

## Details, Terms & Conditions of Competition (games of skill only)

### Part A – Competition Details

This Part A sets out the details of the Competition. The terms and conditions applicable to the Competition are set out in Part B.

Competition Details	
<b>Competition title</b>	Humanitarian Innovation Hackathon 2026
<b>How to enter</b>	<p>All Participants must register as individuals. Registration is through Humanitix.</p> <p>Registered individuals can nominate a Team Captain and up to 3 desired working Partners, for a maximum team size of 4. Individuals who do not nominate any working Partners will be placed by the organisers into teams before the start of the competition.</p> <p>Individuals can only participate as part of one team, and cannot participate in multiple teams.</p> <p>To be eligible for the prize(s), each team can enter one submission. The submission is to be made up of</p> <ul style="list-style-type: none"> <li>• 5-minute video</li> <li>• Entrant Team details</li> <li>• Group photo of team (or photos of Team communicating online)</li> <li>• Reference file</li> <li>• Acceptance of terms and conditions.</li> </ul>
<b>Prize(s)</b>	<p>Winner(s) will be awarded the following prize(s):</p> <p>1<sup>st</sup> prize: \$5,000 AUD cash, to be split evenly between each team member.</p> <p>2<sup>nd</sup> prize: \$3,000 AUD cash, to be split evenly between each team member.</p> <p>3<sup>rd</sup> prize: \$1,000 AUD cash, to be split evenly between each team member.</p> <p>Prize money does not include any potential taxation charges by international recipients. International participants should follow the prize money taxation laws of the country of residence.</p>
<b>Competition Period</b>	The competition commences at 4pm AEST on Friday 17 July and entries must be submitted to the Promoter no later than 12pm AEST on Sunday 19 July.
<b>Who may enter</b>	<p>Entry is only open to persons who, during the Competition Period, are:</p> <ul style="list-style-type: none"> <li>- a current undergraduate university student, studying at an Australian, New Zealand or Pacific Island university; and</li> <li>over the age of 18;</li> </ul> <p>Entrants may be required to provide evidence of their eligibility under these rules as a part of their submission.</p>

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<b>Maximum number of entries per individual entrant</b>	1 entry per team
<b>Additional entry instructions</b>	<p>Video Submission Guidelines</p> <ul style="list-style-type: none"> <li>• Must address all the Evaluation Criteria</li> <li>• Must be no more than 5-minutes in duration</li> <li>• Can be in any video format the entrant team deems appropriate, such as presentation, speaking slideshow, animation etc.</li> </ul>
<b>Judging process</b>	<p><b>Preliminary Judging Round</b></p> <p>All entries will be reviewed during the Preliminary Judging round. The judges for this round are taken from the mentor group. From this round, the top 10 Final entries will be identified. These 10 entries will progress to the Final Judging round.</p> <p><b>Final Judging Panel</b></p> <p>A judging panel of eminent members from the Australian community with experience in the delivery of humanitarian assistance has been established by The University of Sydney. A formal assessment methodology will be used.</p> <p>No discussion of any kind will be entered into after presentation by entrants nor will further clarifications be sought by the judges prior to making their decision.</p> <p>The decision of the Judging panel is final and not appealable in any way.</p>
<b>Judging criteria</b>	<p>Submissions must be concise and demonstrate capacity to market an idea effectively. While there is no restriction on the scale of the submission, entrants should consider the judges as clients who expect to be able to grasp the merits of the ideas quickly.</p> <p>Judges will have regard to the quality of submissions across all of the criteria.</p> <p>Evaluation criteria of presentation will include the degree to which the humanitarian innovation developed during the hackathon:</p> <ol style="list-style-type: none"> <li>1. Addresses the task set for consideration.</li> <li>2. Effective – the desired change is logically achievable.</li> <li>3. Affordable – financially feasible for lower-income households or local business projects in low and middle-income countries (LMIC).</li> <li>4. Appropriate – wanted by the community and culturally acceptable within the regional context.</li> <li>5. Sustainable – consideration for how the innovation will be sustained into the future (e.g. public funding sources or market mechanisms).</li> <li>6. Design demonstrates innovation, including the application of existing technologies/systems to a new low and middle-income context.</li> </ol>

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	7. Do no harm – that the innovation considers inclusiveness and does not cause harm.
<b>Judging date</b>	The winners will be decided no later than Wednesday 12 August 2026
<b>Prize winner notification</b>	Winners will be announced at an Awards Ceremony on Wednesday 19 August and included on the Humanitarian Innovation Awards website – <a href="http://hack-eng.sydney.edu.au">hack-eng.sydney.edu.au</a> – after the ceremony
<b>Claiming the prize</b>	All winners will be sent their prize money after the winner’s announcement on Wednesday 19 <sup>th</sup> August through a deposit on their bank accounts. Forms to provide bank details will be sent after the announcement.
<b>Special conditions</b>	<ol style="list-style-type: none"> <li>1. Promotional activity               <ol style="list-style-type: none"> <li>a) Entrants agree to, at the Promoter’s request, participate in reasonable promotional activity surrounding the Competition or the winning of any prize, free of charge, and they consent to the Promoter and its related bodies corporate using their name and image in promotional material. Without limitation, entrants consent to being broadcast, filmed, photographed or otherwise recorded without compensation while participating in this competition, or in taking or using any prize, and they consent to the Promoter repeating any such broadcast, film or other recording at any time.</li> <li>b) Entrants consent to the disclosure of their information (including their entry) to third parties for such purposes.</li> </ol> </li> <li>2. Participants grant to the Promoter, its successors and affiliates, a free, non-exclusive, worldwide, sublicensable, perpetual and irrevocable licence to use, reproduce, distribute, adapt, publish, broadcast communicate and perform their entry, in whole or in part for any purpose including the Competition.</li> <li>3. All entrants agree to provide the Promoter with proof of identity, residency, age and/or proof of entry validity if reasonably requested by the Promoter. Proof of age, identification, residency and entry considered suitable for verification is at the sole discretion of the Promoter. In the event that a prize winner cannot provide suitable proof, that prize winner will forfeit the prize in whole and no substitute will be offered.</li> <li>4. Each individual who contributes to a group entry is deemed to have consented to entering the Competition and to have accepted the Terms of the Competition.</li> </ol>

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#### **Part B – Terms & Conditions for University Competition**

1. These Terms & Conditions (“**Terms**”) apply to the game of skill described in Part A (the “**Competition**”).
2. The Competition will be conducted by The University of Sydney (ABN 15 211 513 464 and CRICOS Number 00026A) (the “**University**” or the “**Promoter**”) during the period specified in Part A (the “**Competition Period**”).
3. The Terms may be amended or replaced by the Promoter in its absolute discretion and at any time.
4. Entry into the Competition is deemed acceptance of the Terms (as amended from time to time).
5. Entry is open only to people who meet the Eligibility Criteria specified in Part A and who comply with any entry restrictions specified in these Terms.
6. To enter the Competition, entrants must, during the Competition Period, follow the entry method and instructions specified in Part A.
7. Entries must be received by the Promoter during the Competition Period. Entrants may submit up to the maximum number of entries specified in Part A. Multiple entries (where permitted) must be submitted separately and if the Competition requires the submission of a creative work, each entry by the same entrant must be unique and original. If an entrant submits multiple entries in excess of the permitted maximum, only the entry or entries most recently submitted (up to the permitted maximum) will be accepted by the Promoter.
8. If entrants are invited to answer a question, send in comments, photos and/or videos (or other multimedia) as part of their entry, each entry must be an original work by the entrant and the entrant must have obtained the permission from all persons appearing in photos/videos and property owners to enter this competition in accordance with the Terms. Each entrant warrants that their entry is not, and its use by the Promoter or other persons will not infringe the rights (including intellectual property rights) of any third party.
9. Each entrant is responsible for notifying the Promoter of any changes to his/her residential address, email address or phone number during and after the Competition Period.
10. The Competition is a game of skill, chance plays no part in determining the winner/s and each validly submitted entry will be individually judged by representatives of the Promoter as specified in Part A, on the basis of originality and creativity, and according to any other criteria specified in Part A or adopted by the Promoter.
11. A decision of the Promoter in relation to the conduct of the Competition, including the selection of winning entries, is binding and conclusive and no correspondence will be entered into.
12. Unless otherwise specified in Part A, winners will be notified by phone and/or email within 2 business days after the judging date. Each entrant consents to the Promoter publishing details of a winner or winning entry on its website.
13. Unless otherwise specified in Part A, prizes must be claimed within 1 month of the judging date. If a prize is event-based or contains perishable goods, the prizes will be forfeited in full if not claimed by their expiry date. If a prize is not claimed within the specified time, the Promoter may, at its discretion, withdraw the prize or award the prize to the next best valid entry or entries.

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14. Prizes are not transferable or redeemable for cash. The prizes or any element of the prizes cannot be exchanged for any other prize/s. The contents of the prizes will be at the Promoter's sole discretion.
15. If the prize includes vouchers or tickets, the prize is valid until the expiry date specified on the voucher or ticket (or its provider), and subject to the conditions stipulated by the provider. Such prizes cannot be redeemed for further vouchers or tickets, and are not exchangeable for cash.
16. If a prize involves the winner or winning entry participating in an event, if any part of the event is postponed, cancelled or varied for any reason, then at the Promoter's discretion, the winner forfeits all rights to participate in the relevant event and no cash or alternative prize will be substituted for that element of the prize.
17. Any expense, including taxes, spare parts, maintenance or delivery costs, associated with accepting, taking or using a prize, will be the prize winner's sole responsibility.
18. The Promoter makes no warranties or representations about the fitness for purpose or suitability of any prize and will not accept responsibility for the quality or fitness for any purpose of any prize, or the failure of any prize to be of merchantable quality. If liability under terms implied by legislation cannot be excluded by the Promoter, the liability of the Promoter is limited to re-supplying the relevant goods or services or paying the cost of replacing them.
19. No responsibility will be taken by the Promoter for any changes in dates, times or cancellations or other arrangements that may prevent a winner from accepting, taking or using a prize.
20. The Promoter may, in its absolute discretion, disqualify:
  - a) any entry which is not original, is not completed in accordance with these Terms, infringes the intellectual property rights of any third party, contains any objectionable or poor quality content, or has the potential to damage the reputation of any person; or
  - b) any individual who tampers with the entry process, submits an entry that is not in accordance with the Terms, or who has in the opinion of the Promoter, engaged in unlawful or improper conduct that is designed to, or is likely to, adversely affect the fair and proper conduct of the Competition or is generally damaging to the goodwill or reputation of the Promoter.
21. The Promoter reserves the right, in its absolute discretion, at any time before the awarding of the prizes to cancel or vary a competition, or cancel, vary or withdraw its prizes. If the Promoter cancels or varies a competition, or cancels, varies or withdraws its prizes, it is not:
  - a) liable to any person for any costs, loss or damage whatsoever arising out of, or in connection with, such cancellation, variation or withdrawal; or
  - b) required to conduct the Competition at any other time.
22. The Promoter accepts no responsibility for late, lost, incorrectly submitted or misdirected entries, for any technological malfunction or failure, Internet traffic congestion, or for outdated or incorrect contact details by which the entrant cannot be contacted during business hours on relevant dates.
23. Entrants enter the Competition at their sole risk. With the exception of liability which cannot be excluded by law, the Promoter is not be liable for, and an entrant releases the Promoter from, liabilities relating to any direct or indirect loss or damage which is suffered, or for personal injury or

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sickness suffered or sustained, as a result of entering the Competition, failing to win, winning, accepting or using a prize.

24. Any information or material provided by entrants to the Promoter when entering the Competition will be used by the Promoter for the purpose of promoting the purpose of the Competition, conducting the Competition, administering the prizes and as otherwise specified in these Terms. The Promoter may use any personal information in accordance with its privacy policy available at its website <http://sydney.edu.au>. Entrants may access and correct their personal information held by the Promoter, upon request to the Promoter.

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## Policy on the Use of AI Programs in the Humanitarian Innovation Hackathon 2026

### Purpose

This policy outlines the acceptable use of Artificial Intelligence (AI) programs in the Humanitarian Innovation Hackathon 2026 to ensure fairness and maintain the integrity of the submissions.

### Policy Statement

Participants are permitted to use AI programs as tools to aid in their competition submissions. However, AI should not be employed to generate the entirety of the submission. The core work must be the result of the participants' own creativity, knowledge, and skills.

### 2025 DeepSeek Update to Policy

In February 2025 the University of Sydney announced a ban on the use of DeepSeek across all University contexts. These restrictions apply to Staff and Affiliates, but do not include Students and/or Visitors to campus.

If students are on USYD campus and want to use DeepSeek web/app on devices connected to the Uni WIFI, they will be unable to access it, as all DeepSeek products and services have been banned and blocked on University devices and networks. However, the University does not prohibit students from using DeepSeek on their own networks or any other external networks.

Alternative AI programs permitted by the University include **Copilot**, **Cogniti**, and **ChatGPT**.

### Guidelines

- 1. Acceptable Use of AI:**
  - AI can be used for research, idea generation, data analysis, and other supportive functions.
  - Participants may utilize AI to improve grammar, spelling, and overall clarity of their work.
- 2. Unacceptable Use of AI:**
  - Submissions must not be entirely generated by AI programs. This includes but is not limited to essays, designs, code, and other creative outputs.
  - The primary intellectual and creative input should come from the participants themselves.
- 3. Disclosure Requirements:**
  - Participants must disclose the extent and manner in which AI was used in their submission. This should be discussed with their team mentor, and a brief statement describing the use of AI should be made available to competition organisers upon request.
  - The disclosure should specify the AI tools used and how they contributed to the final submission.
- 4. Verification and Enforcement:**
  - Submissions will be subject to review to ensure compliance with this policy.
  - Any submission found to be predominantly generated by AI will be disqualified.

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- Participants found violating this policy may face additional consequences, including but not limited to, a ban from future competitions.

### **Rationale**

This policy aims to balance the realistic benefits of AI as a learning and productivity tool with the need to uphold the integrity and fairness of the Humanitarian Innovation Hackathon 2026. It encourages students to leverage AI in a manner that enhances their own skills and contributions.

### **Conclusion**

By adhering to this policy, participants ensure that their work remains a true representation of their abilities, while also embracing modern tools to enhance their productivity and creativity.