Energy Hackathon: Rules

Competition challenge

How would you and your team visualise energy and energy consumption so that it would make learning about energy easy and fun especially for children and youth?

The theme of the Energy Hackathon is: **City and buildings as a learning environment in energy theme**

In the Energy Hackathon, we are looking for new solutions on how energy and energy consumption could be made more visible and saving energy interesting in concrete and fun ways. What kind of new digital applications or games could facilitate learning about energy inside and outside buildings?

The target group of the solutions should be end-users, especially children and youth.

Who can participate?

Any natural person or legal entity can take part in the competition (apart from such persons who have participated in the planning and organising of the competition). The competition entries are made preferably in groups but it is also possible to participate individually (=group consisting of one person only).

The competition entry can also be used to participate in other similar competitions. However, an entry that has been used to participate in another competition earlier cannot be submitted for this hackathon.

Participating in the competition requires registration, participation of a person or a team member in the opening of the hackathon on Friday May 17th and the presentation of the entry on Saturday May 18th. It is not possible to participate these remotely via web. When the entry has been presented to the jury, changes can no longer be made.

Regarding competition entries

The competition theme is city and buildings as a learning environment in energy theme. The entry must be related to the competition challenge and present solutions that will help to make energy theme more visible and interesting, and in which buildings or the city is being utilised as a learning environment in the energy theme.

The entry must take into account the target group – end-users especially children and youth. The competition entry can be technical or non-technical. It can be a game, technically implemented application, an application plan, an idea, a concept or a business plan that has been documented in a way that it can be further presented. The entry must utilize elements of visualisation and gamification.

It is suggested that data and other elements which help to demonstrate the theme will be utilised in the entry in a versatile way. For example, building's energy data (will be delivered to participants), other open source data, and for example elements of augmented reality. It is recommended for the team to test the idea with the target group if possible.

The teams will receive energy and consumption data from cities' service buildings (e.g. a school) from one-week period in spring 2019 as well as real-time data that is available

between 13.-19.5.2019. The solutions should be designed so that it is possible to scale and implement them elsewhere.

Building data that can be used in the competition will be published on April 15th 2019 and it is possible to familiarize with it in advance. The materials and further instructions will be delivered to registered Hackathon participants. It is allowed to use also any kind of open source data.

Each team decides the extent of the solution, data used and more specific focus themselves. The team can start working with their entry after the competition challenge has been launched on March 27.3.2019.

It is possible for the team to work and pitch in English, but the Hackathon event will be mainly in Finnish. It is possible to receive support and sparring for development of the ideas in English.

Support during the competition

The contestants have an opportunity to utilise expertise of different parties in the hackathon. Representatives of 6Aika Energy Wise Cities project as well as 6Aika Smart Learning Environments project will be present during the event. In addition, the event facilitator Educraftor and the cooperation partners Tieto Finland Oy, ISS Oy, Fortum Oyj and Turku Energia will be sparring the teams during the hackathon.

Evaluation of competition entries

The jury of the competition will evaluate the competition entries that have been given and presented to the jury on 18th of May 2019 using the following criteria:

- How the idea / solution responds to the challenge
- The innovativeness / novelty value of the entry
- Good usability and a customer-oriented implementation
- Good business potential and scalability of the solution
- Creative combining and utilisation of information sources
- How the target group has been taken into account in the entry

Depending on the quality and content of the competition entries, the jury holds the right to put emphasis on certain criteria in a way it sees fit, maintaining the respective comparability.

Competition time, the jury and hackathon prizes

Hackathon begins on March 27th 2019, when teams can start developing their idea. The Hackathon main event will start on May 17th 2019 around 11.00 at SparkUp, Tykistökatu 4, Turku.

The competition entries are presented for the jury from May 18th 2019 around at 15:30 pm onwards, after which the jury will select the best entries. The award sum of 4000 € will be distributed as the jury sees fit.

In addition, one or several teams will be selected and will be offered an opportunity to develop ideas further with 6Aika Energy Wise Cities project partners and cities Turku Helsinki,

Espoo and Oulu and with 6Aika Smart Learning Environments project. It is possible to test and develop the solutions further in selected pilot schools in 6Aika Energy Wise Cities project together with users and the city administration. Smart Learning Environments project offers a possibility to test and pilot the solutions in real-life environment as well as offers sparring for further development of the ideas and help with finding cooperation partners.

After the Hackathon, the winners will be offered also a possibility to discuss the further development of the entry with different experts (e.g. Fortum Oyj, Tieto Finland Oy) during 2019.

The winning team will have a chance to present their solution in 6Aika –stand at SHIFT Business festival between August 29-30 2019.

The jury will also give away Lenovo lap tops as a prize.

The jury of the competition reserves the right to accept or reject all entries.

Rights and taxation

The authors of the competition entries will hold the rights to their work.

The award sums are taxable earned income for their recipients. City of Turku will report the information to Finnish Tax Administration through the Incomes Register. The recipient of the award is responsible for paying the tax related to the award. The award receiver needs to check the information in the pre-completed tax return, and if needed report the award sum in the tax return.

The organiser of the competition reserves the right to make changes to the rules. These will be notified on the website of the hackathon http://energiaviisaat.fi/energyhackathonenglish/.