



INTERNATIONAL UNION  
OF RAILWAYS



UNIVERSIDAD  
DE MÁLAGA

## REGIONAL TRAINRAIL HACKATHON RULES 2021-2022

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## 1. PREAMBLE:

In the context of the COVID-19 pandemic, we must demonstrate resilience and adaptability, developing creative and innovative solutions to overcome the crisis.

As part of the activities of the UIC TrainRail project, it was decided to launch a global Hackathon.

The Hackathon is organised in two phases: regional competitions (Asia-Pacific, Russia, Africa, Middle-East, Latin America, Europe) and final competition held in the frame of WCRT 2022 in Russia.

Alongside with common general guidelines and training, each region is free to organize the competition according to its own constraints, specificities and possibilities (form of competition on/off line or both, venue, dates, total number of participants).

The objective of this challenge is to harness the talents of railway companies and universities to reinvent ways of doing things in this sector of activity in order to be in a crisis situation.

## 2. SUBJECT:

The present regulations are to define the terms of organization and participation in the Trainrail Hackathon 2021-2022

## 3. THEMATIC:

The hackathon will be organized under the theme:

**“How can rail be resilient in the face of pandemics? ”**

For information, candidates can consult the work undertaken by the UIC COVID-19 task force published on UIC homepage [www.uic.org](http://www.uic.org)

## 4. ORGANIZER:

The Hackathon, sponsored by (To be defined), is organized by the Mechanical Engineering Department of the University of Malaga (hereinafter the “Organizer”), address: (C/ Doctor Ortíz Ramos, S/N) represented by (its Board of Directors), duly empowered for this purpose, and with the support of its School partners: (To be defined).

## 5. GOALS

The main objective of this Challenge is to give birth to new innovative projects and ideas in the field related to the aforementioned theme by producing prototypes , services, POC using new technologies.

The objectives of the hackathon are:

- Raise awareness of younger generations to the relationship between the development of rail transport and the United Nations Sustainable Development Goals (SDGs).
- Improve their understanding of the spirit of innovation.
- Develop their skills to work with people from diverse backgrounds, which will thus prepare them to become world leaders and thinkers by contributing to a sustainable world.
- Strengthen cultural exchanges between their countries, laying the foundations for the future development of international relations.
- Support the challenges of railway companies and education and training establishments with creativity.
- Promote startups.
- Mobilize the best internal and external talents.
- Turn an idea into reality.

## 6. DATES AND PLACE

- Regional: on 26<sup>th</sup> November 2021 in Ziline, Slovakia (offline) & online.
- International: on 18-20 May 2022 in Moscow, in the frame of WCRT 2022 – 17<sup>th</sup> of May being the day for the contestants of the hackathon .“Best off” regional competitions will be disseminated at the World Congress on Rail Training, Talent & Development (WCRT ), in May 2022

## 7. ELIGIBILITY FOR HACKATHON PARTICIPATION

### Eligibility of applicants:

Eligible candidates are employees of European railway companies, students of European universities and colleges, and members of start ups in the rail sector, previously registered (by e-mail: [rail\\_hackathon\\_eu@uma.es](mailto:rail_hackathon_eu@uma.es)) and preselected with the Organizer, on the site <https://hackathon.railtalent.org/dashboard> and who come demonstrate skills, knowledge to develop innovative projects. Candidates must be of legal age.

A Participant can only be a member of one team.

The presence of the Participants is compulsory when the competition is launched and when the project carried out at the end of the competition is presented to the Jury.

**Eligibility of projects:**

All projects selected by the Review Committee are admitted to the Hackathon.

## 8. REGISTRATION DETAILS

To register for the Hackathon, eligible candidates must do so via email [rail\\_hackathon\\_eu@uma.es](mailto:rail_hackathon_eu@uma.es). Candidates must complete the registration form sent by the Organizing Committee, within the limits of the dates to be set. During the registration process, candidates should include a short proposal related to the topic. This proposal will be used to configure the groups in the regional event.

Registration for the Hackathon is individual but candidates can be part of mixed teams (railway companies / Universities/start ups ), made up of a maximum of 5 Participants for the competition. Organizers will create teams for participants not included in a pre-configured team. Therefore, three types of teams will take part in the competition:

- Typology A) Teams formed by the Organizers (i.e. composed of individual members formed by the Organizer).
- Typology B) Pre-formed by participants mixed teams (i.e. composed by railway + university or + start-up etc.).
- Typology C) Pre-formed by the initiative of the team itself.

Successful candidates will receive an invitation by email specifying the date, times and precise location

The Organizer reserves the right to refuse any registration request that is incomplete or does not meet its expectations.

Successful applicants will be invited to an information meeting on the Hackathon.

## 9. GENERAL CALENDAR

The Hackathon calendar is as follows:

- On July 2021: Publication of the HACKATHON regulations and opening of registrations (by e-mail: [rail\\_hackathon\\_eu@uma.es](mailto:rail_hackathon_eu@uma.es) ).
- On 30th September 2021: Closing of registrations.
- On 15th October 2021: Selection of Participants.
- On October 2021: Information meeting (program and format to be defined).
- On November 2021: Constitution and publication of the teams.
- On 26th November 2021: Competition.

## 10. PROJECTS:

The candidates' projects must relate to the theme of the competition, namely:

**"How can railways be resilient in the face of pandemics? "**

All Projects provided by Participants during the Hack must be original and personal creations that have never been the subject of assignment to a third party, distribution or publication in any form and medium.

The Organizer's civil or criminal liability will not be incurred in the event of presentation, by one of the Participants, of non-original and / or non-personal creations. Each Participant is responsible for the creations they present.

## 11. SELECTION OF PROJECTS

Each of the projects will be evaluated by the Project Review Committee according to these criteria:

- Registration takes place in accordance with the above article "Registration procedures".
- The project falls under the theme of the Hackathon.
- Relevance with regard to the objectives and challenges set out.
- The presented project is an original and innovative creation.
- The project is submitted on time.

## 12. RUN OF THE COMPETITION

1. Presentation of the event and constitution of teams.
  - Presentation of the event and the challenges of the Hackathon.
  - Presentation of open data.
  - Presentation of Participants and constitution of teams.
2. Group work with the supervision of coaches.
3. Group work: Preparation of the pitches.
4. Presentation of projects to the Jury.
5. Deliberation of the members of the Jury.
6. Prize giving.

## 13. JURY

A Jury of Experts will be appointed by the Regional Hackathon Organizing Committee.

They are selected for their professional merit and their expertise in the railway sector, the digital sector and training, with regard to the assessment criteria of the competition.

The Jury will evaluate the projects presented according to a scoring grid.

At the end of each presentation, each member of the Jury will fill out his scoring sheet.

At the end of the presentations, the scores of each juror will be added to determine the projects which have obtained the best consolidated scores.

The Jury is sovereign and does not motivate or justify its decisions. As a result, no complaint can be accepted following the designation of the winner.

## 14. FINAL EVALUATION

The teams will present their project to the Jury in the form of a 15-minute "pitch" to which , Followed with a 5mn Q&A session. Candidates have the free choice of presentation media and present their project in the form of a prototype or a finalized realization.

The projects will be evaluated by the Jury according to the following criteria:

### **Content:**

- Relevance (interest / creativity / usefulness): Is the product / service really useful?
- Originality and/or innovation: Is the product / service unique and / or innovative?
- Alignment of the project with the topic?
- Degree of elaboration of the idea
- Quality: Does the product/service improve the quality/ bring added value for the resilience of railways (employees / partners-customers) to pandemics? (for example: making information available in real time to the customer)?
- Is the project supporting/promoting one or several UN SDGs

### **Applicability:**

- Feasibility: Ability to disseminate the solution.
- Escalability of the project
- Time needed for the application of the solution
- Design: Is the product / service easy and pleasant to use?
- The budget necessary to carry out the project according to its interest and its consistency

### **Team performance:**

- Team: cohesion, quality of presentation, motivation to continue (ability of the team to collaborate and carry out the project)/
- Additional scoring by teams typology:

- Typology A) Teams formed by the Organizers: final scoring will be awarded automatically with extra points ( +15% of the punctuation given by the jury).
- Typology B) Pre-formed by participants mixed teams: final scoring will be awarded automatically with extra points ( +6% of the punctuation given by the jury).
- Typology C) Pre-formed by the initiative of the team itself. Final scoring will be not awarded with extra points.
- Functionalities: The functionalities developed directly during the Hackathon and, if applicable, the functionalities which could be developed subsequently

## 15. SELECTION OF WINNERS

The projects selected by the Jury will be classified and will be announced the same day by the Organizers and made public. The first 3 in the ranking will be awarded.

The best project will be represented internationally by its team.

## 16. SUPPORT

Throughout the Hackathon, coaches, chosen for their expertise in various fields and trained for this purpose by the Organizer, will be available to each team to support the projects. Their role will be to help groups in difficulty, generate ideas and answer technical questions from Participants.

Projects may also be the subject of post-Hackathon support by public or private partners, with a view to implementing the idea.

## 17. PRIZE AWARDING

All participants will receive a certificate of participation in the Hackathon.

An envelope will be allocated and distributed among the winning teams.

The winner team will participate as the representative team of the European Region in the world final at the World Congress on Rail Training, Talent & Development (WCRT), in May 2022.

The prizes will be permanently lost if there is fraud or if it is proven that the creations delivered as part of the Competition are wholly or partly non-original and / or non-personal.

## 18. LOGISTICS:

The Organizers will make available to the Participants and during the Competition, the means and all the logistics necessary to carry out their project until the end of the Competition: A high-speed WIFI connection, electrical outlets, catering, coffee, etc.

## 19. CONFIDENTIALITY

Each of the Participants undertakes not to disclose any information to which they may have access during the Hackathon, as long as this information is of a sensitive nature, in particular on a financial, ethical, economic, technical and commercial level.

## 20. INTELLECTUAL PROPERTY

The Participants declare and guarantee to the Organizer, when submitting their project, that they are the authors of all the creations submitted by themselves as part of the Hackathon, that all the creations submitted in this context comply with the laws and regulations in force as well as the rights of third parties, in particular all rights relating to property, intellectual property (trademark law, domain names, copyright, neighbouring rights, sui generis right of the database producer ...), Personality and in particular the right to the name and image of people or goods represented on the creations and / or attached to the creations.

It is implicitly assumed that the intellectual property rights related to copyright and neighbouring rights belong to the participating group.

In the case the group is mixed or in the case that the group is sponsored by an organisation, the participants to the group should negotiate and arrange the distribution of the intellectual rights before the event and participation.

The organizer does not negotiate or arrange intellectual property rights with third parties except the participating group and is not bound by the arrangements of the participating group with third parties.

The fact of enrolment and participation in the event means that the participating group gives its consent to the organizer related to following rights:

- world-wide free publication by the organizer of the general description of the idea, design, products for publicity of the event and the UIC activity for unlimited period. The general description means title of the project, other information contained in the registration form, presentations or texts demonstrated during the regional and final event. On the request of the participating team the organizer should use another presentation or text specially and timely provided by the participating team for publicity and information.
- organizer (-s) have the right to free use of photo and video registered during the event.

Other wholly-owned subsidiaries of the organizer of the competition also have the above rights.





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If the organizer needs to use the products or idea for other purposes, it shall negotiate with the participating team and acquire permission.

## 21. PERSONAL DATA OF PARTICIPANTS

The information collected from the Hackathon registration form will be subject to computer processing by the Organizers which is intended for its services. The purpose of this processing is the administrative management of registrations for the Hackathon, the production of statistics on the composition of the group of Participants and the sending of practical information relating to registrations or more generally to the organization of the Hackathon.

The legal rules of the organizing country, in the field of "PERSONAL DATA" will be respected.

## 22. IMAGE RIGHTS:

Each Participant grants the Organizer, its representatives, providers for payment or on a voluntary basis and to any person acting on its order or with its permission the irrevocable authorization to publish all the photographs, images and videos, sound recordings taken during the Hackathon. .

Images, photographs and sound recordings may be used in any form whatsoever.

## 23. GENERAL OBLIGATIONS AND RESPONSIBILITY:

Applicants are responsible for the information they communicate to the Organizers as part of this Hackathon.

The Participants undertake to comply with the safety rules, these regulations and the other Participants.

The Organizers reserve the right to refuse participation or to exclude any person and / or team for reasons of safety or of non-compliance with these Rules and any person disturbing the progress of the Hackathon.

## 24. COMMUNICATION:

Participants are authorized to communicate on the digital services or applications they produced as part of the Hackathon and to publish their results in any form or medium (newspapers, printed matter, leaflets, publications, etc.). Any publication must make reference to the organizing institutions and to the database made available.

The Organizers are authorized to communicate on the Hackathon and on the digital services or applications produced within the framework of the Hackathon and to publish their results in any form (by means of publication, newspapers, printed matter, leaflets, communications ... ) on all media, especially electronic.



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The members of the winning teams are likely to be asked by the Organizers to present their projects at communication events organized subsequently.

## 25. LANGUAGE

English is the language of the Hackathon. Projects and associated documents must be written and presented in this language.

## 26. INTERNATIONAL COMPETITION

The best project selected by the Jury will be presented by the team that designed it, during the “WCRT 2022” congress, which will take place in Moscow and will compete with the winning teams of other regional Hackathons for the rewards awarded by the organizers of this congress.

Travel and subsistence expenses will be covered by the Regional Hackathon Organizer and the WCRT Organizers.

## 27. ACCEPTANCE OF THE PRESENT RULES

Participants undertake to comply with all of these Rules and to meet the conditions relating to registration and participation in the Hackathon.

These regulations are available on the event website during the Competition period.

Participation in this Competition implies full and unreserved acceptance of these regulations and any amendments.

In the event of force majeure or a similar event, the Organizing Company reserves the right to postpone, shorten, extend, modify or cancel this Competition without its liability being incurred as a result.

Candidates refrain from any claim or request for compensation in this regard.

## 28. LIABILITY AND LITIGATION

The Organizer reserves the right to postpone, shorten, extend, modify or cancel the Competition if the circumstances so require, it cannot be held liable for this fact.

Additions or modifications to these regulations, in the event of force majeure, may possibly be published during the Competition. They will be considered as annexes to these regulations.

These regulations are subject to the law of the organizing country.

In the event of a dispute, the parties involved will endeavour to settle their dispute amicably.



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Any dispute arising out of the Competition and which cannot be settled amicably will be submitted to the competent courts of the organizing country.