

The logo for 'Hack a City' is displayed in a white, stylized font within a white arrow-shaped box pointing to the right. The background of the entire page is a teal-tinted aerial photograph of Zagreb, Croatia, featuring the prominent spires of St. Mark's Cathedral in the foreground and a dense urban landscape extending to the horizon under a cloudy sky.

Hack a City

ZAGREB

TERMS AND CONDITIONS

A. Application and eligibility

- Entries for Hackacity must be made individually, however if the participant already has a team to participate in, must mention the name of the team in the application form;
- The formation of the teams takes place at the beginning of the event, after presentation of the participants' ideas;
- Teams formed must have between 3 and 4 elements;
- Only participants who are 18 years of age or older will be accepted;
- Remote participation is not allowed.

B. Cancellation Policy

- The cancellation of the registration can be done by sending an e-mail to the organizing team for the contact indicated on the website of the event.

C. Event Program

- The event program is available on the website. The organization reserves the right to change the program without prior notice.

D. Project, Evaluation and Awards

- Developed projects should be software-based and use the data provided by the cities involved in the event.
- Eligible projects will be evaluated by a panel of judges selected by the Organisation.
- The participant and his team will only present on stage the project developed during the event and will have the opportunity to receive the prizes if:
 - There should be a clear link between technology and the theme of the event;
 - At least two team members are present throughout the event;
 - The solution they present is original and does not violate intellectual property.

- The projects will be evaluated according to the following criteria:
 - Use of data provided by the city;
 - Level of innovation of the solution developed;
 - Evolution during the hackathon;
 - Functionality of the prototype;
 - Contribution of the team to improve the data (identification of problems / proposals for improvement).
- The Organisation will offer prizes as described in the "Prizes" section of the website;
- Substitutions: The Organisation reserves the right to make substitutions in the prizes. No prizes will be awarded if no project is eligible.

E. Participation and Behaviour

- Participants should always act in a cordial and respectful manner. The use of obscene language, abusive or threatening behavior towards another participant will not be tolerated. The Organisation reserves the right to expel the participant who does not respect these rules.

F. Intellectual Property

- The participant acknowledges and agrees that all ideas, projects and collaborations between the participants of Hackacity are the intellectual property of the participant or the team that presents it (called the Author). The participant will not use an original, similar idea or its information to generate its own revenue, without the written consent of the Author. Participant agrees not to disclose any information about an original, similar idea or its information without the written consent of the Author.
- Intellectual property and work developed before, during and after the event belong to the participant and his or her team. The organization is required to maintain confidentiality, unless authorized by the team.

G. Equipment and Amenities

- Teams will have access to Wi-Fi and city data to support the development of projects. They should bring computers and other equipment that they deem relevant.
- Meals are included in the agenda.

H. Personal Information

- The personal information provided to Hackacity will not be shared.
- E-mail will be the channel to communicate and used for sending late-breaking communications, newsletters and announcements.
- The participant undertakes to collaborate with Hackacity by responding to questionnaires and providing comments on the event and the evolution of its project.
- The Participant agrees to transfer the rights of its image to the Hackacity organisation, in photographs or video, solely and exclusively in the context of Hackacity and in its publications.

I. Personal Property

- The Hackacity Organisation shall not be liable for loss, damage or damage to the personal property of the participant.