



The Rules and Regulations of ENHANCE HACK-4-SAGES Hackathon Competition ENHANCE Testbed Edition 2026

I. General provisions

1. These rules and regulations, hereinafter referred to as **the regulations**, set out the terms and conditions for the ENHANCE Testbed HACK-4-SAGES Hackathon.
2. Eidgenössische Technische Hochschule Zurich, Rämistrasse 101, 8092 Zürich, Switzerland is the organizer of the competition, hereafter referred to as **“Organizer”**. The event is also **Co-organised** by Warsaw University of Technology (Warsaw, Poland) and Gdańsk University of Technology (Gdańsk Poland). The competition is organized within the framework of the European Universities of Technology ENHANCE Alliance. referred to as **“Partners”** and other Universities such as Lublin University of Technology, Poland, University of Amsterdam, Netherlands, Institute of Science Tokyo, Japan, University of Wisconsin–Madison, USA, University of Florida, USA, University of Porto, Portugal, Sofia University, Bulgaria, Queensland University of Technology, Australia, National Cheng Kung University, Taiwanreferred to as **“non-ENHANCE Partners”**.
3. Competition will be held from March 9th to March 13th in a hybrid form. That means the event will be held both on-line and in-person at the same time. There will be three main facilities holding the event, ETH Zurich (Zurich, Switzerland), Gdańsk University of Technology (Gdansk, Poland) and Warsaw University of Technology (Warsaw, Poland). In addition, there will be organised events at non-ENHANCE Partners. The facilities are listed on the organiser’s website: hack-4-sages.org.
4. The competition is team-based.
5. The requirement for participation in the competition is the submission by the Participant of a statement that he/she is familiar with the Regulations of the ENHANCE Testbed HACK-4-SAGES Hackathon.
6. Participation in the competition is voluntary and free of charge.
7. The organiser informs the Participants that the Hackathon program involves the Participants performing activities within 72 hours. The Participant confirms by his/her participation that there are no health contraindications to participating in the competition.

II. The purpose of the competition

1. The main objective of the competition is:
 - a) to develop entrepreneurial attitudes and behaviour among students,
 - b) to provide the opportunity to learn about tools supporting the transfer of knowledge and skills in fields of digital twin technologies and astrobiology,

- c) to develop the skill to communicate and work in interdisciplinary and international teams.
- 2. The objective of the competition is to develop by competition teams a project applying digital twins technology in astrobiology. There are three categories in which the competition teams can choose to participate:
 - a. Digital Twins in Origins of Life,
 - b. Digital Twins in Life Detection and Biosignatures, and
 - c. Digital Twins in Exoplanet Habitability.
- 3. The evaluation is based on the prototype solution, hereinafter referred to as **the Project**, and a maximum 2-minute length video presentation of the project's highlights sent to the Jury.
- 4. Participants shall attend seminars prepared by the Organiser and Co-Organisers held onsite and online,
- 5. For the in-person Participants Organiser and Co-organisers shall provide:
 - a) the space for the activity;
 - b) power supply;
 - c) the Internet access via Wi-Fi,
 - d) lunch, drinks and small snacks.
- 6. The consultations with mentors (domain specialists in preparing solution prototypes) will support the competition teams.
- 7. The competition will run according to the schedule made available to Participants.
- 8. The team has the possibility to finish the Project earlier than the scheduled time.
- 9. The entire Project needs to be created during the competition.
- 10. In the event that the Participants fail to deliver the Project by the deadline, the team shall be disqualified and shall terminate its participation in the competition.
- 11. The competition is conducted exclusively in English. The Participant's required language level is at least B2 according to [CEFR](#).

III. Participants

- 1. Students holding a status of a Bachelor's degree programme student during the competition are hereinafter referred to as Participants. Status will be verified before the prize is awarded. In the case of any irregularities, the team will be disqualified, and the prize will be awarded to the next team with the highest number of points. The application deadline for the competition is 23rd February 2026.
- 2. The registration is conducted via the registration form available at website: link. <https://hack-4-sages.org/>
- 3. The number of Teams is limited to 60, 20 per each category listed in II.2 The number of Teams participating in the competition on site is limited to 5 in each of the locations. If fewer than 20 Participants are registered for on-site attendance, additional teams may be allowed to join on-site, provided that the total number of on-site Participants does not exceed 20.
- 4. In the case of higher application numbers, the Organiser will select the teams based on ideas submitted upon the application. The accepted Participants will be informed by e-mail indicated in the registration form.
- 5. Participants will apply to the competition in teams of two to four students.

6. A Participant may only participate in the competition as a part of one Team.
7. Participants are required to have their own computer equipment for participation in the competition.
8. Participants take full responsibility for their personal property (including computer equipment).
9. In person Participants are obliged to allow other Teams to work quietly, and in particular, it is forbidden to distract other Teams intentionally and to prevent other Teams from working on the Project.
10. Participants are obliged to observe the rules and regulations of the venue where the competition takes place and to follow the instructions of the Organiser and Co-Organisers and persons designated by the Organiser or Co-organisers.
11. Participants are responsible for any material or non-material damage they cause to the venue where the in-person events will take place.
12. Participants are obliged to respect the rights and personal dignity of other Participants and those involved in running the competition.
13. The in-person Participant is obliged to wear an identification badge in a place visible to the Organiser or Co-Organisers (or is obliged to show it at any time upon the Organiser's or Co-organisers request) throughout the duration of the competition.
14. The Organiser and Co-Organisers plan dissemination of the Participants' images, inter alia, in the form of photographs, audio or audio-video recordings made during the competition as well as during the announcement of results and the awarding of prizes for informational purposes and promotion of the ENHANCE HACKATHONS Testbed or the Organiser and Co-organisers. Participants give their consent for such an image dissemination by accepting the rules and regulations.
15. The Participant agrees to the free multiple use of his/her image recorded in the form of a photograph or video recording and grants the Organiser and Co-organisers an unrestricted license to use it in all fields of exploitation, including recording and dissemination in any form and entering into computer memory, making it available for the Organiser's and Co-organisers' promotional and marketing activity, including posting and publishing it in social media or printed promotional materials.
16. Personal data in the form of images will be processed according to the principles described in these Rules and regulations.

IV. Assessment criteria

1. Each Team presents their Project in a 2-minute long video that is posted on YouTube and send the link to the organiser.
2. All projects and presentations need to meet ethical standards in terms of language, visual content, and property rights. The failure to meet these conditions will result in the disqualification of the team.
3. The winners of the competition and the awarding of prizes will be decided by the Jury consisting of a minimum of 5 persons, hereinafter referred to as the **Jury**, appointed by the Organiser for this purpose.
4. Each member of the Jury submits their assessment score via a designated Google Form created by the organiser, and then all the awarded points are added up.

5. The three winning teams, one in each category (i.e., a) Digital Twins in Origins of Life, b) Digital Twins in Life Detection and c) Biosignatures, and Digital Twins in Exoplanet Habitability.), will be selected.
6. The Jury may additionally award the prize in the form of an honourable mention to up to two teams per category, so a maximum of six teams
7. The Jury assesses the project and the way it is presented according to the following criteria:
 - a. Fit to the selected competition track (weight: 20%)
 - i. Compliance with the selected category:
 1. Digital Twins in Origins of Life
 2. Digital Twins in Life Detection and Biosignatures
 3. Digital Twins in Exoplanet Habitability
 - ii. Clarity of the scientific problem addressed within the chosen track
 - iii. Consistency between the project objectives and the thematic scope
 - b. Relevance to the Broader Astrobiology Field (weight: 15%)
 - i. Scientific relevance beyond the specific use case
 - ii. Contribution to current challenges in astrobiology and planetary science
 - iii. Potential impact on future research, education, or space exploration activities
 - c. Innovation and Originality (weight: 15%)
 - i. Level of innovation of the proposed solution
 - ii. Novelty of the concept, approach, or methodology
 - iii. Advancement beyond existing tools, models, or conceptual frameworks
 - d. Use of Digital Technologies and Digital Twins (weight: 15%)
 - i. Effective use of digital technologies (e.g. simulations, modelling, data integration, AI/ML)
 - ii. Appropriateness of the digital-twin concept for the problem addressed
 - iii. Technical coherence between scientific objectives and implementation
 - e. Academic Maturity and Problem-Solving Skills (weight: 15%)
 - i. Clear formulation of the research question or problem
 - ii. Logical reasoning and structured methodology
 - iii. Awareness of assumptions, uncertainties, and limitations
 - iv. Evidence of interdisciplinary thinking and critical analysis
 - f. Reproducibility and Feasibility (weight: 10%)
 - i. Transparency of methods, data sources, and assumptions
 - ii. Potential for the solution to be reproduced or extended by others
 - iii. Technical feasibility within realistic constraints
 - iv. Scalability or adaptability to other astrobiology applications
 - g. Quality of Project Presentation (weight: 10%)

- i. Clarity and functionality of the prototype or proof-of-concept
 - ii. Quality of visualizations, figures, or interfaces
 - iii. Structure and clarity of the presentation
 - iv. Effectiveness of communication to a multidisciplinary audience
- 8. The decisions of the Jury shall be final and are not subject to any appeals.
- 9. The Participants will be informed of the results of the competition immediately after the Jury's deliberations up to on 14th March 2026.

V. Awards

1. Each winning Team will receive a prize of 2000 EUR, equally split between Team members. Warsaw University of Technology will pay the prize to two winning teams, while Gdańsk Tech will pay the prize to one winning team. For the winning teams, ETH Zurich will cover the costs of accommodation in Zurich during the conference (2 nights per person).
2. The prize in respect of which tax liability is provided by law shall be taxed in accordance with the applicable tax laws.
3. The prize shall be distributed equally to all Participants in each of the winning team of the awarded project.
4. The cash prizes will be paid by a bank transfer up to 14 days after signing proper financial agreements.
5. The competition results will be published by 13th March 2026 on the organiser's website.
6. The organiser shall not be liable for any inability or impediment to collect the prize due to reasons attributable to the Participant of the awarded team.

VI. Personal data

1. The administrator of Participants' personal data is Eidgenössische Technische Hochschule Zurich.
2. Personal data is processed on the basis of Article 13 of the Swiss Federal Constitution and data protection regulations (https://www.fedlex.admin.ch/eli/cc/1999/404/en#art_13 and <https://www.fedlex.admin.ch/eli/cc/2022/491/en>).
3. The Participant's personal data shall be processed in connection with their participation in the competition, i.e. for the purpose of organising the competition, conducting the competition, as well as for the transfer of prizes.
4. The Participant's personal data is stored for the duration of the competition and after the competition ends for the period resulting from the archival regulations
5. Providing personal data is voluntary and is a condition for participating in the competition and receiving the prize.

VII. Copyright

1. The Participants guarantee that the entire team co-authors the projects developed during the competition and do not infringe any rights of the third parties. In case of doubt, the participation of the team members is assumed to be equal.

2. The Participant is responsible to the organiser for any legal defects of the project, and in particular for any claims of the third parties resulting from the violation of author's rights and other rights of third parties, in particular concerning the legality of software and tools used in the creation of the project. If claims are made against the organiser on this account, the Participant must fully satisfy them and indemnify the organiser against any performance obligation.
3. Each Participant undertakes to take the place of the organiser in any dispute or to join the organiser in any court or conciliation proceedings if the third party makes a claim or demand against the organiser for infringement of its rights in connection with the submitted project.
4. The Participant undertakes to reimburse the organiser for the expenses, including but not limited to the costs of legal services incurred by the organiser due to a claim or demand referred to above, established by a valid court judgment, final administrative decision or settlement.
5. The organiser shall immediately inform the Participant if the third party makes a claim or objection against the organiser as described above.
6. The issues concerning the transfer of author's economic rights shall be governed by the provisions of the Act of 4 February 1994 on Copyright and Related Rights (Journal of Laws 2021, item 1062).

VIII. Final provisions

1. These rules and regulations constitute the only document determining the rules of the competition.
2. The organiser shall decide any matters not covered by these rules and regulations.
3. In matters not covered by these rules and regulations, the provisions of the Civil Code apply accordingly.
4. Any potential disputes which may arise in connection with the competition will be settled by the court having jurisdiction over the organiser's registered office.
5. The organiser reserves the right to change the competition date or cancel it in the event of events beyond their control, of which they will immediately inform.
6. These rules and regulations have been drawn up in English.
7. These rules and regulations are subject to publication on the organiser's dedicated webpage.