



## RULES

# WATER4FUTURE STUDENT HACKATHON

## Preamble

Since 2018, the ICIREWARD UNESCO Center has been developing the Water4Future Hackathons program. The student version is an international competition open to all students with at least Bac+3 enrolled in a public or private higher education institution (Universities, Grandes Ecoles): the Water4Future Student Hackathon.

This is a hybrid event (face-to-face and distance learning) taking place simultaneously at several sites in France and abroad. The present rules therefore apply to all sites participating in the Water4Future Student Hackathon.

## Article 1: Organization

The University of Montpellier (hereinafter referred to as "**UM**"), a public scientific, cultural and professional institution, whose head office is located at 163 rue Auguste Broussonet, 34095 Montpellier cedex 05 and represented by Mr Philippe AUGÉ, is financially and legally responsible for the Water4Future Student Hackathon (hereinafter referred to as "**W4F**"), within the framework of the present rules.

The UNESCO International Centre for Water in Montpellier - ICIREWARD (hereinafter "**the Organizer**") organizes the W4F in partnership with local authorities, research organizations, private companies, etc. (hereinafter "**the Partners**").

**W4F** is a specialized innovation competition dedicated to continental freshwater. It is a not-for-profit collaborative event that aims to bring out social, organizational and/or technological solutions based on an original idea, an expressed need or a concept that fits into an imposed theme over a set period of time.

## Article 2: Definitions & Purpose

### 2.1 Definitions

By "**Water**", the Organizer means the following:

The term "water" in these regulations covers: continental waters: natural surface and groundwater bodies, including permanent and temporary watercourses, reservoirs and springs, as well as alternative resources (collected and stored rainwater, treated wastewater). Transitional water bodies such as lagoons are also included in this definition. By extension, aquatic environments are also included in this definition.

By "**Innovation**", the Organizer means the following:

Innovation<sup>1</sup> is the process by which a company launches a new product or service that did not previously exist. It can also involve a drastic overhaul of existing products, to change their uses and design, in order to adapt ever more effectively to social and technological evolutions, depending on cultures and populations. Technological or not, innovation strategy is based on anticipating consumer needs, creating a product that makes people feel they need it, or simply improving a service that has become obsolete.

By "**Participants**", the Organizer means the following:

Any natural person aged 18 (eighteen) or over, any legal entity (company of any size, local authority, association, academic institute, etc.) previously registered with W4F via the <https://fr.unesco-montpellier.org/water4future-etudiants> . websiteThe term "**Participants**" includes the following groups:

- "**Teams**: groups of 5 to 7 students (Bac+3 to Doctorate level)
- "**Local organizers**": registered European and international higher education establishments (Universities, Grandes Ecoles), whether private or public;
- "**Coaches**: professionals considered experts in one or more disciplines related to the theme of W4F or entrepreneurship in general, who provide support to the teams and may sit on the Semi-Final juries.

### 2.2 W4F objective

The aim of W4F is to bring together multi-disciplinary teams of students, over 48 hours at a time, to create a team project, encourage an entrepreneurial spirit, and imagine new tools, technologies or innovative services to preserve our environment and improve our daily lives. It is not only aimed at students specializing in the field of water science, but at all students

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<sup>1</sup> "An innovation is the implementation of a new or significantly improved product (good or service) or process, a new marketing method or a new organizational method in business practices, workplace organization or external relations" (Oslo Manual, OECD 1992). Innovation activities correspond to all operations (scientific, technological, organizational, financial, commercial, R&D) that actually lead to, or are intended to lead to, the implementation of innovations.

capable of providing technical, economic, geographical, sociological and other insights. All disciplines are invited to take part in W4F to develop systemic approaches.

During the W4F, Teams are tasked with creating and developing innovations (technological, usage, social, organizational, other) and must integrate economic and societal approaches. Participants must respect the W4F theme, announced 48 hours before the event.

## Article 3: General organization conditions

The overall coordination of the W4F is carried out by the Organizer with the support of its Partners and local Organizers.

### 3.1 A hybrid organization

W4F takes place in hybrid mode, i.e. face-to-face and remote, using communication tools (videoconferencing) and online collaboration (shared folders and documents). Hybrid mode enables participants to take part in W4F simultaneously at several sites in France and abroad, regardless of time zone.

The Organizer and its Partners welcome Teams and Coaches to Montpellier if they wish, and encourage local Organizers to do the same. The choice of site and the hosting arrangements are to be defined by the local Organizers. The number of face-to-face Participants may be limited for reasons related to compliance with safety regulations specific to each site.

### 3.2 Image rights authorization

For promotional purposes only, and in keeping with its objectives, the W4F is filmed and photographed. The Participant authorizes the Organizer, its Partners and local Organizers :

- To take and use photos and make sound and/or audiovisual recordings of their image and of any speeches they may make during the W4F;
- To publish, communicate and present all or part of the projects carried out within the framework of W4F;
- To publish their first and last names, as well as the description of the project if it is awarded a prize;
- Where applicable, under its copyright, to publicly present and reproduce all or part of its contribution.

These authorizations are made free of charge, for non-commercial purposes, and used exclusively for the promotion of W4F.

The Participant may object to the use of his/her image and video recordings in which he/she appears by sending an e-mail to the Organizer ([contact@unesco-montpellier.org](mailto:contact@unesco-montpellier.org)). Unless otherwise specified, the Organizer considers that the Participant fully agrees to the use of his/her image.

### 3.4 Hardware and data

#### 3.4.1 Space planning

For the duration of the W4F, the Local Organizers will provide (for all sites in France and abroad)

- A furnished workspace ;
- A stable Internet connection ;
- Sanitary facilities.

In Montpellier, registration for W4F includes access to services provided by the Organizer and its Partners: wifi connection and drinks/catering on both days, while stocks last.

#### 3.4.2 Equipment and tools

Participation in W4F requires each Participant to use a **computer with a webcam**. The use of a **headset with microphone** is strongly recommended.

**Microsoft Teams** software is used to run the event, to enable remote exchanges between participants from different sites and access to all W4F documentation.

The Internet and other means of telecommunications cannot be declared to be perfectly secure. Consequently, the Organizer cannot be held responsible for contamination by viruses or intrusion by a third party. The Organizer declines all responsibility for the consequences of participants' connection to the Internet. It cannot be held responsible for any damage caused to Participants, their computer equipment and the data stored on it, as well as the consequences this may have on their personal or professional activity. It is therefore the responsibility of all participants to take all appropriate measures to protect their own data and/or software stored on their computer equipment against any attack (antivirus, VPN, etc.).

#### 3.4.3 Resources

To carry out their project, Participants may use :

- Documents, data, metadata in digital format from public sites, which are freely accessible;
- Documents, data and metadata in digital format from private sites, provided they have the corresponding access codes and rights.

## Article 4: Conditions of participation

### 4.1 How to register

Participation in the W4F is free and open to all Participants as defined in Article 2.1, subject to prior registration via the <https://fr.unesco-montpellier.org/water4future-etudiants> website. The Participant must provide the information requested on the registration form and guarantees its accuracy. In return, he/she will receive an acknowledgement of receipt from the Organizer, by e-mail to the address indicated on the registration form.

The Organizer reserves the right to refuse any application that is incomplete or does not correspond to the objectives of the W4F mentioned in Article 2.2.

Registration for the W4F implies full acceptance of the present rules by all Participants, in application of Article 8.

Whatever the reason, any Participant wishing to withdraw or unable to take part in the W4F must inform the Organizer by e-mail at . [contact@unesco-montpellier.org](mailto:contact@unesco-montpellier.org)

In France, participants' personal data is processed by the Organizer. Participants' consent is obtained at the time of registration. Refusal to consent is an obstacle to participation in the W4F. This personal data may not be used for any purpose other than the organization of the W4F, and is for the exclusive use of the Organizer. In accordance with the provisions of the French Data Protection Act no. 78-17 of January 6, 1978, amended in 2004, Participants are entitled to access, rectify, delete and object to any personal data concerning them, by contacting the Organizer at . [contact@unesco-montpellier.org](mailto:contact@unesco-montpellier.org)

### 4.2 Commitment of Participants

Each W4F Participant agrees to :

- Take note of the present rules, and accept them fully and unreservedly;
- Fill in the registration form accurately and truthfully;
- Respect the schedule and timetable of the face-to-face and remote event (including participation in work sessions and social events before and during the event);
- Bring your computer and a headset equipped with a microphone;
- Respect the terms and conditions of use of the Microsoft Teams digital platform;
- Respect the sanitary measures in place;
- Behave in a loyal and sociable manner during the event, and dress decently;
- Ensure that their results do not violate the intellectual property rights of third parties, or infringe personal rights (in particular image rights, name rights, defamation, insults, insults, privacy, VSS, etc.), or offend against public order and morality.

### 4.3 Team composition

Teams are made up of a maximum of 5 to 7 students, preferably from the same course, supervised by a mentor (course manager, teacher, member of the management team, etc.).

For more than 10 Teams registered for the W4F, the Organizer divides the Teams into several Pools so as to respect a certain balance between geographical distribution, training and languages spoken. Each Team is identified by a number and the Pools by a letter. This information can be found in Teams and is available no later than 48 hours before the event.

The Organizer will provide the teams with a group of independent experts called Coaches, who will provide support (advice, answers to questions, etc.). These Coaches come from a variety of disciplines (science, entrepreneurship, marketing, finance, communication, etc.). The Coaches provide face-to-face and/or remote support to all teams.

The Organizer encourages Local Organizers to identify Coaches from their networks to come and help the teams registered for the W4F

## Article 5: Calendar

Each year, the W4F takes place over 2 consecutive days. The Organizer communicates the dates of the W4F on its website [www.unesco-montpellier.org](http://www.unesco-montpellier.org) and its social networks (@Water4Future and @ICIREWARD) 6 to 8 months before the event.

The W4F is prepared several months in advance and includes the following stages:

- Announcing the next edition of W4F;
- Participant Registration ;
- Video conference to explain the process and everyone's role - Q&A session;
- Videoconference to announce the chosen theme (48 hours before the event);
- W4F: 48 hours to develop and present a project to a Jury in accordance with Article 7.

The W4F takes place according to the following program with indicative times that may be modified by the Organizer (in UTC+1):

#### **Day 1 :**

09h00 - 09h30 Welcome of Participants  
09:30 - 10:00 a.m. Official opening - Organizers & Partners  
10:00 am - 11:00 am Team work / Phase 1  
11:00 am - 1:00 pm Team work / Phase 2  
1:00 pm - 2:00 pm Lunch  
2:00 pm - 8:00 pm Teamwork / Phase 3

8:00 pm - 9:00 pm Dinner  
9:00 pm - 11:00 pm<sup>2</sup> Pitch Night

### **Day 2 :**

08h00 - 08h30 Welcome of Participants  
8:30 a.m. - 9:00 a.m. Opening day 2  
09h00 - 12h00 Team work / Phase 4  
12:00 pm - 1:00 pm Lunch  
1:00 pm - 2:30 pm Team work / Pitch preparation  
2:30 pm - 4:30 pm Semi-Finals / Selection of the best team per pool  
4:30 pm - 5:00 pm Announcement of finalists  
5:00 pm - 7:00 pm Final  
7:00 pm - 8:00 pm Closing and prize-giving

## **Article 6: Presentation of results, evaluation criteria and awards**

### **6.1 Presentation of project results**

English and French are the official languages for the duration of W4F.

Each team presents its project to the W4F Jury in the form of a "pitch" within the allotted time, using all the resources at its disposal to ensure a clear understanding of its results. Each team then has time to answer questions from the Jury.

### **6.2 Final phase schedule**

The W4F features two selection phases on the afternoon of Day 2 (Fig. 1.):

#### **Semi-finals :**

- The semi-final stages are organized in pools.
- All teams entered in a Pool present their project to the Jury (in random order) according to the procedure described in 6.1.
- The Jury evaluates the projects according to the criteria set out in 6.3 and deliberates after all the presentations.
- The Jury then selects the best project from each Poule to join the group of finalists.

#### **Final :**

- All teams selected at the end of the Semi-Finals (best project in each pool) advance to the Final phase.

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<sup>2</sup> Local constraint from the Organizer, but Teams are free (and encouraged) to continue throughout the night if they wish. Teams allow exchanges outside on-site reception hours.

- Participants present their project again (still in random order) to the Jury as described in 6.1.
- The Jury evaluates the projects according to the criteria set out in 6.3, and retires to deliberate at the end of all presentations.

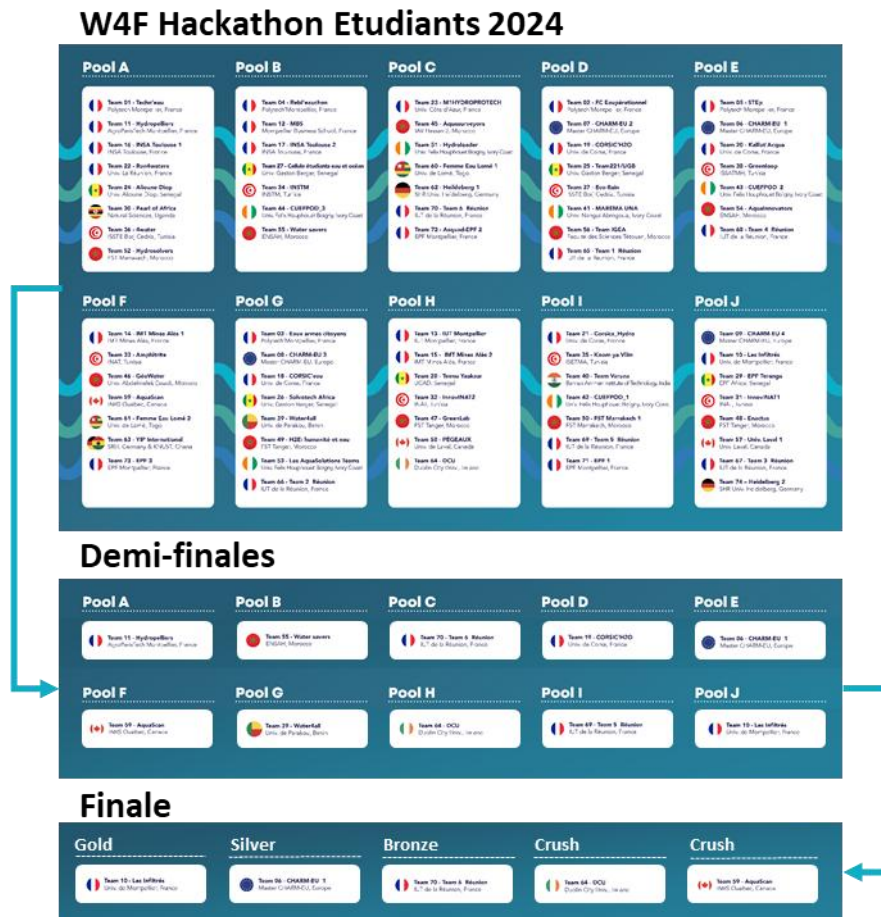


Fig. 1: Example of the selection process - W4F Student Hackathon 2024

### 6.3 Jury composition and evaluation criteria

The Semi-Final Jury is made up of experts selected from among the Coaches registered with W4F.

The Jury of the Final is selected by the Organizer and composed of qualified personalities recognized for their expertise on the W4F theme. A Jury President may be appointed by the Organizer.

Juries (Semi-finals and Finals) must familiarize themselves with the evaluation grid before the W4F.

The Juries evaluate, deliberate, and decide on the winners based on the following criteria:



- THE BRAND :
- RELEVANCE: Does the project address the issues defined by the theme?
- PERFORMANCE: Is the project achieving its objectives? Are human and material resources being used optimally?
- INNOVATION: How does stand out from the competition?
- IMPACT: What are the project's economic, ecological and societal impacts? Does it involve the humanities and social sciences?
- WOW EFFECT: Makes me want to get involved/support this project

Juries may also take into account the team's ability to work in a group and the quality of the presentation.

#### 6.4. Prices

At the end of the Final Jury's deliberations, the winning teams receive the following prizes:

- 1<sup>st</sup> Prize: W4F Hackathon d'Or ;
- 2<sup>th</sup> Prize: W4F Silver Hackathon ;
- 3<sup>rd</sup>) Prize: W4F Hackathon de Bronze ;
- Special "Coup de Cœur" mention.

The Jury may decide to award only some of these prizes, or to nominate runners-up.

The designation of the prize-winners is carried out with complete impartiality and independence, and may not be contested in either form or substance, nor may it give rise to any claim or protest whatsoever. In the event of a tie, the final decision is taken by the Chairman of the Jury.

Results are announced at the close of the event. Prizes (diplomas and/or cups) are awarded to the winning teams either on site or by post.

### Article 7: Legal framework for intellectual property

Any intellectual property rights generated during the W4F remain the exclusive property of all members of the same Team on an equal basis and are governed by common law provisions (cf. French Intellectual Property Code).

The Organizer asks to be informed of any continuation of the project beyond the W4F to help with promotion and communication.

## **Article 8: Provision of regulations and liability**

These rules are available from the Organizer and online at [www.unesco-montpellier.org](http://www.unesco-montpellier.org).

The Organizer reserves all rights to cancel or modify the present rules, dictated by circumstances or force majeure.

The Organizer cannot be held responsible if the W4F is postponed, interrupted or cancelled for any reason whatsoever.

## **Article 9: Applicable law & enforceability of the rules**

These rules are governed by French law

Any dispute arising in connection with the W4F between the Organizer and/or the Partners and/or one or more Participants, and which cannot be settled amicably shall be submitted to the competent courts.

ORGANIZED BY :



WITH THE FINANCIAL SUPPORT OF :



IN PARTNERSHIP WITH :

