

Intellectual Property (IP) Rights Policy

1. Introduction

This Intellectual Property Rights Policy (“Policy”) governs the ownership, use, and protection of all intellectual property created, developed, or submitted during the ThinkSync Hackathon (“Event”). By registering and participating in the Event, each participant (“you” or “participant”) acknowledges and agrees to the terms outlined herein.

The purpose of this Policy is to ensure fair ownership distribution, prevent misuse of ideas, and protect the creative efforts of all participants, mentors, and organizers involved in the hackathon.

2. Definition of Intellectual Property

For the purposes of this Policy, “Intellectual Property” or “IP” includes but is not limited to:

- Source code, software, scripts, algorithms, APIs, and frameworks developed during the Event.
- User interfaces (UI/UX designs), wireframes, and graphic designs.
- Written materials, presentations, reports, and documentation.
- Product names, brand elements, and slogans created during the hackathon.
- Any other invention, creation, or innovation developed in relation to the Event.

3. Ownership of Work

All original work created solely by a participant or team during the Event shall remain the property of that participant or team. However:

- By submitting any project, code, design, or material as part of the hackathon, participants grant the Event organizers a **non-exclusive, royalty-free, worldwide license** to use, display, and promote their submission for the purposes of event promotion, evaluation, and showcasing.

- This license allows the organizers to showcase participant work in marketing materials, social media, event reports, and post-event publications.

In cases where a submission includes open-source components or third-party materials, participants are required to comply with all relevant licenses and permissions.

4. Collaborative Teams and Shared Ownership

Where a project is developed by a team of participants, ownership of intellectual property created during the Event shall be **jointly owned** by all members of that team unless otherwise agreed in writing among themselves prior to submission.

It is the sole responsibility of the team members to decide and manage how ownership, usage rights, or profits (if any) are distributed among them after the hackathon concludes. The organizers shall not be held responsible for any disputes regarding team ownership.

5. Use of Third-Party Materials

Participants must ensure that their submissions do not infringe upon any third-party intellectual property rights. This includes:

- Using unlicensed or unauthorized software, images, or code.
- Copying ideas, designs, or content from existing projects without appropriate credit or permission.
- Violating copyright, trademark, or patent laws.

Participants found to be using such materials without authorization may be disqualified immediately, and their submissions will be rendered ineligible for evaluation or prizes.

6. Rights of the Organizers

The Event organizers and associated partners reserve the right to:

- Publicly display, promote, or publish participant submissions for event marketing, educational, or documentation purposes.
- Record and share participant interactions, presentations, and final pitches through digital media, including livestreams, websites, and social platforms.
- Retain anonymized copies of submissions for internal research, analytics, and improvement of future events.

However, organizers will **not claim ownership** of the project idea, concept, or final product submitted by participants unless explicitly agreed upon in a separate written contract.

7. Participant Responsibilities

Each participant must ensure that:

- Their work is original and developed during the hackathon duration.
- All collaborators and contributors are acknowledged appropriately.
- The project complies with applicable intellectual property laws.
- No confidential or proprietary data belonging to third parties is disclosed or used without permission.

Participants are solely responsible for the legal consequences of using any unauthorized or copyrighted content.

8. Post-Event Commercialization

Participants retain full rights to further develop, refine, and commercialize their projects after the hackathon. The Event organizers shall not claim any share of profits, ownership, or equity in projects developed during or after the Event unless a formal partnership or incubation agreement is entered into voluntarily by both parties.

If participants choose to collaborate with sponsors, mentors, or investors introduced through the hackathon, they must execute their own agreements outlining the scope of rights and responsibilities.

9. Confidentiality

The organizers may collect and store limited project data for evaluation and verification purposes. However, any proprietary or sensitive information shared during the Event will be treated as confidential and will not be disclosed to external parties without consent.

Participants are advised not to include confidential trade secrets or data they do not wish to share publicly in their submissions or presentations.

10. Dispute Resolution

In the event of any dispute regarding ownership, authorship, or use of intellectual property, participants agree to attempt resolution through mutual discussion first. If the issue remains unresolved, it will be reviewed by the Event's organizing committee, whose decision shall be final and binding.

The organizers shall not be liable for any losses, damages, or claims arising from disputes between participants or external entities regarding intellectual property.

11. Indemnification

Participants agree to indemnify and hold harmless the Event organizers, sponsors, and affiliates from any claims, damages, or liabilities arising out of or related to the unauthorized use of third-party intellectual property, copyright infringement, or any breach of this Policy.

12. Amendments and Updates

The organizers reserve the right to modify or update this Policy at any time without prior notice. Any changes will be reflected on the official hackathon website and shall take effect immediately upon publication.

13. Acceptance of Policy

By registering for and participating in the ThinkSync Hackathon, participants acknowledge that they have read, understood, and agreed to abide by the terms of this Intellectual Property Rights Policy. Participation in the Event signifies full acceptance of these conditions.

Last Updated: October 2025

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