



PANDEVITA MOBILE APP

Privacy Policy

PandeVITA is a research project -“*PandeVITA: Pandemic Virus Trace Application for the Effective Knowledge Transfer Between Science and Society Inside the Quadruple Helix Collaboration*”- which is funded by the European Union under Horizon 2020 Research and Innovation program under grant agreement No 101006316.

PandeVITA aims to create a platform, a dashboard and a smartphone app for a more efficient knowledge transfer between society and science in pandemic crises on a global level. PandeVITA app is a pandemic simulator mobile application. Users are placed in a gamified environment that simulates a pandemic situation. This app uses contact tracing technology (GPS tracking and low energy Bluetooth) to detect whether a user has come in contact with a virtual virus or another infected user. In the game, users gain points while they stay healthy within the app and lose points when they are infected. Additionally, there are vaccination and mask distribution destinations on the game map that allow the user to accumulate immunity points that would decrease their chances of getting infected. Moreover, pandemic related news and information that is published on PandeVITA’s web dashboard are shared with the app users. PandeVITA dashboard is a powerful web-based tool whose main aim is to facilitate the knowledge transfer among quadruple helix systems and provide access to reliable information. This tool offers (1) COVID-19 parameters evolution, (2) COVID-19 restrictions (3) socioeconomic parameters evolution, (4) Twitter analysis study during the 2 first waves, (5) generation, verification and access to reliable articles, (6) COVID-19 FAQs, (7) Official documents and (8) access to PandeVITA application data.

Pursuant to the General Data Protection Regulation (GDPR), the game shall process your personal data when you play the game, as explained above. We respect your concerns about privacy and appreciate your trust and confidence in us.

What is the purpose of the app?

The purpose of this app is to assess the effectiveness of gamification of CTAs (contact tracing app) for citizen knowledge transfer in pandemic situations. The current app will be used in research within the quadruple helix concept and focus group studies.

Which personal data of the user is collected through the app?

For registration e-mail and username of the user are stored (username can consist of the users’ real name). While using the app’s radar the GPS location of the user’s device is retrieved, but the user’s location is not stored in the database.





What is the purpose behind the collection of users' personal data?

Email address is only used to provide the users the possibility of recovering their password or removing all their data from the PandeVITA platform. The usernames are collected for the purpose of gamification from the application's perspective – scoreboards functionality, teams functionality, etc. The GPS location of the user is not stored, but only used by the application locally to show viruses simulated (not real) around the user in the close vicinity.

How is the personal data of the user used?

The username of the players are visible on the scoreboard to the users. When the user belongs to a team, the teammates can see the usernames. The username is connected on the backend to game related data and application activity related data, directly or via the user ID generated on the backend.

The real email addresses are used to provide the users the possibility of recovering their password or removing all their data from the PandeVITA platform.

The personal data of the user will be used for **research purposes**. This data will be used in studies carried out in focus group studies and further research activities analyzing the effectiveness of CTAs (*Contact Tracing App*) for cultivating pandemic friendly behavior for the user.

What are the technical measures taken for data protection?

The infrastructure of the PandeVITA Platform which includes the servers and databases where the user's data is processed and stored, is a multilayered platform. At the data layer, the data in the database is encrypted for the security of personal user information that is stored with a longer lifetime of the application. When the Project is finished, personal data can be anonymized and used later by taking necessary precautions.

Who do we share your information with?

Personal data will not be shared with anyone. Only data processor and data controller can reach, if it is needed.





Where do we process your information?

Our servers are located in Spain, which is a member of EU where GDPR is binding. Thus, personal data are protected within all security measures.

How long do we keep your information?

The data generated through the application can be deleted at any time by the user. The data will be stored till the end of the project.

How are the data with expired lifetime deleted?

After the end of the project all the personal data will be removed from the database, so only anonymized data will be available. The non-personal data that will be maintained after the end of the project is the player (score, number of recent contacts, game status (healthy/unhealthy), collected masks, collected vaccines, quiz answers), quiz questions and answers and users' sessions. The maintained data does not contain personal data.

How can I exercise my rights over my information?

The game complies with General Data Protection Regulation (GDPR) in all its activities. One of the aims of the GDPR is to empower individuals and give them control over their personal data. The GDPR has a chapter on the rights of data subjects (individuals) which includes the right of access, the right to rectification, the right to erasure, the right to restrict processing, the right to data portability, the right to object and the right not to be subject to a decision based solely on automated processing. To exercise any of your rights, please submit your request to us.

How to get in touch with us

If you have any questions about anything in this policy, or want to exercise any rights you may have, please contact us. We welcome questions, comments and requests regarding this privacy policy. Please address them to contact@pandevita.eu

Language





Except as otherwise prescribed by law, in the event of any discrepancy or inconsistency between the English version and local language version of this privacy policy, the English version shall be prevailed.

How will you be notified about changes?

If any significant changes are done in this privacy policy, the updated policy will be posted here.

Contact Information

Data Controller: PredictBY (Barcelona/Spain)

| Email: contact@pandevita.eu

This Legal Disclosure applies also to our social media channels:

https://www.instagram.com/pande_vita/

<https://www.facebook.com/Pandevita-333092851302941/>

<https://www.linkedin.com/company/pandevita>

https://twitter.com/pande_vita

Users from Turkey

In Turkey data are protected and processed under Personal Data Protection Code (“DPC”) No: 6698, and related regulations.

In accordance with Article 9 of the DPC, your personal data may be transferred abroad (Spain) as taking all security measures.

