

Rules and Conditions

DigiEduHack: EduScale Engine - Code the Future of Systemic Change hackathon

These rules govern the basic conditions of participation in the DigiEduHack: EduScale Engine - Code the Future of Systemic Change hackathon, held on November 11-14, 2025, organized by 42Prague, z. ú., with its registered office at Kolbenova 1021/9, Vysočany, 190 00 Prague 9, ID No: 14064570 (hereinafter referred to as the "Organizer"). By completing and submitting the application for the hackathon, the contestant undertakes to comply with these rules and agrees to the rights and obligations arising from them for both parties.

1. Rules of the Event

1.1. Organizer of the Competition

1.1.1. The company 42 Prague z.ú., with its registered office at Kolbenova 1021/9, Vysočany, 190 00 Prague 9, registered in the Commercial Register under file number U 1028 kept by the Municipal Court in Prague (hereinafter referred to as the "Organizer"), is organizing this competition DigiEduHack: EduScale Engine - Code the Future of Systemic Change (hereinafter referred to as the "Competition"), with the support of the company Nadační fond Eduzměna, the procedure and conditions of which are governed by these rules (hereinafter referred to as the "Rules").

1.2. Duration of the Competition

1.2.1. The competition runs from November 11 to November 14, 2025, with an online introduction to the competition and an overview of the rules for contestants taking place on November 11, 2025. Subsequently, the competition itself will take place from November 13 to November 14, 2025, on the 42 Prague campus (AFI City Tower, Kolbenova 1021/9, 190 00 Prague, Czech Republic) (hereinafter referred to as the "Time and Place of the Competition"). The exact schedule of the competition is available on the website and in other information provided to contestants before the start of the competition.

1.3. Contestants

1.3.1. Only individuals over 18 years of age who register by November 4, 2025, by filling out this registration form are eligible to participate in the Competition (hereinafter referred to as the "Contestant"). The Contestant undertakes to provide only true information in the competition registration. Contestants then register into teams of 3-5 members.

1.4. Principle of the Competition

1.4.1. The main challenge is to create an open-source data infrastructure for improving educational equity in the Czech Republic (hereinafter referred to as the "Project").

1.4.2. Projects should meet the following criteria:

- Solve the fragmentation and inaccessibility of educational data in the decentralized Czech education system, which lacks a unified infrastructure for collecting, processing, and analyzing data across different levels of the system.
- Enable evidence-based decision-making through AI-powered analysis of both quantitative and qualitative data (school metrics, documents, transcripts, feedback) with support for the Czech language.
- Create a scalable and secure solution with an open-source license, a privacy-first architecture compatible with GDPR, and an intuitive interface for different user roles (schools, municipalities, regions, ministry).

1.4.3. Other criteria will be specified by the expert jury at the introductory online meeting on November 11, 2025. Detailed evaluation criteria will be published and communicated to all Contestants at this time before the hackathon begins on November 13, 2025.

1.4.4. Projects will be evaluated by an expert jury based on quality, relevance, originality, feasibility, sustainability, and transferability.

1.5. Evaluation Process and Role of the European Commission

1.5.1 In the first phase, projects will be evaluated by an expert jury composed of representatives from Eduzměna Foundation, 42 Prague, and other partner organizations according to the criteria specified in section 1.4.

1.5.2. The winning solution will be automatically submitted to the global evaluation process of the DigiEduHack initiative. This evaluation is conducted by the DigiEduHack Steering Group, composed of experts appointed by the European Commission and initiative partners.

1.5.3. The final winners in four categories (Beginners Award, Experienced Award, Social Impact Award, Disruptive Technology Award) are announced during the Awarding Ceremony 2026, held in Brussels under the patronage of the European Commission. The ceremony takes place as part of the Digital Stakeholder Forum.

1.6. Data Protection Rules (in accordance with GDPR 5/2018)

1.6.1. By submitting the application, the Contestant knowingly and voluntarily gives their express consent to the Organizer for the purposes including but not limited to:

- inclusion in the competition and the corresponding register of Contestants;
- receiving informational emails regarding this competition;
- the potential publication of their personal data to the extent of name, surname for marketing and communication purposes.

1.6.2. Personal data is processed from the time it is provided within the competition until the announcement of the competition results, or until the written withdrawal of consent, but for a maximum of 1 year from its provision. Personal data is obtained from the Contestant based on a truthfully completed registration form. The Contestant's personal data will be processed to the extent specified above in the controller's electronic database, or by a processor with whom the controller concludes a relevant contract.

1.6.3. If a Contestant requests information about the processing of their personal data, the controller, and possibly the processor, is obliged to provide this information without undue delay. Any Contestant who discovers or believes that the controller or processor is processing their personal data in a way that is contrary to the protection of the Contestant's private and personal life or contrary to the law may ask the controller or processor for an explanation or demand that the controller or processor rectifies the situation (blocking, correcting, supplementing, or liquidating personal data). The Contestant also has the right to address their legitimate requests to the controller or processor, and if they do not comply, to the Office for Personal Data Protection, to which the Contestant can also turn directly.

1.6.4. The Contestant may withdraw this consent at any time.

1.7. Other Provisions

1.7.1. The organizer reserves the right to exclude a contestant from the competition without giving a reason if their conduct or actions show signs of unfair or fraudulent behavior. Contestants who do not meet the conditions for participation in the competition or who act in violation of the Competition Rules will not be included in the competition. Even if such a person meets some conditions for winning the competition, for example as a result of providing false information, they will not become the winner. A contestant will be disqualified if the organizer discovers or has reasonable suspicion of fraudulent or unfair conduct by any contestant or any other person who helped the contestant win the competition.

1.7.2. The organizer reserves the right, even without giving a reason, to shorten the duration of the competition, suspend or cancel the competition, or change its Rules.

1.7.3. The organizer has the right to make the final decision in all matters concerning the Competition, and also reserves the right to make the final assessment of whether the conditions set for winning the competition have been met.

1.7.4. In the event of changes to the competition conditions and Rules, this will be done in written form by updating these Rules. The current version of these Rules is available in full on the website. The participant is not entitled to compensation of costs associated with participation in the Competition, even in the event of a change to these Rules.

1.7.5. These Rules are valid and effective as of October 15, 2025.

2. Rights to the Outputs

2.1.1. The Contestant is aware that the client of the hackathon is the company Nadační fond Eduzměna, with its registered office at Prokopova 197/9, Žižkov, 130 00 Prague 3, ID No: 07737459 (hereinafter referred to as the "Client") and all rights to the outputs will be provided by the organizer to this client.

2.1.2. By participating, the Contestant confirms that they waive all claims to the outputs created within the hackathon and agree that the organizer may further use, modify, publish or transfer to third parties these outputs at its own discretion and without the obligation to pay any remuneration or compensation to the creators.

2.1.3. All ideas, solutions, prototypes, source codes, documentation, presentations, designs, applications, developed software, and other outputs created by a Contestant or a group of Contestants during the hackathon become the property of the organizer.

3. Confidentiality

3.1.1. The hackathon Contestant is obliged to maintain confidentiality regarding all confidential information obtained during the event, both in relation to the organizer and the client.

3.1.2. Confidential information is understood to be all information of a technical, commercial, or other nature that is not publicly available and is marked or clearly intended as confidential. Confidential information explicitly includes the entire challenge description, technical documentation, and any other information about the client's systems and processes.

3.1.3. The hackathon Contestant undertakes not to disclose such confidential information in any way to third parties or otherwise use it for any purpose other than participation in the hackathon.

3.1.4. The duty of confidentiality continues even after the end of the hackathon.

4. Use and Utilization of Recordings from the Hackathon

4.1.1. The Contestant acknowledges that photographs, audiovisual recordings, and other materials documenting the course of the event may be made during the hackathon. The organizer reserves the right to use these photographs, recordings, and information about the Contestants, including their names, for promotional and presentation purposes, such as publication on websites, social networks, in press releases, and other media of the organizer, the client, or a third party chosen by the organizer or the client.

4.1.2. By participating in the hackathon, the Contestant agrees to this use of recordings without the right to remuneration for such use.

5. Final Provisions

5.1.1. These hackathon rules constitute a legally binding agreement between the organizer and the hackathon Contestant.

5.1.2. These rules are governed by the legal order of the Czech Republic.

5.1.3. By filling out the application and participating in the hackathon, the Contestant unconditionally agrees to these rules and undertakes to comply with them.