

## CONTEST REGULATIONS

### "Dictador - GAIA Prize"

#### § 1

##### Definitions

The expressions used in these regulations have the following meanings:

1. Organizer - means Global Artificial Intelligence Association Foundation with its registered office in Poland, in Warsaw at 18 Karolinki Street, 02-635 Warsaw, VAT number PL5213920431, National Court Registration number: 0000883665, hereinafter referred to as Organizer.
2. Donor - means Dictador Europe Ltd with its registered office in Poland, in Katowice at 15 Fabryczna Street, 40-611 Katowice, VAT number PL6423098529, National Court Registration number: 0000330671, which is the donor of the prize in this contest, hereinafter referred to as Donor.
3. Participant - an individual with full legal capacity, regardless of whether acting alone or in a team, with experience in shaping artificial intelligence models, or a legal entity that has expressed a desire to participate in the Contest through a registration application.
4. Product - a technical-organizational-plastic-communication solution for the interaction of human intelligence with an artificial system, based on a set of techniques, in particular neural networks, machine learning, fuzzy logic, etc.
5. Application Form - a model document with the form fields to be filled in, uploaded to [www.globalai.life/join](http://www.globalai.life/join).
6. Application - it is understood as the decision to participate in the Contest, by completing the Application Form prepared by the Organizer and sending it to the Organizer.
7. Project Assumptions - it is understood as the Product described on the basis of the Application Form, including, among others, the description of project results, description of the methodology for the realization of the Product, project schedule, measures for the implementation of the Product, as well as the description of ways to mitigate risks and costs of project development and implementation.
8. Contest Commission - means a team of persons appointed by GAIA to evaluate the merits of the submitted Product Assumptions and Teaser. The Contest Committee will be appointed by the Organizer and will consist of a minimum of 5 people, of which Participants will be notified by a separate notice on the website.
9. Regulations - it shall be understood as these Regulations of the Competition.
10. Winner - the Participant selected by the Contest Committee who has won the prize.

#### § 2

##### General Provisions

1. The Contest is carried out entirely by the Organizer's own funds or donors as part of the Organizer's statutory activity.
2. Participation in the Contest is voluntary and free of charge.
3. Participation in the Contest is of individual or team nature.

4. The Contest is open to participants who accept these Rules and Regulations by submitting an Application.
5. Participants agree to include in the Project Assumptions, an ethical approach that takes into account at least the Recommendations of the OECD Policy on Trustworthy AI and the UNESCO Recommendations for a Global Code of Ethics for AI. The Project assumptions should refer to the Compassion AI Manifesto: [www.globalai.life/why](http://www.globalai.life/why)
6. The prize will be awarded to the participant whose task will be to translate the Project Assumptions into a viable technical, organizational, visual and communication solution suitable for implementation.
7. The Organizer of the Competition reserves the right to distribute the prize among several winners in a situation when none of the individual solutions meets all the conditions or not to award the prize to any Participant.

### § 3

#### Schedule of the Contest

1. The Application must be submitted no later than November 30, 2023.
2. The announcement of the results will take place by December 7, 2023.
3. The first stage of development of a product in the frame of the competition will have a form of a hackathon which will be held from December 8 to 17, 2023. In the case of physical meetings, they will be held in Warsaw (Poland).
4. The Winner may be invited to receive the prize in person at the AI Impact Summit to be held in Salzburg, Austria, from March 5 - 7, 2024.

### § 4

#### Purpose of the Contest

1. To award the best Application based on the theme of the Contest and to subsidize the acceleration phase for the development of the presented Application.
2. With this Contest, the Organizer wishes to acquire, reward, promote and develop the solution submitted in the Contest with the participation of the Winner.

### §5

#### Topics of the Contest

1. The main theme of the competition is presented in the form of this task:  
How to create an environment, a platform, a solution that uses gamification and flow state to teach in a psychologically safe way such things as:
  - a. positive and moral behavior
  - b. pro-social pro-social behavior and cooperation
  - c. responsibility and self-esteem
  - d. sustainability
  - e. art and science

2. The solution should be supported by artificial intelligence that supports humans and society in their psychological, emotional, spiritual and intellectual development.
3. The solution should include a two-way feedback loop (human - artificial intelligence), allowing for the development of users' potential and awareness, followed by the development of increasingly secure and useful artificial intelligence.
4. Safety should be understood in both psychological, social and practical terms.
5. The solution should take into account cultural, religious and individual differences, and take into account the long-term consequences of such a solution.
6. The solution should consequently lead to the development of user awareness of the technology, its impact on psychology, society and the user himself.
7. The solution must be technologically feasible and have business potential.

## §6

### Stages of the competition

#### Stage 1

1. You can enter the Contest by completing the Form found at [www.globalai.life/join](http://www.globalai.life/join) and attaching the necessary attachments if required.
2. Only completely and correctly completed Forms will be considered in the Contest.
3. The application must be submitted in one's own name. Applications submitted on behalf of third parties will not be considered, unless the Participant represents a team of authors.
4. Contest entries may not contain content that violates copyright, advertising information, or content that is inconsistent with generally applicable laws, abusive or in any way harmful to the legally protected interests of others.

#### Stage 2

1. The purpose of the second stage is to develop prototypes of the best solutions.
2. During the hackathon, participants have the opportunity to work on the best selected project proposition.
3. The hackathon is organized in cooperation with Tech To The Rescue Foundation.
4. During the hackathon, the Winner and Organizer cooperate together as a product development team to create the best possible output.

## § 7

### Selection of Winners

1. The Contest Committee will evaluate the submitted Contest Applications.
2. The Contest Applications will be evaluated by the Contest Committee according to the criteria listed below:
  - a. innovative approach for the development of the Product,
  - b. compliance with the framework for Trustworthy AI (OECD, UNESCO),
  - c. selection of questions and answers included in the Product assumptions,

- d. factual correctness of the Product assumptions and Teaser against the Regulations.
3. The Organizer reserves the right to eliminate, at any stage, from the Contest, the Form of a Participant who is found to have provided false personal information, violated the rights of third parties, especially copyright, violated or attempted to circumvent the provisions of these Regulations.
4. Participants will be informed of the results of the Contest directly through the contact information left in the Form.
5. The results of the Contest will also be announced on the Contest website.
6. The decision of the Contest Committee on awarding prizes and naming the Winner is final and cannot be appealed.

## § 8 Prizes

1. The Laureate selected by the Contest Committee, may receive the prizes mentioned below.
2. The prize pool for the Contest is EUR 200,000:
  - a. EUR 50,000
  - b. EUR 100,000 in the form of NFT Art house spirits DAO
  - c. EUR 50,000 in the form of art
3. As part of the prize pool, the Winner receives a prize of 20,000 euro for proposing the best solution based on the theme of the competition.
4. Within the prize pool, the Winner additionally may receive prizes worth 180,000 euros, it is: 30,000 euros, which is distributed to cover the participation and prize in hackathon; 100,000 euros in the form of NFT Art house spirits DAO and 50,000 euros in the form of art, for the acceleration of the idea described in the Form within the framework of a specially created program by the Organizer if the Winner undertakes the development of the Product.
5. The Organizer may grant additional benefits to the Winner undertaking the acceleration of their Product.
6. As part of the additional benefits, the Organizer provides:
  - a. Access to mentors gathered in the GAIA Foundation's Virtual Florence group of experts.
  - b. A mentoring program based on the Peak State Experience and Group Flow protocols developed by the iMind Institute ([www.imindinstitute.com](http://www.imindinstitute.com)).
  - c. Assistance in finding investors for subsequent funding rounds.
7. The Winner may not undertake the acceleration of the idea, thus forfeiting the possibility to use the additional prize for acceleration, retaining only the prize of 20,000 euros.
8. In the event that the formal or substantive requirements are not met by the submitted Participants or the quality of the applications is low, the Organizer reserves the right not to select the Winner.
9. The Organizer reserves the right to make an offer of cooperation, addressed to selected Participants of the Contest, after its completion.

10. The date and method of prize collection will be determined individually with the awarded Participants.
11. The Organizer of the Contest reserves the right to publish the results of the competition on its website with the identification data of the Participants such as (name, surname, team name, name of the submitted product, country of origin), as well as to place the results on the website of entities associated with the Organizer.

## § 9

### Intellectual property rights

1. In the case of not undertaking the development of a product within the acceleration phase, the Winner of the Contest transfers all property copyrights to the Organizer and solely permits the exercise of all moral rights to dispose of and use the submitted Form.
2. In the event of undertaking the development of a product within the acceleration phase, the Winner grants the Organizer a perpetual, free and exclusive license to use the contents of the submitted Form constituting the Winner's copyright, property and personal rights. At the same time, the Winner undertakes to transfer to the Organizer 20% of the shares in the new business entity created for the purpose of acceleration.
3. The Winner grants permission for the Organizer to undertake marketing and advertising activities, together with the right to grant further approvals and to exercise subsidiary rights as to the content of the Form, without time and territorial limitations, in the following fields of exploitation:
  - a. Recording and multiplication by any technique, including recording (analog and digital) on audiovisual media, in particular on video, light-sensitive tape, magnetic tape, computer disks and other digital recording media, in a multimedia network (including the Internet);
  - b. display, public performance, dissemination and publication, including broadcasting in whole or in excerpts of any kind chosen by the Organizer - by means of vision or wired and wireless sound by terrestrial station and cable broadcasting, and via satellite;
  - c. introduction into computer memory and multimedia network including the Internet in unlimited number of broadcasts and volume of circulation;
  - d. use in multimedia works and on the Organizer's websites, as well as marketing using the Internet and other data transmission techniques using telecommunications, computer and wireless networks;
  - e. to make the content of the Application publicly and non-publicly available in such a way that anyone can access it at a place and time of their choosing, including in particular as SMS, MMS, WAP, on the Internet, interactive television, video on demand, audio on demand, Wi-Fi;
  - f. with respect to authorizing the exercise of dependent copyrights to modify the content of the Application - making any modifications to the content of the Application by the Organizer and using in any way the modifications so created, and authorizing any modifications to the content of the Application by third parties and using in any way the modifications so created.

4. The Participant shall be solely responsible for infringement of the rights of third parties, in particular copyright, in connection with the content of the Application. The Participant's submission is tantamount to a declaration that the Participant warrants that he/she is the author of the content of the Application and that he/she holds exclusive copyrights to the content of the Application, including personal and property copyrights to the content of the Application. The Participant undertakes to indemnify the Organizer against any third party who makes any claims against the Organizer related to the content of the Application sent by the Participant.
5. The Winner agrees not to exercise his/her personal copyrights in the content of the Form submitted by the Winner in a manner that restricts the Organizer or any third party to whom the Organizer has licensed the content of the Application.

## § 10

### Processing of personal data

1. The Organizer of the Contest informs that:
  - a. the administrator of the personal data of the Contest's Participants is GAIA Foundation with its registered office in Warsaw at 18 Karolinki Street, postal code 02-635 Warsaw, National Court Registration number: 0000883665.
  - b. personal data of the Contest Participants will be processed for the purpose of conducting the Contest - on the basis of Article 6(1)(a) and (b) of the GDPR. Participants' personal data may also be processed for the purpose of informing the media and publications about the Organizer's activities, on the basis of Article 6(1)(A) of GDPR;
  - c. in case of possible disputes, the Participants' personal data may also be processed in order to assert claims or defend the rights of the Organizer - on the basis of Article 6(1)(f) GDPR, which constitutes the so-called legitimate interest;
  - d. the recipients of Participants' personal data will be only entities authorized to obtain personal data on the basis of separate legal regulations, authorized employees/co-workers of the Organizer and providers of technical and organizational services;
  - e. personal data will be kept until the Organizer completes all activities related to the Contest;
  - f. data processed for the purpose of asserting claims (e.g., in court proceedings) will be kept for the period of the statute of limitations for claims under the Civil Code;
  - g. The participant has the right to access the content of his/her data and the right to rectify, delete, limit processing, the right to data portability, the right to object, the right to withdraw consent at any time without affecting the legality of the processing performed on the basis of consent before its withdrawal;
  - h. The Participant has the right to lodge a complaint to the supervisory authority - the President of the Office for Personal Data Protection, if he/she considers that the Organizer's processing of personal data concerning Participants violates the provisions of the GDPR;

- i. providing personal data is voluntary;
- j. no automated decisions (decisions without human involvement) will be made with respect to the Participant, including the Participant's data will not be subject to profiling;
- k. deletion or request for deletion of data is tantamount to resignation from participation in the Contest. The Participant acknowledges and accepts that deleting or requesting deletion of personal data will prevent him/her from participating in the Contest;
- l. by entering the Contest, Participant agrees to communicate, in matters of the Contest, using e-mail address or telephone number.

§11  
Final Provisions

1. The Contest Regulations are available on the Contest website: [www.globalai.life/join](http://www.globalai.life/join).
2. The Organizer reserves the right to change the provisions of these Regulations. The Regulations as amended shall become effective upon their publication on the Organizer's website.
3. Taking part in the Contest means acceptance of these Regulations.
4. In matters not regulated by these Regulations, the provisions of Polish law, including the Civil Code of the Republic of Poland, shall apply.
5. Any disputes that may arise in connection with the Contest shall be resolved by a common court having jurisdiction over the Organizer's seat according to Polish jurisdiction.
6. The Regulations shall come into force on the day of their announcement on the Contest website.