

The rules of the Hackathon FIT-M 2021
(hereinafter-the Rules)

1. Terms and definitions:

Task - a task that is required to be completed by the Teams within the time specified in clause 4.1.2 of the Rules. The task is to develop (create) a prototype or Concept in accordance with these Rules.

Application – information provided by the Participant when filling out and sending an electronic registration form on the Hackathon Website.

The jury is a group of experts (members of the Jury) who decide on awarding the prize to the Participants. The expert jury should include at least five experts in the field of software development, business representatives. The jury is formed by the Organizer from representatives of the Organizer, as well as invited experts.

A team is a group of Participants acting on their own behalf, consisting of at least 3 (three) and no more than five (five) people who have applied for participation in the Hackathon and united to complete the Task in accordance with the requirements of the Rules.

A mentor is a representative of the Organizer who provides consulting and methodological support to Teams; offers ideas for software products, provides methodological and consulting assistance to participants (business consulting, team building, preparation of business presentations, consulting in the field of program development). The Mentor is not a Member of the Jury.

Organizers – 1) FEDERAL STATE AUTONOMOUS EDUCATIONAL INSTITUTION OF HIGHER EDUCATION «NATIONAL RESEARCH UNIVERSITY "HIGHER SCHOOL OF ECONOMICS"» (TIN 7714030726, KPP 770101001, address: 101000, Moscow, Myasnitskaya street, 20; 2) the LIMITED LIABILITY COMPANY "ANNA SYSTEMS" (INN 5010049861, KPP 501001001, PSRN 1155010000694, address: Moscow region, Dubna, May 9 street, house 7B, building 2, office 10).

Operator – ANNA Systems LLC, INN 5010049861, KPP 501001001, PSRN 155010000694, address:141981, Moscow region, Dubna, May 9 street, house 7B, building 2, office 10. The organizers determine the order, goals and objectives of the Hackathon, and search for partners (financial and (or) advertising), forms and approves the Rules for conducting Hackathon, forms the composition of Mentors and the Jury.

The winner is the team that, according to the results of the Jury's assessment, took the 1st, 2nd, 3rd or 4th place based on the criteria set out in section 6 of these Rules.

Prototype — a software product or web service that meets the criteria for admission to the evaluation. The Jury defined in section 6 of these Rules, including the description of the functionality, design, source code (program code) created by the Team as a result of the Task and submitted to the Jury for evaluation within the time specified in clause 7.1. of these Rules. One Team has the right to submit only one Prototype.

The concept is a presentation of a business solution aimed at innovative or scientific activities of the company within the framework of the proposed Tasks.

Hackathon website - <https://fit-m.org/hack>

Participant — a capable and legally capable individual who is a citizen of the Russian Federation, who has reached the age of eighteen, acting on his own behalf, who has submitted an application to participate in the Hackathon in accordance with the terms of these Rules. Each Participant can be a member of only one Team and cannot perform individually without joining any of the Teams.

The Jury members are experts who evaluate the Prototype and the Concept, taking into account which the Winners of the Hackathon are determined.

The hackathon "FIT-M 2021" (Hackathon) is an event designed to stimulate the emergence of new ideas in the chosen subject area and bring them to implementation not mediocre at the event site. The special format of the Hackathon allows you to unite Participants of different professions, with different competencies, and give them the opportunity to get acquainted with a new subject area under the guidance of Mentors. The creative informal atmosphere contributes not only to the creation of new software solutions, but also allows you to establish interaction between Participants and Mentors.

1. General provisions

1.1. These Rules regulate the procedure for organizing and conducting a Hackathon.

1.2. The information support of the Hackathon is provided by the Operator. Instagram Facebook, VKontakte, Instagram, LinkedIn professional community, as well as other ways of choice, the Operator provides information to potential Participants about the Hackathon, places these Rules, advertising and informational materials about the Hackathon, as well as all information about the Hackathon on the Hackathon Website, on the social networks "Facebook", "VKontakte", "Instagram", the professional community "LinkedIn", as well as in other ways.

1.3. The hackathon is held on the territory of the Russian Federation in Moscow at the address: 109028, Moscow, Pokrovsky b-r, 11 (hereinafter-the site/venue of the Hackathon).

1.4. The Operator (in agreement with the Organizers) has the right to make changes to these Rules with mandatory publication of such changes on the Hackathon Website. The changes will take effect from the date of their publication.

1.5. The purposes of the Hackathon:

- search for candidates in order to consider the possibility of further employment with the Organizers and Partners of the Hackathon;
- development of a professional community in the field of software development for fundamental and applied scientific research;
- development of a Prototype and a Concept in accordance with the Task;
- development of the digital technologies market for science and innovation

2. Terms of the Hackathon and the issuance of prizes Terms of the Hackathon:

The first stage "Acceptance of applications and moderation of tasks" - 05.06.2021-15.12.2021

Submission of Applications from Participants and Teams on the Hackathon Website ends on 15.12.2021 at 23: 00.

The second stage of the "Hackathon" is from 16.12.2021 to 18.12.2021.

Summing up the results of the Hackathon - 18.12.2021.

The prizes are given to the Participants of the Winning Teams no later than 18.11.2021 in the following order:

- prizes to the Participants of the Winning Teams who took the 1st and 2nd places are awarded in the form of a monetary license fee under the Contract for the Alienation of exclusive rights and the act of acceptance and transfer.
- prizes to the participants of the Winning Team that took the 3rd place are awarded in the form of a license fee in kind under the Contract for the alienation of exclusive rights and the act of acceptance and transfer.

Contracts for the alienation of exclusive rights and acts of acceptance and transfer are drawn up no later than 18.12.2021.

3. Terms of participation in the Hackathon

3.1. Participants and Teams are allowed to participate in the first stage of the Hackathon.

3.2. Only Teams are allowed to participate in the second stage of the Hackathon. You can take part in the second stage of the Hackathon both in the format of an online video conference, and with a physical presence on the site.

3.3. A person who has submitted a correctly completed application for participation in the Hackathon on the Hackathon Website is recognized as a participant of the Hackathon. Submitting an application on the Hackathon Website means that the Hackathon participant agrees to these Rules.

3.4. The task of each Hackathon Team is to develop a Prototype or Concept. Each developed Prototype or Concept must meet the requirements of novelty and originality and meet the criteria set out in section 6 of these Rules. A team that has created a Prototype or Concept in any form and volume before the start of the Hackathon is not allowed to participate in the Hackathon. If the Organizer or the Jury has doubts about the period of development of the Prototype or Concept, the Jury reserves the right to refuse admission of the Prototype or Concept before the evaluation procedure.

3.5. In case of winning the Hackathon, the Winner undertakes to provide by e-mail to the Operator upon request all the information necessary to receive the prize for subsequent transmission to the Organizer.

3.6. Participants of the Hackathon independently bear and pay all expenses in connection with participation in the Hackathon. Compensation to Participants of any expenses related to participation in the Hackathon, including the purchase of travel documents (tickets) and accommodation, is not performed by the Organizer or the Operator.

3.7. The Organizer is not responsible for the safety of the Participants ' property and equipment at the Hackathon venue.

3.8. For the period of the Hackathon, the Participants at the Hackathon venue are provided with the conditions provided for in section 5 of these Rules.

3.9. The participants of the Hackathon undertake to:

- ensure the safety of the premises and equipment provided to the Participants and used during the Hackathon. In case of material damage, compensate the amount of damage at the request of the Organizer/The operator; - refrain from any actions that may lead to damage to the Organizer/To the operator, as well as those associated with a risk to life and health;
- refrain from carrying and using any alcoholic products at the venue of the Hackathon, regardless of the volume and strength, narcotic, psychotropic or similar substances;
- refrain from smoking at the Hackathon venue, with the exception of specially equipped places determined by the Operator.

In case of non-compliance with the above obligations, the Hackathon Participant may be disqualified and removed from the Hackathon venue.

4. Stages of the Hackathon

4.1. The hackathon takes place in two stages:

4.1.1. The first stage "Acceptance of applications and Moderation of ideas" will be held from 05.06.2021-15.12.2021.

In order to participate in the First Stage of the Hackathon, each Team and a Participant who is not part of the Team must fill out an electronic Application form on the Hackathon Website during the first stage of the Hackathon.

When filling out the Team's electronic Application form, you must specify the following information for each Team Member: last name, first name, patronymic, team name, email address (e-mail), mobile phone number, information about the role in the Team and skills.

A participant is considered registered to participate in the Hackathon if he has filled in the fields of the electronic Application form, agreed to the terms of these Rules by clicking the "SUBMIT AN APPLICATION" button, provided consent to the processing of personal data (according to the Operator's form) and received a confirmation of registration to the email address specified by him. Participants are prohibited from re-submitting Applications for participation in the Hackathon.

The processing and storage of personal data of Participants is performed by the Operator, provided that the Participant consents to the processing of personal data.

The number of places in the team for the implementation of a product idea from the Organizer and Partners can not exceed 5 (five). The team for the implementation of its own idea is not formed by the Organizer.

4.1.2. The second stage of Hackathon will be held in Moscow on c 16.12.2021 18.12.2021 at: 109028, Moscow, Pokrovsky Boulevard, 11.

4.2. Presentation of Prototypes and Concepts, Teams, Winners, announcement of Winners will be 18.12.2021.

5. Equipment

The operator is obliged to equip the platform with tables and chairs, free wireless Internet access, as well as provide an opportunity for the presentation of Prototypes and Concepts by Participants.

The operator equips each table with a network filter for connecting the Participants ' computers to the electrical network. The total number of outlets should coincide with the planned number of people at the table.

Participants participate in the second stage of the Hackathon, provided that they have their own personal portable computing equipment of Participants (laptops, laptops, etc.) on the site, Wi-Fi points for providing wireless access to the Internet should be calculated based on the number of simultaneous connections of the planned number of Participants using a coefficient of 1.5. In order to enable the presentation of Prototypes and Concepts, the Participants, the Operator provides the ability to connect the following devices: a laptop running Windows and macOS (for example, via the HDMI and miniHDMI interfaces), tablets and smartphones running iOS (for example, using Apple TV), tablets and smartphones running android (for example, via the miniUSB interfaces and the HDMI - miniUSB adapter).

The participant must have his own personal computer equipment and a charger for it, as well as software for developing a Prototype or Concept and their presentations during the second stage of the Hackathon. The operator provides the necessary infrastructure for the registration of Participants and Teams to participate in the Hackathon. For the subsequent organization of presentations of Prototypes and Concepts by Participants and evaluation of Prototypes and Concepts by Jury Members, the Organizer provides an appropriate information environment.

6. The procedure and criteria for evaluating the results of the Hackathon

6.1. The results of the Hackathon are summed up by the Jury based on the evaluation of Prototypes and Concepts.

6.2. The Jury evaluates the Prototypes and Concepts in accordance with the criteria listed in clause 6.3 of these Rules. The jury evaluates the projects at its own discretion and the participants of the event do not question the Jury's decision,

in addition, the Organizer does not compensate the participants of the event for any losses related to the non-recognition of individual participants/teams as winners, including in connection with the non-compliance of Prototypes and Concepts with the established criteria.

6.3. The Prototype or Concept must meet the following requirements:

6.3.1. it must be completely created at the Hackathon and not be a development of an existing software product or concept.

6.3.2. perform the functions declared by the Team.

6.3.3. The jury evaluates Prototypes and Concepts on a 5-point scale based on the following criteria:

- project idea;
- implementation (layout, interface, functionality);
- accompanying materials (presentation, description, speech).

7. The prize fund and the procedure for paying prizes:

7.1. The winner of the Hackathon is determined by the Jury on 18.12.2021 and is announced by posting a text ad on the Hackathon Website, as well as by personally notifying the Winner at the winners ' announcement ceremony no later than 18.12.2021.

7.2. The prize fund of the Hackathon is formed at the expense of the Organizers and Partners of the Hackathon from two parts: in monetary terms and in kind in the form of equipment. The winners, who took the first and second places according to the results of the Jury's assessment, receive cash prizes. The third place is the equipment.

7.3. The Organizer transfers the prizes to the Winners of the Hackathon at the end of the Hackathon in the period till 31.12.2021.

7.4. The Operator acts as a tax agent, withholds and transfers to the budget personal income tax from the amount of prizes in monetary terms (for the Participants of the Winning Teams that took 1-2 places), and also sends written notifications to the Participants of the Winning Team that took 3rd place about the inability to withhold tax, the amount of income and personal income tax arrears for prizes in kind.

7.5. The prize is distributed among the Participants of the Teams recognized as Winners in equal shares.

8. Rights and obligations of the parties

8.1. Rights of the Participant:

8.1.1. The participant has the right to participate in the Hackathon in accordance with the procedure defined by these Rules.

8.1.2. The Participant has the right, if the Participant is recognized as the Winner of the Hackathon, to demand the issuance of a Prize.

8.2. Obligations of the Participant

8.2.1. If the Participant is recognized as the Winner, he must provide the Operator with the following information/documents for transfer to the Organizer:

- a copy of the certificate of registration with the tax authority of an individual at the place of residence (TIN) (if available),
- copies of the SNILS certificate (for crediting insurance premiums)
- provide a photocopy of the general civil passport (the first page and the page with registration information),
- the Winner's account number, BIC, TIN of the bank to ensure the transfer of funds in the amount of the prize.
- contact phone number,
- other documents, at the request of the Operator, necessary for the award of the prize.

8.2.2. The Team (each Team Member) is obliged, if it is recognized as the Winner, to transfer to the Organizer, at the request of the Organizer, the exclusive rights to the Prototype or Concept in full by concluding an agreement with the Organizer on the alienation of the exclusive rights to the Prototype or Concept. The signing of these documents is carried out no later than 31.12.2020.

8.2.3. The Participant is obliged not to use software that disrupts the operation of the Hackathon Site and the Operator's systems and creates the possibility of changing the results of the Hackathon. If the Organizer and/or the Operator detect attempts to disable the systems of the Operator or the Hackathon Site, the Participant who has made such attempts will lose the rights to participate in the Hackathon and receive a prize.

8.2.4. The Participant is obliged not to use for personal or commercial purposes, not to publish outside the Hackathon, not to transfer to third parties the data and information received from the Organizer and/or the Operator within the framework of performing Tasks.

8.2.5. In case of violation by the Participant of the provisions specified in paragraphs 8.2.2 – 8.2.4 of these Rules, the Participant is liable in accordance with the legislation of the Russian Federation. In case of losses of the Organizer due to illegal actions of the Participants,

The Organizer has the right to apply to the Participants with a claim for damages.

8.2.6. Participant (s) guarantee (-ly), which developed a Prototype or Concept 1) does not contain elements of pornography or other sexual content; 2) does not contain elements that promote violence, inciting racial, national or religious hatred, incitement to overthrow the constitutional order; 3) does not contain elements of an extremist nature; 4) will not contain images of personal data, objects of exclusive rights belonging to third parties; 5) will not violate copyright; 6) it will not contain elements of virus programs, spyware, tracking programs and other similar programs that can cause damage to the information environment, violate confidentiality and other norms of the current legislation.

8.2.7. The Hackathon Organizer reserves the right to use at its own discretion, without obtaining permission from the Hackathon Participants and without paying them remuneration, any ideas, concepts, principles, methods, processes, systems, methods, solutions to technical problems, organizational or other tasks (which are not objects of copyright in accordance with the legislation of the Russian Federation) created/proposed by such Participants

8.2.8. The fact of participation in the Hackathon means that the Participants of the Hackathon agree that their names, surnames and other materials about them, images of Participants (including photographic materials, video materials) can be used in any way by the Organizer/By the Operator, their authorized representatives for advertising purposes and for information purposes without signing an additional agreement with the Hackathon Participants and paying any remuneration.

8.3. Obligations of the Organizer

8.3.1. The Organizer undertakes to conduct the Hackathon in the manner defined by these Rules.

8.3.2. The Organizer undertakes to form a Hackathon Jury and provide the Operator with a Protocol for determining the Winners of the Hackathon no later than 12/18/2021. The Organizer submits to the Operator the final list of Jury Members no later than the deadline for the end of the first stage of the Hackathon specified in clause 2 of these Rules.

8.4.2. The Organizer undertakes to give prizes to the Hackathon Participants recognized as Winners, in the terms and in the manner provided for by these Rules.

8.4. Obligations of the Operator

The Operator undertakes to assist the Organizer in conducting the Hackathon, namely:

- organize the acceptance of Applications from potential Participants;
- to collect the Consent to the processing of personal data from the Participants;
- to process and store the Participants ' personal data as an operator of personal data in accordance with the legislation of the Russian Federation.

9. Final provisions

9.1. The Hackathon, these Rules, as well as any activity related to the Hackathon, are regulated by the legislation of the Russian Federation.

9.2. The Hackathon Organizer has the right to unilaterally make changes to these Rules without prior notification of the Participants. At the same time, from the date of the Second Stage of the Hackathon, the Hackathon Organizer undertakes to notify the Participants of changes to these Rules upon the fact of the changes made by sending a notification to the appropriate email addresses.

9.3. Under no circumstances will the Hackathon Organizer or the Operator bear any responsibility to the participants of the Hackathon, in addition to the responsibility expressly stated in these Rules. No obligations of the Hackathon Organizer and the Operator to the Hackathon Participants are subject to fulfillment in addition to the obligations expressly specified in these Rules. If the Participants refuse to participate in the Hackathon at any time, the Organizer and the Operator will not reimburse any losses of the Participants that may arise in connection with the Hackathon.

9.4. The Organizer and the Operator of the Hackathon reserve the right to refuse the Participant to continue participating in the Hackathon at any time without compensation for any losses and expenses to the Participants in case of violation of these Rules

9.5. Performing any of the actions provided for by the Regulations on behalf of the Team means expressing the will to perform the specified action by each of the Participants of the corresponding Team.

9.6. All disputes and disagreements that arise in connection with the organization and conduct of the Hackathon are subject to settlement through negotiations. Disputes that are not settled through negotiations are subject to resolution in court at the location of the Organizer.

05 April 2021