# TERMS AND CONDITIONS

## PRESENTATION

The AIMS PROJECT HACKATHON is a technological innovation competition that seeks to increase public awareness of modern slavery, improve participants' technical and substantive capabilities, enhance collaboration among interdisciplinary sectors, and maximize the impact and utilization of the artifacts and resources developed through Project AIMS (AI against Modern Slavery).

The competition will be held online between 10th to the 17th of September and includes a three-day training and mentoring program on modern slavery, Modern Slavery Acts (MSAs), human rights due diligence and technologies facilitated by partner organizations and relevant stakeholders engaged in assessing companies' compliance with (MSAs). Official communication, training sessions, and mentoring will be available in English only.

## ORGANIZERS

The AIMS PROJECT HACKATHON is organized by Pasos Libres.

The main collaborators of the hackathon are the Queensland University of Technology (QUT), Mila- Quebec Institute of AI and NVIDIA (to be confirmed).

Supporting Organisations include: IRCAI - International Research Center on Artificial Intelligence under the auspices of UNESCO in Worldwide., WikiRate (more to be confirmed).

## OBJECTIVES

## Overall objective

Facilitate a collaborative digital and interdisciplinary workspace to develop tech-driven solutions to improve, scale, or expand Project AIMS using free access technologies, open data, and mentoring.

## Specific objectives

- Promote collaborative and interdisciplinary work integrating different education disciplines, professions and sectors.

- Promote a more effective, meaningful, and impactful knowledge transfer on modern slavery countermeasures.
- Encourage the interpretation, analysis, development and use of data and information to propose and support innovative technological solutions against modern slavery.
- Generate tech-based solutions and data use cases that solve specific challenges in eradicating modern slavery using free access technologies and mentoring.

## ELIGIBILITY AND REQUIREMENTS TO PARTICIPATE

- Be a natural person (e.g., not a company) over 18 years of age at the time of registration.

- Form multidisciplinary teams, with a minimum of four (4) and a maximum of five (5) members, made up of data scientists, developers, programmers, designers, students or professionals in business, finance, political science, law, social work, psychology, sociology, international relations, marketing or related careers.

- Each team is highly recommended to have at least one (1) data scientist, developer, or programmer.

- The team members may be undergraduates, graduates, and professionals with knowledge in the development of technological solutions, data analysis, design, marketing, business and/or finance, as well as modern slavery, human trafficking, human rights, crime prevention, justice, victim care, among other related areas.

- Expressly accept the terms and conditions of the AIMS Hackathon.

## REGISTRATIONS

- The teams will be registered by entering the event website and completing the registration form within the established time. To process the registration request, it is necessary to expressly accept the Terms and Conditions of the AIMS Hackathon in the registration form and any other appendix required by the Organizer.

- The teams must have a multidisciplinary and complementary nature of their members. Each team is highly recommended to have at least one (1) data scientist, programmer or developer.

- The number of places available will be 200 (between 30 and 40 teams). The Organizer reserves the right to select the teams that will participate based on the multidisciplinary and complementary nature of its members' profiles, the answers on the registration form and, in general terms, the participation and registration requirements. The Organizer of the event may increase the number of places if they consider it necessary.

## WORKING MATERIAL

Each participant must have a computer with the requirements (hardware and software) they consider necessary, plus Internet access. The Organizer of the Event will provide access to some data sets necessary for the development of the competition. Participants will be able to collect, create and use their own data sets and any other tool or material they consider necessary. These materials and tools will be made open source at the end of the hackathon.

## Technological tools

Participants can use the technological tools they consider necessary. Likewise, to facilitate collaborative work, effective communication between Organizers, mentors and participants, and the evaluation of solutions and data use cases, tools such as Slack, GitHub and Zoom will be used. Participants will be able to use other Open-Source resources and additional communication and coordination tools if they require it as long as they have the necessary licenses and permits.

## DEVELOPMENT OF THE EVENT

The competition will take place between the 10th and 17th of September 2025. The final agenda of the Event will be shared with the teams selected to participate. Participants must digitally attend the sessions defined in the competition's agenda, such as the opening of the Event, workshops, mentoring, and winners' announcement on the designated dates and times. In the digital spaces where group activities will occur, order and good behavior will be necessary to benefit the work of the participants.

## Withdrawal

All participants will be free to withdraw from the Event at any time through a due written notification to the Organizer and prior communication to the team to which they belong. It is understood that the team and the remaining members continue in the competition, as long as it maintains the participation requirements. Withdrawal from the Event excludes the participant from obtaining any mention. If the team that presents this situation won, the person who withdraws, waives to file any appeal as a beneficiary. If more than one participant from the same team decides to withdraw, the team will be disqualified, and the remaining members will be excluded from the competition.

## Disqualifications

A participant, team and/or the solutions or data use cases developed by it, may be disqualified if the Organizer has reason to believe that your Submission (a) contains any element that is malicious, corrupt, damaged, incomplete, inappropriate, or offensive; (b) violates the terms of use of any social media service, website, mobile application or any other platform used in connection with your Submission; (c) infringes any third party intellectual property rights; (d) violates any applicable law or (e) violates or does not comply with any section of this Participation Agreement.

All disqualification decisions are final and are not subject to appeal.

## The Use of AI Tools

Artificial Intelligence is permitted to serve as an assistant for the following tasks:

- Writing

- Coding

However, participants are required to acknowledge the use of these tools and to provide a written statement as part of their final presentation. The ultimate solution should primarily reflect the contributions of the participants.

## EVALUATION AND SELECTION

Each team has one opportunity to convince the jury that its solution and/or data use case can positively impact the modern slavery eradication and be developed and implemented both with or without the support of the data jam Organizer and partners. The data-based solution and/or data use case developed by the teams and any other

material submitted in connection with the Event will be referred to herein as Submission. Submissions must contain at least the solution (prototype) and/or data use case, and a video pitch. It may also include code, project entry information, illustrations, demonstration videos, supporting documentation, promotional materials, and team participant information. Instructions will be provided on how to submit your project.

A panel of judges will evaluate each Submission using a combination of judging criteria as described in this section. Notwithstanding the previous, the Organizers may reject any Submission that does not satisfy the Event's objective. Each Submission will be scored based on the following criteria with a minimum score of 0 and a maximum score of 30 points, with the final score being the average of the judges' scores and an assessment of:

- Creativity and innovation                          5 POINTS
- Completeness and functionality                  5 POINTS
- Scalability and transferability                     5 POINTS
- Design and usability                                5 POINTS
- Effectiveness and efficiency                      5 POINTS
- Ethical and environmental considerations     5 POINTS

Besides, Submissions must be aligned with the following criteria:

A. Adhere to the terms of this Terms and Conditions and the rules stated at the beginning of the Event;

B. Not breach the terms and conditions of any embedded software or services used by your Submission, including NVIDIA technologies, which you accept separately from these Terms and Conditions when you choose to use those technologies;

C. Not contain any malicious code or backdoors;

D. Not contain, depict or refer to any content which disparages or refers negatively to an Organizer, the Event, or any other person or entity (all as determined by the Organizer in their sole discretion); and

E. Not contain any content that violates any law or any third party's rights (including privacy, personality and intellectual property rights).

F. You may use any coding languages or open-source libraries.

# AWARDS AND RECOGNITIONS

The prizes will be awarded in the manner and time indicated by the Organizer. The cash and in-kind prizes are valid for teams worldwide. In case the winning team is disqualified for any reason or cannot receive the prize, the team that occupies the second place will be awarded this prize. Upon receiving the prize, the winners accept it and are responsible for it from that moment. The winning team may be required to sign additional agreements related to the prizes.

**FIRST PLACE:** Three Thousand USD (USD 3.000)

**SECOND PLACE:** One Thousand USD (USD 1.000)

**THIRD PLACE:** One Thousand USD (USD 1.000)

**CERTIFICATION:** All participants will receive a certification certifying their participation in the competition.

Note: Additional in-kind prizes for the three best teams are being confirmed.

## CONFIDENTIAL INFORMATION

The main datasets/artifacts will be made open source, but if the participants use any other data sources, they need to obey the conditions of use for these data sources.

An important condition is respect of confidentiality of data.

Confidential information cannot be disclosed without express authorization. The person or persons who disclose confidential information will be disqualified from the competition and assume full responsibility for the damages derived from that act.

Confidential information is understood as:

- Any technical, financial, know-how, commercial, business, marketing, strategic and process information; lists of clients, investors and employees; algorithms, programs, pieces of research, copyrights, patents, models, inventions, investigations, reports, and any other similar information indicated by the Organizer of the contest. Confidential information comprehends all the

information provided through any means (verbal, written, visual, digital, among others) by the Organizer.

- Any material, information, question, comment, suggestion, data or idea that the participants of the AIMS Hackathon send or publish will be treated as non-confidential by the Organizer. For instance, the Organizer may use, reproduce or share for any purpose, including, but not limited to, the development of projects or services that incorporate such information. The organizer does not assume any obligation to protect that information and has the right to disclose and reproduce it.

## COPYRIGHT, INTELLECTUAL AND INDUSTRIAL PROPERTY RIGHTS

The expectation of this Hackathon is that all its outputs will be made open source. All the solutions and their associated materials will be made open source and shared on the project's GitHub.

Participants are welcome to share their solutions independently with appropriate attribution, but all of the solutions will be shared on the Project's Github.

By accepting these terms and conditions, the participants declare that the solutions and data use cases created during the Event are the exclusive outcome of their intellect and for instance, developed without violating or usurping copyright or other restrictions of third parties and without any conflict regarding intellectual and/or industrial property rights (trademarks, patents, copyrights, etc.).

Participants own the rights to the Submission they create during the Competition, subject to any license terms of the underlying technology used in the Submission. As a condition of entry and by accepting this Terms and Conditions, the participants grant the Organizer a perpetual, irrevocable, worldwide, royalty-free, and non- exclusive license to use, publicly perform, publicly display, or publish any Submission in whole or in part that is submitted to this Event, for any purpose, including the purposes of allowing the Judges to test and evaluate the solutions for the Prize award and develop the solutions after the Competition.

Thus, all concepts, code, algorithm, analysis, application, map, video, photography, formula or any other document that is created, developed, modified, discovered,

improved or in some way prepared by the participants within the development of the AIMS Hackathon will be granted to the Organizer.

### Waivers and prohibitions:

- The participants may not use the name or logo of AIMS Hackathon and any associated brand and industrial property design of the Organizers in any advertising or other commercial forms without the prior written consent of the Organizer.

- The participants or contestants may not interpret the data on the Organizers' websites as the granting of an implicit, compulsory, or any other type of license on any intellectual property right of the Organizer or a third party.

- All brands not owned by the Organizer but linked to the competition are considered trademarks of their respective owners. The information and references that the Organizer makes regarding names, brands, projects, or services of third parties or hypertext links to third-party websites do not necessarily constitute or imply endorsement of the Organizer.

### Responsibility regarding any claim, action or demand:

A. The author or creator linked as a participant, shall at his expense and unless otherwise proposed, defend or reconcile any claim, demand or procedure instituted against them due to any request for infringement, ownership, improper use of distinctive signs, trademarks, industrial designs, invention patents, advertising rights, utility models, new creation or copyrights. The author or creator linked as a participant in the AIMS Hackathon must pay all direct damages awarded in favor of the third-party claimant indemnity.

### Indemnity:

Participants agree to keep the Organizer flawless for any eventual claim for intellectual property by a third party. Participants will bear any costs that may arise in favor of these third parties, including the legal fees of representation. The participants will not have the right, power, or authority to resolve any action on behalf of the Organizer.

## VIDEO TAPING AND STILL PHOTOGRAPHY

By participating in the Event, participants agree to be photographed and videotaped by the Organizers or their contractors without receiving compensation of any kind. Participants understand that the images and footage may be broadcast, displayed, reproduced, edited, exhibited, used and distributed by either Organizer over the Internet and/or any other communication medium now existing or hereafter created, for promotional, revenue producing and/ or any other purpose as the Organizer determines in its sole and absolute discretion. This authorization explicitly includes the use of your name, likeness, and/ or voice. Participants may opt- out of being photographed and/ or videotaped by informing Event staff upon check-in at the Event that you do not consent to be photographed or videotaped, or by approaching the photographers or videographers directly.

Participants who prefer not to be photographed and/ or recorded can inform the Organizer sending an email to info@fundacionpasoslibres.org, indicating they do not consent to be photographed or recorded.

## LABOR INDEPENDENCE

The participants are independent people who have full technical, administrative autonomy for the execution of the objective to be developed in the Event. Therefore, the members that make up each team will NOT be subject to labor subordination with the Organizer. Consequently, this event does not constitute an employment agreement and will not give rise to any benefit between the participants and the Organizer.

## PROTECTION AND TREATMENT OF PERSONAL DATA

This privacy and personal data protection policy (hereinafter the Policy) regulates the collection, storage, processing, administration, transfer, transmission and protection of information received from third parties through the different channels of information collection (hereinafter Personal Data) that the Organizer has made available to the general public in accordance with the provisions contained in Colombian Statutory Law 1581 of 2012, Decree 1377 of 2013, and other concordant rules, which dictate general provisions for the protection of personal data.

Fundación Pasos Libres will be responsible for the processing of Personal Data, as defined in Law 1581 of 2012 of Colombia, regarding the privacy of each third party who provides personal data through the different collection points arranged for this purpose. Fundación Pasos Libres receives the aforementioned information, stores it safely and adequately. Participants and organizers will not limit third parties from verifying the

accuracy of the information and will use their rights relating to knowing, updating, ratifying and deleting the information provided to Fundación Pasos Libres for the processing of personal data.

Fundación Pasos Libres collects Personal Data for consultation, processing and uses purposes, for the following specific objectives:

I.    Perform basic administrative management tasks concerning the development of the competition.

II.   For any purpose that Fundación Pasos Libres determines in favor of the objectives and guidelines of the AIMS Hackathon.

Personal data means personal information provided to Fundación Pasos Libres, in any way and through any channel for the collection thereof, by third parties, which includes, data such as first names, surnames, age, date of birth, type and number of personal identification document, sex, physical address, email address, landline telephone number, mobile or cell phone, city of residence and profession.

The information that the owner voluntarily provides must be truthful and complete, and it will not be used, processed or transferred beyond the limits permitted by the participants defined in their declaration of consent, under the Colombian Law 1581 of 2012 or the legislation in force, that is, for the purposes set out herein. Fundación Pasos Libres will share and transfer the information only if required to do so by order of a judicial or administrative authority.

## RESTRICTIONS AND LIMITATIONS

These regulations, prizes, and all conditions related to the competition will be subject to the following restrictions and limitations:

A.   In the terms indicated in these regulations, the organizer is not responsible for accidents, incidents, death, illness, medical expenses, and other damages that may be incurred by the participants of the AIMS Hackathon.

B.   If any of the winners do not accept the prizes or their conditions, these prizes are considered waived and extinguished about that winner, and no claim or compensation will assist them, even partially. Moreover, if the winner renounces the prize or fails to accept its conditions, they will no longer be considered the winner of this Event and may not request to be mentioned as such.

C. According to the terms of these regulations and information on the Organizers' records, the prizes may only be enjoyed by the winners.

D. If it is determined that a participant incorrectly formalized their registration, did not provide correct information, or received the prizes through deception or falsification, the Organizer may claim the prizes in their favor, and reserves the right to take legal action or collaborate with the corresponding authorities or third parties affected under the actions described in this paragraph.

E. The Organizer may immediately suspend or terminate the competition, without assuming any responsibility, if situations or any other irregularity that may affect the participants and Organizers is detected, and due to fortuitous or force circumstances that affect the interests of the organizer. This circumstance will be communicated publicly, ceasing competition from the date of the communication.

F. The Organizer reserves the right to modify these regulations at any time, to regulate and/or resolve and define, in their sole discretion, any situation that occurs during its validity and that is not contemplated in it.

## ASSUMPTION OF RISK, RELEASE AND DISCLAIMER OF LIABILITY

The participant knows and accepts the event's nature, recognizing that their participation is voluntary and with their full consent. Failure by the Organizer of any provision in these Terms and Conditions due to force majeure events will not be considered a violation thereof. Participants understand that some risks or dangers may arise during the competition and exempt the Organizer from liability. The Organizer is not responsible for any damage caused to the participants' computers and other technological tools by the download of materials or software related to the competition or its results.

The organizer will not be responsible for telecommunications, electrical, technical or computer network failures of any kind; the inaccurate transcription of the sending information; of errors in any promotional or marketing material or these Terms and Conditions due to any human or electronic error including, but not limited to, misdirected, confusing, delayed, lost or returned sending.

The organizer reserves the right to cancel, modify or suspend the competition or any element included, but without limitation to these Terms and Conditions without prior notice and included or not in them.

## CHANGES AND MODIFICATIONS

The organizers reserve the right to modify the content of this document at any time, without prior notice. If the above occurs, the new document will be posted on the AIMS Hackathon website, indicating the date of modification and the date from which the modifications take effect. If the contestants or participants continue to use any information, data, or software subsequently to changes in policy terms and conditions, it will be deemed to accept fully and without hesitation the changes and new content.

## ACCEPTING TERMS AND CONDITIONS

Completing the registration form in the AIMS Hackathon necessarily implies full and unconditional acceptance of the Terms and Conditions provided herein. These bases constitute the only agreement between the organizer and participants of the event.

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I declare that I am at least eighteen (18) years old or the age of emancipation in the jurisdiction in which I register for this Event, whichever is greater, and certify that I am eligible, as described in the Eligibility Section of these Terms and Conditions, to participate in this Event.

Implemented by: