



Digital Innovation Incubator 2024

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The entire content of this document comprises general rules aimed at defining the terms and conditions that govern participation in the Digital Innovation Incubator. Your agreement with these rules is a prerequisite for participating in the Digital Innovation Incubator. Participation in this Incubator is voluntary and free for all participants, and by participating, you fully agree to abide by these General Rules.

Organizer of the Digital Innovation Incubator is the Innovation Institute.

Participants in the Digital Innovation Incubator can be all full-time and part-time students from any study program and field in Europe. The Organizer reserves the right to:

- Change these Terms and Conditions at any time without prior notice; and/or
- Cancel, modify, or suspend the Incubator at its own discretion.

INTELLECTUAL PROPERTY RIGHTS

All projects and submitted assignments remain the intellectual property of the participants who developed them. StellarPlatform.com, the Organizers, and Partners do not assume any copyright or responsibility for their protection or mediate in their protection.

PROTECTION OF INTELLECTUAL PROPERTY

By submitting each assignment, you represent and warrant the following: you will not submit content protected by copyright, trade secret, or otherwise subject to the intellectual property rights of third parties or other proprietary rights, including privacy and publicity rights unless you are the owner of such rights or have permission from their lawful owner to publish the content. The content you submit does not contain viruses or other disabling and harmful code. By participating, the participant declares and warrants that they are the sole author and owner of the copyright for the submitted solutions and tasks, and that the submission of each task is the participant's original work, or if the submission is based on an existing application, that the participant has acquired sufficient usage rights and authorizations from others; and that the submission does not violate any copyright or other rights of third parties of which the participant is aware.

ELIGIBILITY

The Organizer may, at its discretion, disqualify participants from the Incubator (including, without limitation, content submitted in connection with it) that:

- Violate the rights of third parties, law, or regulations,
- Use inappropriate or explicit language or images, or display content that the organizers deem problematic.

GDPR – PERSONAL DATA PROTECTION

Participation in the Digital Innovation Incubator requires the collection of participants' personal data (hereinafter Personal Data). Personal Data will be managed in accordance with personal data protection regulations (EU 2016/679 General Data Protection Regulation, known as GDPR, or Personal Data Protection Act, known as PDPA). Data within stellarplatform.com is stored on servers in the United States. By registering for the Digital Innovation Incubator, the participant agrees that the Organizer may store and use their personal data for the purpose of organizing and conducting the Incubator and may share them with project partner companies solely for the purpose of realizing potential collaboration between the company and the student. This consent can be revoked at any time, after which the Incubator application will be automatically canceled. The Organizer is the data controller (according to GDPR definition). Personal data will be used exclusively for the organization and implementation of the Digital Innovation Incubator. Personal data will be stored in accordance with the legally defined time frame. The Organizer undertakes to implement organizational and technical security measures to protect personal data; the Organizer takes these measures to enable the realization of participants' rights in accordance with GDPR and/or PDPA. Participants have the right to request the modification or deletion of their personal data via email at gdpr@digitalniinkubator.eu.

TERMS AND CONDITIONS



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PARTICIPATION AND APPLICATION

All full-time and part-time students from any study program and field in Europe can participate in the Digital Innovation Incubator.

Participation in the Digital Innovation Incubator is free for all participants.

Students can apply individually or in teams until March 31st, and applications are submitted by completing the online form on the project's official website.

If individuals or teams are looking for additional team members, they can contact the organizer to be connected with those who may potentially contribute to the development of their innovation project.



APPLICATION FOR THE COMPETITION

All students who have applied to the Digital Innovation Incubator can participate in the competition.

Each team can consist of up to six students, and they can develop a project for a maximum of three industries. Each team must have a project leader, chosen by the team members. Each student can participate in a maximum of three different teams.

The project leader is responsible for submitting the team's application to the competition. The team selects the industry or industries they want to develop an innovation project for, and the application is made through stellarplatform.com. The following steps are required:

- The project leader creates a new project (specifying the project/team name).
- The project leader adds students who are team members to the project.
- The project leader submits the project for the competition in the chosen industry.

FEEDBACK MEETINGS

During the project development, **teams will have the opportunity to participate in three private meet-ups:**

- At the beginning of project development, all participants will have the chance to participate in one *Ideation Meet* with a representative from Innovation Institute. This meeting aims to encourage creative thinking, dialogue, and the sharing of perspectives to shape ideas as the foundation for further project development.
- Throughout the project development process, the top 10 teams in each industry (selected by the Innovation Institute based on the assignment quality) will participate in two Feedback Meets with representatives from companies and the Innovation Institute. The goal is to challenge project assumptions (relevance to the industry, company, and market) and address any questions from the teams.

Each Meet will last 15 minutes.

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FINAL PITCH EVENT

At the end of the project, the Final Pitch Event will take place. The six best projects in each industry will deliver a 5-minute presentation in English. The presentation can be led by one or more team members. Three winners will be selected from the six presented projects in each industry by an expert jury comprising professors, company representatives, and the Innovation Institute.



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During the project evaluation, focus will be on three components:

1. PROJECT ORIGINALITY AND NOVELTY

– assessing how unique, original, and different the project (or individual elements) is compared to others in the market and the competition.

2. PROJECT RELEVANCE AND MEANINGFULNESS

– evaluating how meaningful and useful the project is for companies and potential users (the market).

3. PROJECT IMPACT

– considering the potential impact the project can have on the industry, company, market, and society as a whole.

In each industry, the top three projects will be awarded the following (net) amounts:

1. place € 1.500 2. place € 1.000 3. place € 500

The General Incubator winner will be selected among the best projects in each industry, winning a prize of € 3.000 and tickets, travel, and accommodation for Web Summit 2024 in Lisbon, Portugal. Additionally, companies may independently decide to offer additional rewards/benefits for specific individuals and/or teams, which could include internships, employment, project work, investment, etc.

By joining the Incubator, participants confirm and agree that all photographs taken during their participation in the project ("Photographs") become the property of the Organizer. The Organizer has the exclusive right to use, reproduce, distribute, display, and adapt the Photographs in any form or media, including (but not limited to) print, online platforms, social networks, promotional materials, or any other means of promoting the project.