicated to the organisers and for the only purpose of the competition. The participants, particularly the winners, authorize the organisers to publish or disseminate their first and last names on their communication media.

Each person who has registered on the Hack&Match event has the right to access, modify, rectify, and delete information concerning him/her by writing an email to: animation@i-trans.org

General regulations

Registration and participation in the Hack&Match event imply full acceptance of the eligibility conditions and the terms and conditions of participation in the competition. Registration and participation in the competition also imply full acceptance of these rules.

The organisers will decide any difficulty relating to the interpretation or application of these rules without appeal. Any registration or participation that does not comply with these rules or with the spirit of the competition can lead to a deletion of the award.

The organiser reserves the right to cancel or modify these rules for reasons dictated by internal or external circumstances or force majeure. In the event of a pure and simple cancellation, no charge of any kind may be made against the organiser. In the event of a change to these rules, the organiser undertakes to inform the candidates of the content of the rules at the latest two weeks before the assessments are held.

Any dispute concerning one or more points in the rules and any dispute arising from this competition will be decided without appeal after deliberation by the Jury.