



RULES OF THE VETATHON 2023 STUDENT INNOVATION COMPETITION (hackaton)

V01

1) General

- a) The VETATHON student innovation competition (hereinafter referred as VETATHON) is organized jointly by the University of Veterinary Medicine Budapest (UVMB) and Óbuda University (ÓE), together referred as Organizers.
- b) The competition is among teams of students.
- c) Students with active student status from these two universities can participate in the competition, however one member of each team can attend another university.
- d) The competing teams consist of 4 or 5 or 6 students (including the one from outside UVMB or ÓE).
- e) Each team consists of at least 2-2 members from both UVMB and ÓE.
- f) Maximum 72 students can participate in maximum 12 teams.
- g) The participant student teams' innovative ideas and solutions compete in the topic of '**New technological solutions in animal health and husbandry**'.
- h) The competition will be held in English, therefore the essential documents are elaborated only in English.
- i) The competition will be held on 21-22.04.2023, on the premises of ÓE (1034 Budapest, Bécsi út 96/B).
- j) Participants have to accept and follow the policy of ÓE regarding the use of the infrastructure and about the acceptable behaviour.

2) Registration

- a) Only those students can participate in the competitions who have registered on the VETATHON.tech website in advance.
- b) The competing teams will be formed based on the initiatives of the participants of the meetup held on 11.04.2023. Where the conditions of team forming were not fulfilled at the meetup, the Organizers will make suggestions for further members or for forming new teams.
- c) The preparation and team forming event will be held on 11.04.2023, on the premises of UVMB (1078 Budapest, István utca 2.).
- d) Participants have to accept and follow the policy of UVMB regarding the use of the infrastructure and about the acceptable behaviour.
- e) Organizers will suspend registration as they see fit, or on 21st April 2023 at the latest.

3) The agenda of the competition

- a) The development period in which the teams can elaborate their solutions will start at 4 p.m. CET 21st April 2023 (Friday) and will end at 4 p.m. CET 22nd April 2023 (Saturday).
- b) Participant students should arrive to the venue by 3 p.m. at the latest on 21st April 2023 in order to register.
- c) The opening ceremony will be between 3:30-4:00 p.m. on 21st April 2023.



- d) The competition including the opening ceremony and the pitches for the jury will be available only for registered participants, such as the members of the competitor teams, mentors, members of jury, Organizers and additionally for those who are invited by the Organizers, especially but not exclusively the representatives of the National Research, Development and Innovation Office and the media.
- e) During the competition mentors will help the teams. The different mentors will have expertise in veterinary sciences or engineering or business. The mentors will be available between 4-10 p.m. on Friday and between 9 a.m. - 3 p.m. Saturday in person or by phone or by online call or per email. Students will receive the list of mentors and can contact any of them during the competition. Mentors will also visit the teams time to time.
- f) Members of the organizer universities, sponsors and the moderator will have the right to visit the teams during the 24 hours competition.
- g) The teams can use any platform and format for their presentation which is compatible with a PC. The solution of the competition will consist of the following items:
 - a. A document (MS PPT, Prezi etc.) describing the problem, the solution and the market usability.
 - b. A maximum 5 minutes pitch that has to focus on the advantages of the solution, application possibilities and uniqueness. (Mentors will help in the preparation.)
 - c. Any breadboard type hardware or software demonstration, visual design, UX (not compulsory).
- h) The teams have to finalize and hand over their presentations by 4 p.m. Saturday at the latest. Only those teams can be evaluated which will present their solutions.

4) Evaluation, prizes

- a) From 4 p.m. on Saturday the teams (or the appointed speaker of each team) will deliver their maximum 5 minutes pitch. The order of the teams will be defined by draw. Following the 5 minutes pitches the jury will have the opportunity to ask questions of the teams.
- b) The evaluation will follow the presentations immediately. Once the jury have defined the results the award ceremony will be launched on the spot at about 5:30 p.m. on Saturday.
- c) The teams ranked first, second and third will be awarded prizes.
- d) Evaluation criteria:
 - i. uniqueness, innovation content (20 points)
 - ii. feasibility (10 points)
 - iii. potential to use (10 points)
 - iv. presentation (10 points)
- e) The jury will consist of representatives of the two universities and those of the sponsors of the competition.
- f) In case of draw or very close results, the jury will take into consideration the opinion of the mentors regarding the evaluation of the level of team-work of the individual teams.
- g) There is no appeal against the decision of the jury and the Organizers reserve the right of split prizes.
- h) The prizes cannot be exchanged for any other forms of prizes.
- i) The teams with the most viable ideas and projects can expect further support, especially mentoring services in order to continue to develop them.



5) Communication

- a) The Organizers share the information of the competition with the participants by email (given in the registration form), on the VETATHON.tech website, on the VETATHON Facebook page, and in urgent case: by telephone.
- b) Interested and registered students can contact the Organizers at the vetathon2023@univet.hu email address.

6) Tools, equipment

- a) Any tools, equipment, source of information, software to be used during the competition has to be provided by the registered participants and must be legal.
- b) Those teams that would like to build some sort of hardware based breadboard, test solution, demo applications can get a basic kit of Arduino and some sensors from the Dean1s Office at ÓE Neumann Faculty. A note sent in advance about this need is required.

7) Disclaimer

- a) The ideas, solutions and the intellectual property created by the teams will be protected: all of the participants (including the members of the teams, mentors, members of jury, organizers) will sign a non-disclosure agreement.
- b) In no event will Organizers and sponsors be liable to the students for any direct, special, incidental, exemplary, punitive or consequential damages (including loss of use, data, business or profits) arising out of or in connection with your participation in the hackathon. The hackathon is subject to Hungarian laws and regulations and municipal regulations.
- c) The version in force of this document is the one published on the VETATHON.tech website.

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