

**REGULATIONS ON THE IMPLEMENTATION OF THE TALE HACKATHON  
(„Technology and Literature Engagement“)  
(hereinafter referred to as the Regulations)**

**I. GENERAL PROVISIONS**

I.I. These Regulations elaborate the procedure for participation in the project – Hackathon (***hereinafter referred to as the Hackathon, Event***) which is jointly implemented by ZAGREB INNOVATION CENTRE Ltd. with its registered office in Zagreb, Avenija Dubrovnik 15, tax number: 53921712112 and the Association for the Promotion of Culture Kulturtreger (Booksa) with its registered office in Zagreb, Martićeva 14d, tax number: 65550102767 and IMMER SYSTEMS BV (Immer Systems), with its registered office in UTrecht, HOOGHIEMSTRAPLEIN 155, The Netherlands (hereinafter referred to as the Organizers), and which determine the participants of the Hackathon, the selection procedure, the method of submitting applications, the criteria for selecting the winner, and the rights and obligations of the Organizer and participants.

I.II. The aim of this Hackathon is to devise, design and create the most innovative solution to the set task (hereinafter referred to as the "Solution") through a competition of accepted participants and to present the final concept or prototype of the Solution to the participants of the Event.

I.III. The Hackathon task is set out in the annex to these Regulations, which forms an integral part thereof.

I.IV. The Event will be held on 16, 17 and 18 May, 2025 at the premises of the Organizer at the address of the Booksa club, Martićeva 14d, Zagreb and Zagreb Innovation Centre Ltd., at the address in Zagreb, Avenija Dubrovnik 15, per the Schedule in the annex to these Regulations, which forms an integral part thereof.

I.V. The terms used in these Regulations, which have a gender meaning, are used neutrally and refer equally to the male and female gender.

I.VI. These Regulations shall apply directly to all Hackathon participants. If an individual contract or implementing regulation of a particular segment of these Regulations establishes a particular right for Hackathon participants that is more favorable than this Regulation, those provisions shall apply directly unless expressly provided otherwise by the same contract or implementing regulation. When the provisions of an individual contract or implementing regulation refer to the application of individual provisions of these Regulations, those provisions of the Regulations shall become their integral part.

## **II. CONDITIONS OF PARTICIPATION**

II.I. The final Solutions designed by individual teams represent a work of authorship as an original intellectual creation in the subject area, created by themselves and newly written during the Hackathon (source code or original Solution). Participants undertake not to use their own or others' previously created programming or design solutions or previously developed programming code in any way. Exceptionally, Participants may use previously developed programming code exclusively and only if the said code is available under a free or open source license (free, libre and open-source software, FLOSS) which the Organizer may use free of charge.

II.II. The source code and all associated documentation files for said code, including graphic elements of the Solutions created by Participants during the Hackathon, must include the MIT open source license described as follows:

"Grant is hereby granted to any person obtaining a copy of this source code and associated documentation files (hereinafter referred to as the "Software") to work with the Software free of charge, without restriction on the rights to use, copy, modify and merge, and to publish, distribute, license, sublicense and/or sell copies of the Software and to permit persons to whom the Software is supplied to do the same, all subject to the following conditions:

The Software is provided "as is" (as is), without any express, implied or statutory warranties or guarantees, including but not limited to the warranties of title, merchantability, fitness for a particular purpose, non-infringement, merchantability and absence of viruses. The authors of the source code, subject to legal restrictions, are in no event liable for any special, incidental, indirect or consequential damages (including but not limited to damages for loss of profit or loss of confidential or other information, loss of privacy and/or business interruption), nor are they liable in any other way in connection with the use of the Software in question".

The above-mentioned notice of permission and use will be included in all copies or significant parts of the Software.

II.III. The Project Solution, including the source code, all associated documentation files with the source code, as well as the graphic elements of the applications must be included in its own publicly available source code revision management system - git repository.

II.IV. The Organizer is authorized, without any additional consent and/or approval of the Participant, to use the Solution without time, territory and content limitation, in accordance with the MIT license and the provisions of Art. VIII. of these Regulations.

### **III. SUBMISSION OF APPLICATION**

III.I. Participation in the Hackathon is approved based on a timely, accurate and complete Application for Participation submitted via the application web form at <http://www.books.hr/program/hackaton-tale> (hereinafter: Application) and the evaluation of the received applications based on the criteria prescribed by these Regulations.

III.II. The conditions and criteria for a successful Application are published in the Application for Participation in the Hackathon.

III.III. The deadline for submitting Applications is April 30, 2025 and is listed in the application web form available at <http://www.books.hr/program/hackaton-tale>.

III.IV. Participants who have applied by submitting a timely, accurate and complete application form enter the selection process.

### **IV. CALL PARTICIPANTS**

IV.I. Hackathon participants can be all adult natural persons who have full legal capacity. An individual Participant may apply individually or in a team consisting of one (1) to a maximum of five (5) participants. (hereinafter referred to as: Participants)

IV.II. An individual Participant may apply to the Event with only one idea for the implementation of the set task based on which they will conceive, design, create and present a Solution or a prototype of the Solution.

### **V. SELECTION PROCEDURE**

V.I. The Selection Process represents the evaluation of Applications by the Participant Selection Committee consisting of five (5) members appointed by the Organizer for each individual evaluation criterion.

V.II. The Participant Selection Committee will only accept Applications that are properly, accurately and fully completed and submitted per all requirements specified as part of the Application process. Applications that do not comply with the provisions of these Regulations will be deemed inadmissible by the Participant Selection Committee and will not be considered.

V.III. The Participant Selection Committee, based on expert assessment, selects up to a maximum of 50 Participants based on the meritorious information provided in the application form. If the information provided is not fully understandable or sufficient for a selection decision, the members of the Participant Selection Committee will contact the Participants to provide all necessary information within 24 hours in order to make their selection.

V.IV. The list of Participants who have passed the selection process and have been selected to participate in the Hackathon will be published by the date specified in the application web form on the website <http://www.books.hr>.

V.V. In the event of the withdrawal of a confirmed Hackathon Participant, he/she will be replaced by another Participant based on the selection of the Participant Selection Committee. In the event of withdrawal, Participants are required to announce the same no later than 3 working days before the start of the Hackathon via the e-mail address [udrugakulturtreger@gmail.com](mailto:udrugakulturtreger@gmail.com).

## **VI. PARTICIPATION IN THE PROGRAM**

VI.I. The Hackathon will be held at the premises of the Zagreb Innovation Centre Ltd. (Zagreb, Avenija Dubrovnik 15, Pavilion 12) May 17 and 18, 2025, while the presentation of the Hackathon goals will be held at the Organizer's premises on May 16, 2025. In the extraordinary event that the Hackathon is held partially or entirely at another location, the Organizer will inform about it in a timely manner on the website <http://www.books.hr>. The start, duration and itinerary of each individual Event will be determined on the website <http://www.books.hr>.

VI.II. The Organizer will appoint a Winner Selection Committee whose members are mentors participating in each Event. At the beginning of the Hackathon, the Winner Selection Committee presents a detailed description of the Task with the given specification (hereinafter: the Task). After the presentation of the Task, the Participants begin the competition.

VI.III. The Winner Selection Committee shall appoint the President of the Winner Selection Committee from among its members by a majority vote of all members.

VI.IV. The main task of the Winner Selection Committee is to vote for the presented Solutions or their prototypes upon completion of the competitive part of the Event in accordance with the voting rules contained in these Regulations.

VI.V. All members of the Winner Selection Committees have an equally valid right to vote.

VI.VI. The scoring consists exclusively of the professional assessment of the members of the Selection Committee and is final and cannot be appealed.

VI.VII. The Winner Selection Committee shall select the winner as follows:

The maximum possible number of points for each Solution after the scoring is one hundred (100) points. The Winner Selection Committee shall evaluate the presented Solutions based on the evaluation criteria, with each criterion having a number of points according to the table below:

<b>ASSESSMENT CRITERIA</b>	<b>POINTS</b>
Artistic value and creativity – originality, artistic value and inspiration of the Solution	1-25
User experience – intuitiveness, comfort and adaptation of the Solution to the reader's condition	1-20
Technical execution – technical quality of the realization of the Solution or prototype	1-20
Compliance with the Immer Book philosophy – how much the Solution respects the fundamental principles of the Immer philosophy (linear text, pauses, focus on a deep reading experience)	1-15
Presentation of the solution – clear and high-quality presentation of the solution	1-20

After scoring all project Solutions, each member of the Selection Committee creates a personal ranking list in such a way that the Solution with the highest number of points is first on the list, followed in descending order by the Solutions with the lowest number of points until the end of the list where the Solution with the lowest number of points is. The result is that in the personal ranking list, the Solutions have the following rank: 1, 2, 3, 4, ... etc. The members of the Selection Committee submit their personal ranking list to the President of the Selection Committee, after which the President of the Selection Committee creates a joint ranking list. In the first step, the President of the Selection Committee adds up the ranks from the individual

ranking lists of the members of the Selection Committee for each Solution, while in the second step, he defines a new rank for each Solution in such a way that the lowest sum of ranks from the personal ranking lists is first on the list, and then the Solutions with the higher sum follow in order, until the end of the list where the Solution with the highest sum is. In the event of a tie in the joint ranking, the Committee will vote on the order of these Solutions, record this in the minutes and thus form the final ranking. The result is that in the joint ranking, the projects have the following rank: 1, 2, 3, 4, ... etc. The Hackathon winner is the first team in the joint ranking, followed by the second and third placed teams.

VI.VIII. The ranking list with the cumulative sum of the applicants' points will be publicly published on the website <http://www.books.hr> .

VI.IX. The Organizer reserves the right at any time to disqualify Hackathon Participants who, among other things, it assesses that:

- damage the reputation and/or cause damage to the Hackathon and/or the Organizer;
- disrupt the conduct of the Hackathon and other participants during the Event;
- have at any time falsely presented facts related to the application for the Hackathon or any other important facts related to the holding of the Hackathon;
- do not comply with the provisions of these Regulations and/or the Code of Conduct from Annex 1 to these Regulations;
- there is a reasonable suspicion of unfair competition by the Participants;
- violate the legal regulations in force in the Republic of Croatia.

Disqualified Participants will be excluded from the Hackathon by the Organizer's Decision without delay.

VI.X. The Participants' teams will have at their disposal a maximum of 5 mentors/experts with experience in design, domain knowledge, programming and presentation of solutions, whom they can consult for advice and guidance regarding their own Solution during the duration of the competitive part of the program.

Participation in the Hackathon is free of charge and Participants are provided with free mentoring support during the Event. The mentoring contribution is limited exclusively to general advice and guidance and they are not authorized to assist Participants in solving a specific task.

## **VII. PRIZE**

VII.I. Teams whose project solution achieves first, second and third place are entitled to a cash prize. The prize fund is determined by the Organizer's Decision, which is published on the website <http://www.books.hr>.

VII.II. The prize paid to the winning teams is paid in total cost. Hackathon participants who participate in teams receive a prize in total cost, which will be divided equally among all team members and paid to each team member individually upon conclusion of an appropriate contract. The right to the prize and payment of the prize is not transferable to a third party.

VII.III. Hackathon participants who exercise their right to a prize cannot request a prize in a larger amount or a different prize than that prescribed by these Regulations. Hackathon participants who exercise their right to a prize are obliged to provide the Organizer with all information necessary for concluding an appropriate contract and subsequent payment of the prize.

### **VIII. INTELLECTUAL PROPERTY RIGHTS**

VIII.I. Each Hackathon Participant fully and equally acknowledges the Organizer's right to exploit the intellectual and/or industrial property resulting from the competition and agrees that the Organizer, if necessary and if it concerns registration rights, registers the aforementioned rights as rights of which it is the holder. The Organizer is authorized to use the result of the project as an exclusive and content-, time- and geographically unlimited intellectual property right, as well as to transfer the right to exploit the results of the project, in full or in part, to third parties.

VIII.II. Each Hackathon Participant expressly and without defect of will declares and guarantees:

- that he is the sole and exclusive holder of the intellectual property rights on the conceptual proposal/solution that he has registered on the Application Form for participation in the Hackathon, including, but not limited to, copyright and/or related rights, industrial property rights, know-how of a technical, business or any other nature, etc.;
- that by the end of the competitive part of the Hackathon, and no later than the first presentation of the solution, all program code and other elements of the solution created during the competition will be submitted in full to the Organizer in an open format to the email [booksa@books.hr](mailto:booksa@books.hr), who undertake to make them publicly available as open source under the MIT license - <https://opensource.org/license/mit/>;
- that if external libraries or ready-made modules are used when creating the Solution, they are publicly available under a free or open source license (FLOSS),

compatible with the MIT license that allows the Organizer to use them without additional compensation;

VIII.III. In the event that any third party natural or legal person initiates any judicial, administrative or other proceedings against the Organizer based on an alleged infringement of intellectual property, including but not limited to copyright and/or related rights, know-how of a technical, business or any other nature, or other rights related to the Hackathon Participant's submitted or delivered solution, the Hackathon Participant undertakes to intervene in such proceedings, assume the claims from the same proceedings in full and defend the Organizer against any claim made in such proceedings. In the event of such proceedings being initiated, the Participant undertakes to compensate the Organizer for all damages incurred, including but not limited to the costs of initiating and conducting judicial, administrative or other proceedings, as well as any non-pecuniary damage (damage to reputation and honor).

## **IX. PHOTOGRAPHY OF THE EVENT AND PROCESSING OF PERSONAL DATA**

IX.I. The Organizer is the data controller who will record and photograph the Hackathon in pursuit of a legitimate interest (promotion of the Event and the Organizer). By attending this Event, Participants allow the Organizer of the Hackathon to publish, edit, reproduce, use for marketing purposes and otherwise exploit any photographs and/or audio/video recordings taken at the Event free of charge.

IX.II. By completing the application form and participating in the Hackathon, Participants give exclusive and unconditional consent to the Organizer to process and use personal data specified in the Application regardless of the result of the competition. The Organizer will use the collected data about the Participants solely for the purpose of holding the Event and reporting on it on the websites, social networks and portals of the Organizer and Zagreb Innovation Centre Ltd. The Organizer will process the Participants' personal data in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation - GDPR) and the Act on the Implementation of the General Data Protection Regulation (OG 42/18).

All details regarding the processing of personal data and the Participants' rights in relation to them are available at the following link of the Organizer  
<https://booksa.hr/hackaton-tale-privacy-policy-pravila-privatnosti>.



## **X. CODE OF CONDUCT**

XI.I. All Hackathon Participants must comply with the Code of Conduct which is Annex 1 to these Regulations and is an integral part thereof.

## **XI. FINAL PROVISIONS**

XII.I. Hackathon Participants waive entirely any claims against the Organizer for compensation of any form of expense or damage that they may directly or indirectly incur during or in connection with the Hackathon as prescribed by these Regulations.

XII.II. The Organizer reserves the right to amend these Regulations and the Hackathon may be interrupted or changed at any time at the Organizer's discretion without providing a specific explanation, in which case any liability of the Organizer for any damage incurred is excluded.

XII.III. In the event of a dispute between the Organizer and the Participants, the competent court in Zagreb shall have jurisdiction. The Organizer is not responsible for resolving any mutual disputes between the Participants.

XII.IV. Except for the prize prescribed in Art. VII. of these Regulations, the Participants have no further claims against the Organizer.

XII.V. By participating in the Event, Participants accept the provisions of these Regulations and the Application form for participation in the Hackathon, as well as other regulations related to the use of the premises of the Organizer and Zagreb Innovation Centre Ltd. By submitting the Application, Participants expressly and without any defect of will declare that they have read and fully understood all the rules and provisions of the Regulations and the Application.

XII.VI. Mentors, members of the Participant Selection Committee, members of the Winner Selection Committee and other persons involved in the Event will keep confidential all information and data they learn during this Event and will not transfer or make them available to third parties in any way without the consent of the Participant.

XII.VII These Regulations are drawn in Croatian and English. In case of dispute the Croatian version has precedence over the English.

These Regulations are published on the website <http://www.books.hr>.

In Zagreb, 1.4.2025.

## ANNEX 1 – CODE OF CONDUCT

The Organizer will enforce this Code of Conduct throughout the Event with the cooperation of all Participants to ensure a safe environment for all involved.

The Event is aimed at providing a harassment-free competitive experience for all participants, regardless of gender, age, sexual orientation, disability, physical appearance, race or religion (or lack thereof). Harassment of Event participants in any form will not be tolerated.

Participants may not submit content during their participation in the Hackathon that is unlawful, defamatory, threatening, pornographic, harassing, hateful, racially or ethnically offensive, encourages criminal activity, gives rise to criminal, misdemeanor or civil liability, or is otherwise inappropriate or brings into disrepute the Event, the Organizer or its sponsors.

Participants are expected to cooperate when asked to cease any harassing behavior.

Sponsors are also subject to the Code of Conduct.

If a Participant engages in harassment, the Competition Organizer may take any action it deems appropriate, including warning the perpetrator or removing them from the competition and disqualification from the competition per the provisions of the Regulations.

In the event of any harassment or suspicion of harassment, participants in the Event are required to contact the Organizer, who is required to take appropriate action.