

Rules & Regulations of CEE Hacks Hackathon: EUROPEAN HEALTHCARE HACKATHON 2023

The CEE Hacks Hackathon (the “Hackathon”) is administered by Insane Business Ideas s.r.o. (the “Organizers”) and its Hackathon partners and Hackathon Sponsors (as listed on www.hackhealth.eu) and any other unnamed, publicly identified sponsors, collectively the “Sponsors”). The Hackathon is governed by the rules set out below. By entering the Hackathon, you agree to abide by the rules and decisions of the Organizers and the Hackathon judges, as further defined below. You also agree to comply with all applicable laws.

1. PURPOSE

The Hackathon is an opportunity for individuals to submit a Submission (hereinafter defined) that leverages technology, IT, data, SW, and HW (IoT) to solve the challenges presented.

2. ELIGIBILITY

The Hackathon is open to anyone 15 years of age or older at the time of entry. The Hackathon is not open to Organizers’ or Sponsors’: (1) employees or internally contracted vendors of Organizer or their parent/subsidiaries, agents, and affiliates; (2) the immediate family members (i.e. spouses, siblings, children, parents, spouse’s parents or the spouse of any of those individuals) or members of the same household of any such employee or vendor; (3) anyone professionally involved in the development or administration of this Contest; (4) employees or internally contracted vendors of governments and government-affiliated companies or organizations; or (5) any employee whose employer’s guidelines or regulations do not allow entry in the Contest or acceptance of the prize(s).

Any individual who is eligible to enter the Hackathon (whether as an individual or as part of a team – see below) in accordance with these Official Hackathon Rules and Regulations (the “Rules”), as determined by Insane Business Ideas s.r.o. in their sole and absolute discretion, will hereinafter be referred to as an “Eligible Entrant(s)”.

Eligible Entrants are subject to verification in the sole and absolute discretion of the Organizers. Organizers reserve the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to Organizers – including, without limitation, government-issued photo identification) to participate in this Hackathon. Failure to provide such proof to the satisfaction of Organizers in a timely manner may result in disqualification. Eligible Entrants hereby consent to such verification efforts and shall reasonably cooperate fully and in good faith with Organizers and/or Organizers throughout the duration of the Hackathon. Organizers, in their sole and absolute discretion, may suspend, remove or otherwise eject any Eligible Entrants suspected of providing false, misleading, or other information that may fail to comply with these Rules, any applicable Site Acceptable Use Policy, or any other Hackathon Rules. By participating, entrants hereby: (a) agree to be bound by these Rules, and the decisions of the Organizers, which shall be final and binding; and (b) waive any right to claim ambiguity in the Hackathon or these Official Rules, except where prohibited by law. Once submitted, a Submission cannot be deleted or canceled.

3. THE ENTRY PERIOD, HACKATHON DATES, AND PARTICIPATION OPTIONS

Registration to participate in the Hackathon begins on 1 October 2023 at 08:00 a.m. CET and ends on either: (i) 23 November 2023 at 23:59 p.m. CET; or (ii) when all spaces available at the Hackathon become full. The Hackathon begins on 24 November 2023 at 8:00 a.m. CET and ends on 26 November 2023 at 6:00 p.m. CET or at the conclusion of the judging period, whichever is later (the “Hackathon Period”). Participants can enter the Hackathon by signing up at www.hackhealth.eu (the “Website”). All entries will receive a confirmation email, participants must respond and confirm their attendance in order to secure a spot for the Hackathon.

4. HOW TO PARTICIPATE

An Eligible Entrant must register for the Hackathon during the Entry Period, at www.hackhealth.eu.

5. TEAMS

Participants must apply either (i) as a team of three (3) or (ii) as a single person that will be allocated a team by the Organizers with each participant meeting the requirements of an Eligible Entrant and being registered to participate in the event. For greater certainty, individuals may not work on multiple teams. If it is discovered that an Eligible Entrant is found to have participated more than once, then (in the sole and absolute discretion of the Organizers) he/she, the team(s), and all the Eligible Entrants participated with may be disqualified from the Hackathon and corresponding Submissions (as set out below) may be subject to disqualification.

6. HACKATHON DETAILS

During the Hackathon Period, all Eligible Entrants participating will be required to create and demonstrate a Submission (Submission Requirements listed below). All Eligible Entrants will be required to provide their own computer and any other equipment required to develop a Submission.

7. SUBMISSION REQUIREMENTS

BY COMPLETING AND DEMONSTRATING A SUBMISSION, EACH ELIGIBLE ENTRANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES AND REGULATIONS. THE ORGANIZERS, SPONSORS, OR ANY OF THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES, OR AGENTS (COLLECTIVELY THE "RELEASED PARTIES") WILL BEAR NO LEGAL LIABILITY REGARDING THE USE OF ANY SUBMISSION BY THE ORGANIZERS (OR ANY OTHER ENTITY). THE RELEASED PARTIES SHALL BE HELD HARMLESS BY EACH ELIGIBLE ENTRANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE OR THE TEAM HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES AND REGULATIONS.

Submissions must never have been previously published, exhibited publicly, or selected as a winner in any other contest. All proprietary code used in the Submissions must be developed during the hackathon period. To be eligible for entry in this hackathon, a Submission must meet the following specific requirements:

- submitted via InnoPowerMe platform available at submissions.hackhealth.eu when the hackathon starts or via other channel specified by the organizers at the hackathon
- acceptable submission types: Functioning Prototype in the form of a .zip file, web site or mobile application demo or other hardware or software together with the filled form available at submissions.hackhealth.eu when the hackathon starts
- use a code repository and data provided by the Organizers if available
- publicly available API may be used at the hackathon and its use may be required to be documented by the organizers

By participating at the hackathon, each participant agrees to be legally bound by these Rules and by the interpretation of these Rules by the Organizers, and further warrants and represents that his/her team's Submission:

- is original to at least one of the team members and at least one of the team members has obtained all necessary rights in and to the Submission (and all components thereof) to enter the hackathon;
- does not violate any law, statute, ordinance, or regulation;
- does not contain any reference to or likeness of any identifiable third parties, unless consent has been obtained from all such individuals and their parent/legal guardian if they are

under the age of majority in their jurisdiction of residence (note: if consent cannot be obtained for an individual appearing in the Submission, then his/her face must be blurred out and voice (if applicable) must be altered so as to be unrecognizable);

- will not give rise to any claims of intellectual property infringement, invasion of privacy or publicity, or infringe on any rights and/or interests of any third party, or give rise to any claims for payment whatsoever; and
- is not defamatory, trade libelous, pornographic or obscene, and does not violate any laws relating to hate speech, and further that it will not contain, depict, include or involve, without limitation, any of the following: nudity; alcohol/drug consumption or smoking; explicit or graphic sexual activity, or sexual innuendo; crude, vulgar or offensive language and/or symbols; derogatory characterizations of any ethnic, racial, sexual or religious groups; content that endorses, condones and/or discusses any illegal, inappropriate or risky behavior or conduct; personal information of individuals, including, without limitation, names, telephone numbers and addresses (physical or electronic); commercial messages, comparisons or solicitations for products or services; any identifiable third party products, trademarks, brands and/or logos (note: if the necessary consents cannot be obtained, then all identifiable third party products, trademarks, brands and/or logos must be blurred out so as to be unrecognizable); conduct or other activities in violation of these Rules; and/or any other content that is or could be considered inappropriate, unsuitable or offensive, all as determined by the Organizers in their sole and absolute discretion

Submissions must be submitted in English.

8. INTELLECTUAL PROPERTY

By providing the Submission to the Organizers in connection with the Hackathon, each Eligible Entrant shall retain all right, title, and interest (including copyright) in and to the Submission, and shall grant to the Organizers a worldwide, gratuitous, irrevocable, and non-exclusive license to copy, use, modify, reproduce, display, adapt and transmit the Submission for use in their business activities including all media now known or hereafter devised in perpetuity beginning on the date of submission, in connection with the administration, promotion and exploitation of the Hackathon, and for the purposes of marketing, advertising or promoting any of the Organizers and Sponsors, as well as developing their products or services.

The Eligible Entrant hereby confirms that the Submission is an original work, solely created by the Eligible Entrant (or the team, if applicable) and that no third party participated as an author, co-author, photographer, or otherwise in the creation of the Submission or any part thereof. Organizers assume no responsibility for any claims of infringement of rights to copyright, privacy, and/or personality, and all such liability shall remain with the Eligible Entrant and/or team. Organizers reserve the right to exclude any Submission on the basis of concerns relating to the rights of third parties, including but not limited to privacy, copyright, defamation, rights of personality, obscenity, or hate speech, as determined by Organizers in their sole discretion.

9. SUBMISSIONS PREVIEWED ON THE WEBSITE

Organizers may, in their sole and absolute discretion, choose to display certain Submissions or parts thereof on the CEE Hacks website (www.hackhealth.eu) or any of the partners or sponsors' websites. For greater certainty, the fact that a Submission has (or has not) been displayed on these or other websites will NOT impact the winner selection process (selection process set out below).

10. PRIZES

First place prize: One (1) First Prize consisting of the equivalent of EUR 3,000.

Second place prize: One (1) First Prize consisting of the equivalent of EUR 2,000.

Third place prize: One (1) First Prize consisting of the equivalent of EUR 1, 000.

Partner Prize: Unspecified number of partner non-cash prizes will be available for specific challenges. Limit one (1) prize per Eligible Entrant or team. The approximate retail values are subject to change based on current market conditions at the time of prize fulfillment. Winners are not entitled to any surplus between the actual retail value (ARV) of the prize and stated ARV and any difference between stated ARV and actual value of the prize will not be awarded. No substitution, assignment, transfer, or cash redemption of any prize is allowed by Winner. The organizer reserves the right to substitute a prize with another prize of equal or greater value should the advertised prize become unavailable for any reason. If applicable, prizes may be awarded in the form of voucher(s), coupon(s), and/or gift card(s) at the Organizer's sole discretion. If a potential winner is unable to participate in or accept the prize or any portion of the prize or any reason, Organizer shall have no further obligation to such a potential winner. Neither Organizer nor any of its prize suppliers will replace any lost or stolen prizes, cards, or certificates after being awarded to winners. In no event will Organizer be responsible for awarding more than the stated number of prizes. Winners will be notified by phone, mail, and/or email, at Organizer's discretion. The organizer's decision will be final in all matters.

Organizers may award other prizes based on partner agreements.

11. WINNER SELECTION PROCESS

- A panel of judges appointed by the Organizers (the " Judges") will be in charge of reviewing all
- Submissions are deemed eligible based on the Hackathon theme and challenges.
- Each Submission will be judged by at least 5 judges.
- Judges will evaluate all Submissions using judging criteria under Section 12.
- Partners may award Prizes at their absolute discretion to any number of teams regardless of the voting by Judges.

12. JUDGING CRITERIA

- Functionality
- Innovation
- Business Potential

13. CONDUCT

By registering and participating in the Hackathon, you agree to comply with the Hackathon Code of Conduct, as well as any other rules, restrictions, or instructions provided by the Hackathon staff. You acknowledge that failure to comply with any of the above may result in your immediate disqualification from the Hackathon and removal from the Hackathon venue. Use of any automated entry device or software is prohibited. Creation or use of multiple accounts for registration or participation in the Hackathon is prohibited. To the extent, the Hackathon uses or requires the functionality of any third-party website (e.g., social media sites or platforms that enable broad communications, collaboration, and/or posting of videos), you understand that the Hackathon is not sponsored by such third parties, and further agree to follow the policies on such website(s), as applicable. Organizers reserve the right to disqualify any entrant they find to be tampering with the entry process or the operation of the Hackathon or violating these rules and regulations, or otherwise acts in an uncooperative, unsportsmanlike, disruptive, abusive, or threatening manner; and Organizers reserve the right to cancel the Hackathon should it suspect fraud or for reasons out of the control of Organizers. Any attempt to deliberately damage the Website or any other website affiliated with the Hackathon, or the Organizers, to undermine the legitimate operation of this Hackathon, or to abuse, threaten or harass any Participants or Hackathon staff may constitute a violation of criminal and civil laws and should such an attempt be made, the Organizers may disqualify you, may ban you from participating

in any future hackathons or similar events, and reserve the right to seek remedies and damages to the fullest extent permitted by law.

14. GENERAL CONDITIONS

By entering the Hackathon, each Eligible Entrant agrees to the use of his/her Submission, along with his/her name, address, voice, statements about the Hackathon and/or photograph or another likeness without further notice or compensation, in any publicity or advertising carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

In consideration of being selected to participate in the Hackathon, and agreeing to so participate, each Eligible Entrant further grants to the Organizers the right to record and/or photograph himself/herself during the Hackathon Period and the right to use any such recordings and photographs, without further notice or compensation in any publicity or advertisement carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

Following the Hackathon Period, Organizers shall not be required to retain records of any Submissions. The Released Parties will not be liable for: (i) any failure of the Website before, during or after the Hackathon Period; (ii) for any technical malfunction or other problems relating to the telephone network or lines, computer on-line systems, servers, access providers, computer equipment or software; (iii) the failure of any entry to be received for any reason, including, but not limited to, technical problems or traffic congestion on the internet or at any website or for any entry to be deemed inadmissible during Phase 1; (iv) any injury or damage to an Eligible Entrant's or any other person's computer related to or resulting from participating or downloading any material in the Hackathon; (v) any illness, injury, sleep deprivation, stress related illness/injury or any other illness/injury of any kind claimed to be caused by or related to an Entrants entry or participation in this Hackathon; (vi) any combination of the above; and/or (vii) any direct, indirect, incidental, consequential or punitive damages to persons, including without limitation, disability or death. Without limiting the foregoing, everything on the Website and in connection with the Hackathon is provided "AS IS" without warranty of any kind, either express or implied, including but not limited to, the implied warranties of merchantability, fitness for a particular purpose, and noninfringement. Some jurisdictions may not allow the limitations or exclusion of liability for incidental or consequential damages or exclusion of implied warranties, in which case such limitation or exclusion shall apply only to the extent permitted by the law in the relevant jurisdiction. All costs and expenses, including support services, not specifically listed above as part of the prize, are solely the winner's responsibility.

BY ENTERING THE HACKATHON, EACH ELIGIBLE ENTRANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE RELEASED PARTIES FROM ANY AND ALL DAMAGES (INCLUDING DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES TO PERSONS, INCLUDING WITHOUT LIMITATION DISABILITY OR DEATH), INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO: (A) FAILURE BY THE ELIGIBLE ENTRANT TO COMPLY WITH ANY OF THESE RULES; (B) ANY MISREPRESENTATION MADE BY AN ELIGIBLE ENTRANT UNDER THESE RULES OR OTHERWISE TO ANY OF THE RELEASED PARTIES IN REGARDS TO THE HACKATHON; (C) PARTICIPATION BY THE ELIGIBLE ENTRANT IN THE HACKATHON; (D) RECEIPT, USE OR REDEMPTION OF ANY PRIZE BY THE ELIGIBLE ENTRANT, OR HIS/HER INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE; (E) ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, INVASION OF PRIVACY, COPYRIGHT INFRINGEMENT, TRADEMARK INFRINGEMENT OR ANY OTHER INTELLECTUAL PROPERTY RELATED CAUSE OF ACTION.

The Organizers reserve the right to withdraw, suspend or amend is Hackathon in any way, in the event of any error, technical problem, computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure or any other cause beyond the reasonable control of the Organizers that interferes with the proper conduct of this Hackathon as contemplated by these Rules. Any attempt to deliberately damage the Website or any website or to undermine the legitimate operation of this Hackathon is a violation of criminal and civil laws and should such an attempt be made, the Organizers reserve the right to seek remedies and damages to the fullest extent permitted by law. The Organizers reserve the right to cancel, amend or suspend this Hackathon, or to amend these Rules, without prior notice or obligation, in the event of an accident, printing, administrative, or other error of any kind, or for any other reason. The Organizers also reserve the right to withdraw, suspend or disqualify any hackathon participant at their absolute discretion. The decisions of the Organizers with respect to all aspects of this Hackathon are final and binding on all entrants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of Eligible Entrants and/or Submissions. All issues and questions concerning the construction, validity, interpretation, and enforceability of the Hackathon Rules or the rights and obligations as between the Eligible Entrant and the Organizers in connection with the Hackathon shall be governed by and construed in accordance with the laws of the Czech Republic. The Organizers reserve the right, in their sole and absolute discretion, and without prior notice, to adjust any of the dates and/or time frames stipulated in these Rules, to the extent necessary, for purposes of verifying compliance by any Eligible Entrant or Submission with these Rules, or as a result of technical problems, or in light of any other circumstances which, in the opinion of the Organizers, in their sole and absolute discretion, affect the proper administration of the Hackathon as contemplated in these Rules. The Organizers further reserve the right, in their sole and absolute discretion, and without prior notice, to terminate or cancel the Hackathon or any part thereof. In the event of a dispute as to the source of any Submission, the authorized account holder of the email address used to enter will be deemed to be the person making the Submission. The authorized "account holder" is the natural person assigned an email address by an Internet access provider, online service provider, or other organization responsible for assigning email addresses for the domain associated with the submitted address. All entrants are solely responsible for compliance with any applicable laws, rules, and regulations, contractual limitations and/or office or company policies, if any, regarding entrant's participation in trade promotions or acceptance of promotional prizes; and by entering the Hackathon, entrant confirms that he or she is not in violation of any of the foregoing and has obtained the consent of his or her employer to participate, if applicable. If an entrant is not permitted to accept any received prize, then the entrant may return such prize to Organizers; and Organizers will refund the cost of shipment, as appropriate. Organizers are not responsible for: (a) lost, late, misdirected, undeliverable, incomplete or indecipherable entries due to system errors or failures, or faulty transmissions or other telecommunications malfunctions and/or entries; (b) technical failures of any kind; (c) failures of any of the equipment or programming associated with or utilized in the Hackathon; (d) unauthorized human and/or mechanical intervention in any part of the submission process or the Hackathon administration; (e) technical or human error which may occur in the administration of the Hackathon or the processing of entries; or (f) other factors beyond Organizers' reasonable control. Organizers are not responsible for injury or damage to any entrant's or any other person's computer related to or resulting from participating in the Hackathon. If for any reason the Hackathon is not capable of running as planned by Organizers, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes which, in Organizers' sole determination, corrupts or affects the administration, security, fairness, integrity, or proper conduct of the Hackathon, Organizers reserve the right in their sole discretion to cancel, terminate, modify or suspend the Hackathon. Organizers shall not be liable to any entrant or other person for failure to supply any prize or any part thereof, by reason of the prize becoming, for reasons beyond the reasonable control of Organizers, unavailable or impracticable to award, or for any force majeure event, technical or equipment failure, terrorist acts, labor dispute, or act/omission of any kind (whether legal or illegal), transportation interruption, civil disturbance, or any other cause similar or dissimilar beyond Organizers' control.

15. TAX CONSIDERATIONS

Each winner will be solely responsible for any local, country, or any other applicable taxes, and any other costs, expenses, and fees in connection with the prize.

16. PRIVACY POLICY - Consent to the processing of personal data

All Hackathon participants give free and informed consent to the Organizers for the purpose of organizing the event European Healthcare Hackathon 2023 on November 24 and 26, 2023 to collect, process, store and share their personal data to the extend, under conditions and for the purposes given below. You agree that the Company collects and processes your following personal data: name, surname, date of birth, age, e-mail address that you provided to the Company as your contact e-mail, your country of residence and nationality, your photographs that were or will be taken during Hackathon, your level of education, your level of programming skills, as well as your presentation done during Hackathon and your performance results in Hackathon (hereafter all collectively as "personal data").

You declare that this consent is given as an expression of your free will, without any reservations or duress. You understand that signing this consent is not a precondition to your participating in Hackathon. Nonetheless, your participation in Hackathon would not be possible without you disclosing your identity to the Company for the purpose of organizing the Hackathon.

The consent is given to Insane Business Ideas s.r.o. Identification Number 24818607, with registered seat at Všešrdova 437/15, 118 00 Prague 1, Czech Republic. contact email: tomas@inbui.com (hereafter only as „Controller“)

A. Description of categories of data that the Controller is processing about you, together with the purposes for the processing of personal data. The Processor will be processing your personal data for the Controller, the Controller shall process your following personal data:

- Name and surname,
- Date of birth and age
- E-mail
- Nationality
- Photography taken during the events held by the Controller
- Level of education
- Level of programming skills
- Your results and performance during the events held by the Controller

This data shall be processed for the following purposes:

- Sending of information about future events held by the Controller and persons associated with him
- Organizing and publishing results of events held by the Controller where you shall participate in the future
- Transfer to personal data to persons that are Partners or Sponsors of events held by the Controller for the purpose of commercial use of sending of job vacancies announcements of the Partners or Sponsors, offers of other services of the Partners or Organizers and offer of events organized by the Partners or Organizers. Your consent is not a precondition to your future participation in events held by the Controller; nonetheless, without granting the consent, the Controller shall not be authorized to send information to you about future events.

B. Period for which the consent is granted; Information about the time period for the erasure of the categories of data. The consent is given for a period of 10 years, starting from the date of giving the

consent. Data processed as based on your consent shall be erased as soon as they are no longer needed for the given purpose, by the latest when the consent expires or is withdrawn.

C. Data protection officer contact information The data protection officer was not designated since the Controller is not obliged to do so.

D. Description of categories of recipients to whom your personal data may be transferred, including transfer to third countries or to international bodies. By granting our consent you agree that your personal data might be transferred to the Processor, Partners, Sponsors as well as to persons cooperating with the Controller. These persons are obliged, based on a contractual liability to the Controller, to fulfill a duty to protect the data. All personal data can be transferred to providers of postal, legal, and accounting services, that are obliged, based on a contractual liability to the Controller, to fulfill a duty to protect the data. Personal data shall not be transferred to third countries or to international bodies.

E. Information about your rights a. The Controller shall provide upon your request information about measures taken according to sections 15-22 of the Regulation, without undue delay, and in all cases within a period of one month from receipt of your request. b. You have the right to request the right to access the data that is being processed about you, ask for a correction of possible inaccuracies, as well as the erasure of the data (right to be forgotten) or restriction of processing, as well as raise objection against the processing in any time and without giving a reason. You have a right to obtain a certification whether your data is or is not being processed by the Controller. These rights shall be exercised by sending an e-mail or a letter to the address of the Controller given above. c. You have the right to access the personal data concerning you, which you have provided to a controller, in a structured, commonly used and machine-readable format and have the right to transmit those data to another controller without hindrance from the controller to which the personal data have been provided. These rights shall be exercised by sending an e-mail or a letter to the address of the Controller given above. d. You have the right to revoke your consent anytime by sending an e-mail or a letter to the address of the Controller given above. e. You have the right to complain anytime at the relevant controlling office against all actions of the Controller. f. The Controller does not use your data for automated individual decision-making, including profiling. The rights given above can be exercised through the Controller or Processor.

F. Description of technical and organizational measures taken by the Controller and Processor for protection of your personal data:

- Protection against unauthorized access to the data. Access to the discs and files containing your data is protected by the Controller and Processor namely as follows. Discs and files containing data are located in a lockable room of the Processor. Entry into that room is granted only to authorized persons. Other persons are allowed to enter only when accompanied by authorized persons. Software access is protected by username and password.
- Protection about unauthorized reading, copying, transfer, editing, and erasure of your data. Software access to your data is protected by username and password. The system of the Processor takes note of all access to individual data. Authorized persons are trained in data protection, any additional training will be recorded. Additional controls are executed of the setup of the system, as well as of adhering to the rules here established.
- Protection against a breach from the outside. The software of the Processor is connected to the Internet. Measures in a form of firewall, login and password protection, HTTPS protocol access, and measures by the web service provider are in effect. Additional controls are executed by persons authorized by the Processor.

- Protection against unauthorized use of access (negligence). Each access to the system of the Processor is recorded, while the access logs can be compared. Passwords are changed regularly.
- Protection against lack of awareness. All authorized persons were duly trained and shall be periodically re-trained. Training shall consist mainly of information of these persons about the functionality of the system of the Processor, as well as software functionalities and its updates, as well as rights and obligations under the Directive.

17. COSTS OF PARTICIPATION

Application to the Hackathon is free of charge. Travel costs will be reimbursed to selected applicants without permanent residence in the Czech Republic. The maximum amount for the reimbursement of travel costs is CZK 3 750 (the equivalent of EUR 150) per participant. Accommodation IS NOT PROVIDED by the Organizers. Food and nonalcoholic drinks will be provided free of charge by the Organizers throughout the Hackathon. Participants are required to bring their own sleeping mats and bags should they wish to sleep on-premises.

Code of Conduct at CEE Hacks Hackathon: EUROPEAN HEALTHCARE HACKATHON 2023

Provided by: hackcodeofconduct.org

Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, or religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

Photography is encouraged, but other participants must be given a reasonable chance to opt-out from being photographed. If they object to the taking of their photograph, comply with their request. It is inappropriate to take photographs in contexts where people have a reasonable expectation of privacy (in bathrooms or where participants are sleeping). Participants asked to stop any harassing behavior are expected to comply immediately. As this is a hackathon, we like to explicitly note that the hacks created at our hackathon are equally subject to the anti-harassment policy. Sponsors and partners are also subject to the anti-harassment policy. In particular, sponsors should not use sexualized images, activities, or other material. Sponsor representatives (including volunteers) should not use sexualized clothing/uniforms/costumes or otherwise create a sexualized environment. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of hackathon staff immediately. Hackathon staff will be happy to help participants contact any local security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the hackathon. We value your attendance.

If a participant engages in harassing behavior, the hackathon organizers may take any action they deem appropriate. This includes warning the offender, expulsion from the hackathon with no refund (if applicable), or reporting their behavior to local law enforcement. We expect participants to follow these rules at hackathons and workshop venues and hackathon-related social events.