EPFL BIOTECH HACKATHON 2020 REGULATIONS

Committee SV Industry*

ABSTRACT

The EPFL Biotech Hackathon 2021 is a brand new event organised by SV Industry, the association of EPFL that links EPFL life science students with industries. This type of event is very well known as an innovation accelerator in the field of software development but the same concept can be applied to other fields such as Biotechnology. EPFL Biotech Hackathon 2021 will bring together bright-minded students with different backgrounds and let them work on today’s real-world problems in the biotechnological domain online for 36h.

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*to be found on svindustry.epfl.ch
I. ELIGIBILITY

1. Every student of EPFL (bachelor, master, PhD) and Schools in Lausanne’s region can participate.

II. REGISTRATION

1. Participants must register on the SV Industry website individually, or in a team of maximum 5 people. Teams of 5 people will be formed/completed on Friday evening by the participants and the organizers. There should be at least two faculties/schools represented in each team to help bring together students of different backgrounds.

2. A minimal number of 30 students must be registered for the event to take place.

III. ATTENDEE CONDUCT

1. Attendees must be on time according to the event’s schedule, unless specified otherwise.

2. Attendees may not:
   - Interfere in any way with the event organization.
   - Cause psychological or physical harm to others.
   - Attempt to obtain more than their share of food, goodies, etc. provided by the organizers or the sponsors.

3. Attendees that violate these rules can be expelled from the Hackathon.

IV. CATERING

1. The attendees are in charge of providing their own meals, since the Hackathon takes place 100% online.

V. JUDGING

1. Every team will present its project in front of a jury composed of industry representatives at the end of the Hackathon.

2. Participants can use existing resources but the project must be new and innovative, the novelty should be explained during the pitch.
3. Prizes are awarded for:
   - the creativity
   - the highest translational potential (the most feasible idea)
   - the best pitch.

One team cannot win more than one prize.

VI. INTELLECTUAL PROPERTY

1. The organizers make no claims whatsoever on intellectual property created by participants.

VII. LIABILITY

1. The organizers do not take any responsibility for accidents, losses or theft occurring before, during or after the Hackathon.

VIII. RECORDINGS

1. Attendees consent to being photographed by the organizers and that the pictures may be published on any media considered appropriate by the organizers, such as university websites, the SV Industry association website or sponsor-owned media.

2. Attendees may not be named directly in the publications unless they gave explicit consent beforehand.

IX. FINAL PROVISIONS

1. These rules may be updated until 7 days before the Hackathon. Updates will be communicated to all attendees.

2. Attendees must agree to these rules before registering to the event, as well as to any other rules communicated by the organizers at any time.