

Qualcomm® Edge AI Developer Hackathon in Republic of Korea – Official Rules

PLEASE READ THE FOLLOWING OFFICIAL RULES CAREFULLY. BY CLICKING “ACCEPT”, YOU ACKNOWLEDGE THAT YOU HAVE READ, FULLY UNDERSTAND, AND UNCONDITIONALLY ACCEPT AND AGREE TO COMPLY WITH THESE OFFICIAL RULES AND ANY DECISIONS MADE BY SPONSOR, WHICH SHALL BE FINAL AND BINDING IN ALL RESPECTS.

Capitalized and/or italicized terms used but not defined in these Official Rules will have the meaning(s) ascribed thereto in Annexure A.

1. Introduction. These are the terms and conditions (“**Official Rules**”) for participation in the Qualcomm® Edge AI Developer Hackathon in Korea (“**Hackathon**”) run by Qualcomm Technologies, Inc., a Delaware corporation having its registered office at 5775 Morehouse Drive, San Diego, California, United States (“**Sponsor**”).
2. Skill-based Competition. No purchase or payment of any kind is required to enter into or win the Hackathon. The Hackathon is not a prize draw, chit scheme or lottery and it is purely a competition of skill. The Hackathon is a contest of skill that involves computer application design and development based on Qualcomm chipset platforms.
3. Dates and Times. All dates and times hereunder are considered under the Korea Standard Time.
 - a. **Phase 1 Submission Period**: June 30, 2025 (9:00 a.m.) – July 27, 2025 (11:59 p.m.)
 - b. **Phase 1 Judging Period**: July 28, 2025 (9:00 a.m.) – August 7, 2025 (12:00 p.m.)
 - c. **Shortlisting Announcement**: On or around August 8, 2025 (12:00 p.m.)
 - d. **In-Person Training for Shortlisted Entrants**: Aug 11, 2025 (2:00 p.m.-6:00 p.m.)
 - e. **Phase 2 Submission Period**: August 12, 2025 (9:00 a.m.) - August 26, 2025 (11:59 p.m.)
 - f. **Phase 2 Judging Period**: August 27, 2025 (9:00 a.m. – 6:30 p.m.)
 - g. **Winner Announcement**: On or around August 27, 2025 (6:30 p.m.)

4. Eligibility.

- a. The Hackathon is open to:
 - i. Resident of Republic Korea who are at least 19 years old;
 - ii. Currently enrolled in a university or graduate school located in the Republic of Korea;
 - iii. Have a “Qualcomm ID” by signing up an account with Qualcomm® AI Hub via <https://myaccount.qualcomm.com/signup> ; AND
 - iv. Either follow/subscribe to the Snapdragon® Korea official accounts via Instagram at http://instagram.com/snapdragon_kr and/or YouTube at <https://www.youtube.com/SnapdragonKR>;

(each, an “**Eligible Individual**”).

- b. Team Participation. Eligible Individual must participate in this Hackathon as a team consisting of two (2) to five (5) Eligible Individuals (collectively referred to as a “**Team**”, “**Entrants**” or “**you**”). Each Team must include at least one Eligible Individual who is currently enrolled at Korea University (고려대학교.)
- c. Authorized Representative. Each Team must appoint and authorize one Eligible Individual (the “**Representative**”) to represent, act, and enter the submissions, on the Team’s behalf. By entering a submission on behalf of a Team, you represent and warrant that you are the Representative authorized to act on behalf of your Team.
- d. Each Entrant is responsible for securing any authorization or permission that may be required from his/her employer(s) in order to participate in the Hackathon. Sponsor may confirm that such authorizations have been duly obtained at any time during the Hackathon. In the event such authorizations have not been duly obtained, or a submission is found to be in violation of his/her/their employer’s policies, Sponsor reserves the right to disqualify the Entrant or a Submission/Final Submission (defined hereafter) at Sponsor’s sole discretion. Sponsor reserves the right to forfeit an Award (defined hereafter) if it becomes aware that the Entrant is not permitted to participate in the Hackathon and/or not authorized to grant the required license (defined in Section 8(c) below) by proper notification from his/her/their employer. Sponsor disclaims any and all liability for disputes arising between Entrants and their employers related to the Hackathon, which shall be the sole responsibility of Entrants.

- e. For clarity, it is Team’s sole responsibility to ensure that its Representative and all other Eligible Individuals from the Team have reviewed, understood, and abided by his/her/their employer’s policies regarding the eligibility to participate in the Hackathon. Entrants whose Representatives or submissions found to be in violation of their employer’s policies will be disqualified from the Hackathon.

- f. The Hackathon is NOT open to:
 - i. Individuals who are residents of any country other than the Republic of Korea.
 - ii. Individuals who have participated in the Qualcomm® Edge AI Developer Hackathon series in another region.
 - iii. Individuals who are affiliated with any government agencies or state-owned entities.
 - iv. Individuals who are a *Restricted Person* (defined in Annexure A).
 - v. Organizations involved with the design, production, paid promotion, execution, or distribution of the Hackathon, including the Sponsor, Microsoft Korea Inc. (“**Microsoft**”), and their respective affiliates (“**Promotion Entities**”).
 - vi. Employees, representatives and *agents* of such Promotion Entities, and *all members of their immediate family or household* (defined in Annexure A).
 - vii. Any other individual involved with the design, production, promotion, execution, or distribution of the Hackathon, and *each member of their immediate family or household* (defined in Annexure A).
 - viii. Any Judge (defined below), or company or individual that employs a Judge.
 - ix. Any parent company, subsidiary, or other *affiliate* of any organization described above (defined in Annexure A).
 - x. Any other individual or organization whose participation in the Hackathon would create, in the sole discretion of the Sponsor and/or Administrator, a real or apparent conflict of interest.

5. Hackathon - Phase 1.

- a. Registration. Entrants must register for the Hackathon by visiting <https://www.qualcomm.com/developer/events/edge-ai-developer->

hackathon/korea (“**Hackathon Website**”) and following all on-screen instructions to complete registration for Phase 1 of the Hackathon.

b. Submission Requirements. After registering the Hackathon and before the end of the Phase 1 Submission Period, Entrants must complete the required fields on the “Proposal Submission” page of the Hackathon Website (each a “**Submission**”). Each Submission must comply with the following “**Submission Requirements**”:

i. What to Submit in Phase 1:

1. (Mandatory) A proposal for an edge artificial intelligence (“**Edge AI**”) use case application leveraging opensource software that would run natively preferably on Sponsor’s neural processing unit. Proposal should include the followings with the template posted on Hackathon Website:

- a. Proposal Description;
- b. Problem Statement;
- c. Explanation of Features and Functionalities; AND
- d. Profiling result in Qualcomm AI Hub of AI models that will run on-device.
- e. Note: Leveraging resources from Qualcomm AI Hub is strongly encouraged.

2. (Mandatory) A demonstration video of your proposal.

a. Must be uploaded to and made publicly visible on YouTube, and a link to the video must be provided on the registration form;

b. Should be less than 5 minutes. Judges are not required to watch beyond 5 minutes;

c. Should include footage that shows the application, if available, functioning on the device for which it is built; AND

d. Must not include third-party trademarks, copyrights or any other material from third-parties unless the Entrant has permission to use such material.

3. (Highly recommended) If available, a link to a public GitHub repository, with the following files:

a. Source code of application;

b. A README file with the following information:

1. An application description;

2. Names and emails of all Eligible Individuals on the Team;

3. Setup instructions from scratch, including dependencies if applicable;

4. Run and usage instructions; AND

c. An open-source license (please refer to <https://choosealicense.com> for help choosing).

ii. New & Existing: The proposal and application must be either newly created by the Entrant or, if the Entrant's Project existed prior to the Hackathon Submission Period, must have been significantly modified to add the AI models from the Qualcomm AI Hub or other open-source platforms.

iii. Limitations: The proposal and application must be the work and/or idea solely owned by the Entrant. Each Entrant must only submit one (1) Submission; if there are duplicate or multiple Submissions, only the last Submission would be considered eligible. Entrant cannot make any changes or alterations to your Submission after it has been properly submitted on the Hackathon Website. Please double check all fields in the intake form before submitting.

c. Judges & Criteria. At the end of Phase 1, all eligible Submissions will be evaluated by a panel of judges selected by Sponsor (the "**Judges**") during the Phase 1 Judging Period. Judges may be employees of the sponsor or third parties, may or may not be listed individually on the Hackathon Website, and may change before or during the Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the sponsor.

i. Stage One. The first stage will determine via pass/fail whether the proposal meets a baseline level of viability and Submission Requirements, and whether the Entrant meets the eligibility requirement as set forth in Section 4 of these Official Rules.

ii. Stage Two. All Submissions that pass Stage One will be evaluated in Stage Two based on the following criteria (the "**Judging Criteria**"). Each criterion will be scored within a scale from one (1 = poor) to five (5 = excellent), with a total maximum of twenty-five (25) points:

1. Applicability to Edge AI Use Case (1-5 points): Does the proposal clearly apply to Edge AI scenarios (e.g., on device inference, real-time processing, low-power, latency environments)? Is the problem or use case well-suited for Edge AI rather than cloud-based solutions?
2. Innovation and Creativity (1-5 points): Is the idea original or does it creatively apply existing Edge AI technology in a new way? Does it show fresh thinking in how Edge AI can be used?
3. Feasibility of Execution (1-5 points): Does the scope and complexity match what's achievable in the event duration?
4. Potential Impact (1-5 points): Could the proposed solution solve a meaningful problem or open up new possibilities in Edge AI? Is there a clear benefit to users or society?
5. Clarity of Proposal (1-5 points)

6. Shortlisting Announcement.

- a. Assuming a sufficient number of eligible Submissions are received, the Judges will select up to fifteen (15) eligible Submissions with the highest score as potential **“Shortlisted Entrants”** to advance to the onsite presentation phase (**“Phase 2”**).
- b. The decision of Judges and Sponsor with respect to the selection and confirmation of Shortlisted Entrants is final and binding in all respects and is not subject to challenge or appeal. If a Shortlisted Entrant is found to be ineligible, or if such Shortlisted Entrant has not complied with these Official Rules or declines to participate in any stage of the Hackathon for any reason, such Shortlisted Entrant will be disqualified, and an alternate Shortlisted Entrant with the next highest score may be selected. The final number of Shortlisted Entrant is subject to change at Sponsor's discretion.
- c. If selected by the Judges as potential Shortlisted Entrants, each potential Shortlisted Entrant will be notified via e-mail by August 8, 2025, using the contact information provided at time of registration. Sponsor shall have no liability for any notification that is lost, intercepted or not received by the potential Shortlisted Entrant for any reason.
- d. Each potential Shortlisted Entrant will be required to execute **“Verification Documents”** prior to advancing to Phase 2, which may include, without limitation, a Participation Agreement, an Affidavit of Eligibility, a Liability Release, a Loaner Agreement, and/or a Publicity Release. If any potential Shortlisted Entrant fails or refuses to sign and return all Verification Documents within five (5) business days

after Sponsor sent out the Verification Documents, such potential Shortlisted Entrant may be disqualified and an alternate Shortlisted Entrant may be selected.

e. After completing the collection of all executed Verification Documents from the Shortlisted Entrants and before Phase 2, Sponsor will hold a mandatory on-site in-person training session at Microsoft Korea office (“**Training session**”). At least Two Eligible Individuals from each Shortlisted Entrant must participate on site and participation of all Eligible Individuals from each Shortlisted Entrant is strongly recommended. Shortlisted Entrants who fail to participate may result in forfeiture of your status as the Shortlisted Entrants and may result in disqualification in the Hackathon. During the Training session, Sponsor will provide material and/or information about Sponsor’s company, products/services, technology foresight and visions. Sponsor will also confirm the date and time, and the Hackathon venue location for final judging and award ceremony of Phase 2.

7. Phase 2.

- a. Following the Shortlisting Announcement and receipt of signed Verification Documents from Shortlisted Entrants, each Shortlisted Entrant will be provided a loaner laptop powered by Snapdragon® X series during the Training session by Sponsor or its agent. Additional loaner laptop may be provided to each Shortlisted Entrant by Microsoft, subject to its sole discretion. Additional legal documentation may be required between you and Microsoft.
- b. Shortlisted Entrants shall submit their final designed application by the end of Phase 2 Submission Period (“**Final Submission**”).
- c. Eligible Final Submissions shall meet the following criteria:
 - i. Presentation material that they will present during the Phase 2;
 - ii. The application shall not include any closed-source existing code; all codes shall be open for consumption and available to the public;
 - iii. The application must be provided in a GitHub repository, with the following files in addition to your code:
 1. A README file with the following information:
 - a. An application description;
 - b. Names and emails of all Eligible Individuals on the Team;
 - c. Setup instructions from scratch, including dependencies if applicable;
 - d. Run and usage instructions; and
 2. An open-source license (please refer to <https://choosealicense.com> for help choosing);
 - iv. The application must be runnable using your provided instructions;

- v. The application and most components must run on the edge (hybrid edge/cloud is acceptable, but the majority should run locally on device);
- vi. The application must be capable of being successfully installed and run on the platforms for which it is intended and must function as depicted in the text description;
- vii. The application must be developed and/or commercially ready to the extent that it may be deployed on app store or other open source platform for users to download;

AND

ix. (Optional) – The following components are highly recommended but not mandatory:

1. Tests and testing instructions to verify the app setup;
2. Notes section containing additional information not covered in the application description;
3. References used while developing the application; and
4. Well-commented code.

d. Orientation. Shortlisted Entrants shall arrive at the Hackathon venue on time. Before final judging period started, Sponsor will announce some housekeeping items such as the event opening and closing times and the agenda for Phase 2.

e. Onsite Demonstration and Presentation. All Shortlisted Entrants are required to demonstrate his/her/their application in front of other Shortlisted Entrants and the Judges. After the demonstration and verification, each team will have up-to 10 minutes of the presentation time and there will be a Q&A session.

f. Judges & Criteria. All eligible Final Submissions will be evaluated by Judges with the following criteria (“**Phase 2 Criteria**”), for a total maximum of one hundred (100) points. Judges may be employees of the sponsor or third parties, may or may not be listed individually on the Hackathon Website, and may change before or during the Phase 2 Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the sponsor.

i. Technical Implementation (40 points)

Evaluation based on NPU utilization, SLM optimization, latency and performance, and energy efficiency.

ii. Application Use-Case and Innovation (25 points)

Evaluation through the lens of problem solving, creativity and uniqueness, and user experience.

iii. Local Processing and Privacy (15 points)

Evaluation based on on-device execution and privacy and security.

iv. Deployment and Accessibility (10 points)

Evaluation based on ease of installation and use.

v. Presentation and Documentation (10 points)

Evaluation based on the clarity of explanation during the presentation, and code quality and documentation.

g. Tie Breaking. If two or more Submissions are tied, the tied Submission with the highest score in the first applicable criterion listed above will be considered the higher scoring Submission. In the event any ties remain, this process will be repeated, as needed, by comparing the tied Submissions' scores on the next applicable criterion. If two or more Submissions are tied on all applicable criteria, the panel of Judges will vote on the tied Submissions.

h. Winner Announcement & Awards. There will be a total of five (5) winners for this Hackathon. The winner for the 1st Place (1 team), 2nd Place (1 team), 3rd Place (1 team) will be selected based on the Judge's evaluation based on Phase 2 Criteria. 4th place (2 teams) will be selected from the remaining teams (excluding the 1st, 2nd, and 3rd place winners) based on votes by all Shortlisted Entrants. Each Shortlisted team will cast one vote, and the two team with the most votes will be awarded 4th place. If more than two teams are tied, two will be awarded based on Phase 2 Judging Criteria, and Tie Breaking terms and conditions as set forth above. On or around 6:30 p.m. KST on August 27, 2025, winners will be announced on-site, with Awards being awarded on site, as follows:

i. **1st Award (one team selected from Judges):** KRW 5,000,000

ii. **2nd Award (one team selected from Judges):** KRW 3,000,000

iii. **3rd Award (one team selected from Judges):** KRW 1,000,000

iv. **4th Award (two teams, voted by all Shortlisted Entrants):** KRW 500,000

(collectively, "**Awards**"). AWARDS ARE AWARDED AS IS. Winners will be responsible for all taxes on the Awards. No substitution for Awards, except Sponsor reserves the right, in its sole discretion, to substitute Awards with a different Award of comparable value. Winners are not recipient of Awards until Winners have been verified and/or notified by Sponsor on site. Sponsor does not make, nor is in any manner responsible for, any warranty,

representation, expressed or implied, in fact or in law, relative to the quality, conditions or fitness of any aspects of Awards. Sponsor, at its sole discretion, may disqualify a potential winner if awarding an Award to the potential winner would create a real or apparent conflict of interest.

8. Intellectual Property.

a. **“Intellectual Property Rights”**, as used herein, shall mean patents, rights to inventions, copyright and related rights, trademarks, trade names and domain names, rights in get-up, rights in goodwill or to sue for passing off, rights in designs, rights in computer software, database rights, rights in know-how and trade secrets and any other intellectual property rights, in each case whether registered or unregistered and including all applications (or rights to apply) for, and renewals or extensions of, such rights and all similar or equivalent rights or forms of protection which may now or in the future subsist in any part of the world.

b. **Ownership.** All Intellectual Property Rights in the Submissions and Final Submissions, including any records, reports, documents, drawings, designs, photos, videos, portraits, graphics, logos, typographical arrangements, information, studies, object and source code, flow charts, diagrams, sketches, samples, prototypes, slides, rough work, clipart, proofs, manuscript, concept notes, ideas, strategy, algorithms, software, hardware, code, developments, outputs, results, technology or other materials arising out of or in connection with the Entrants’ participation in the Hackathon in whatever form (**“Entrant Materials”**) shall vest solely with the Entrants, except for the Intellectual Property Rights that are originally owned by third parties other than the Entrant.

c. **License of Entrant Materials.** By registering for the Hackathon, each Entrant (including each individual Entrant in a Team) hereby agrees to license all Entrant Materials under the MIT license located at <https://opensource.org/license/mit>. Entrants agree to execute any further documentation requested by Sponsor or its affiliates, contractors or agents in this regard.

d. **License of Qualcomm Products.** Sponsor and/or its affiliates may from time to time and subject to execution of appropriate license agreements, provide Entrants a limited, restricted, non-exclusive, non-sublicensable, non-transferable, royalty free, revocable license to access or use certain software, hardware and/or infrastructure that is proprietary to Sponsor and/or its affiliates (**“Qualcomm Products”**) for the duration of Entrants’ participation in the Hackathon solely for use in connection with development of the Project and/or Project Proposal. Each Entrant acknowledges that access to and use of such Qualcomm Products will be subject to applicable licensing terms and separate license agreements prescribed by the relevant

licensing entity. All rights, title and interests, including Intellectual Property Rights, in the Qualcomm Products shall vest solely with Sponsor and/or its affiliates. Sponsor or the relevant licensors may at any time revoke the license without any further liability to the Entrant or any other party.

e. **Exploitation of Ideas and Releases.** The Entrant understands and acknowledges that: (i) Qualcomm entities, including Sponsor and its affiliates have wide access to ideas, concepts, prototypes, products, code, know-how, trade secrets, plans, designs and construction information, processes and flowcharts, formulas, manufacturing, techniques, discoveries, inventions, product specifications, machinery, drawings, photographs, computer source codes, equipment, devices, tools and apparatus and any other engineering or other technical information, and other materials, and the same are constantly being submitted to it or being developed by its employees/personnel; (ii) many ideas, concepts, strategies may be competitive with, similar to, or identical to content in the Project or Project Proposal, any prototypes or Entrant materials and/or each other in theme, idea, workflow, concept, design, format, or other respects; (iii) the Entrant will not be entitled to any compensation as a result of Qualcomm entities', including Sponsor or its affiliates' use of any such similar or identical material that has or may come to Sponsor, or any of them, from other sources. Except where prohibited by applicable law, the Entrant acknowledges and agrees that Qualcomm entities, including Sponsor or any of the Released Parties (defined hereafter) do not now and shall not have in the future any duty or liability, direct or indirect, vicarious, contributory, or otherwise, with respect to the infringement or protection of the Entrant's Intellectual Property Rights in and to the Project, Project Proposal or Entrant materials. The Entrant acknowledges that, with respect to any claim of the Entrant relating to or arising out of Qualcomm entities', including Sponsor's actual or alleged exploitation or use of any Project, Project Proposal or Entrant material submitted, created or arising in connection with the Hackathon, the damage, if any, thereby caused to the Entrant will not be irreparable or otherwise sufficient to entitle the Entrant to seek any injunctive or other equitable relief or in any way enjoin, otherwise interfere with, delay, or interrupt the production, distribution, exhibition, or other exploitation of any production based on, or allegedly based on the Entrant material, and the Entrant's rights and remedies in any such event shall be strictly limited to the right to recover damages, if any, in an action at law.

9. Warranties and Representations. By registering the Hackathon, each Entrant represents and warrants that:

- a. all Entrant Materials are the original works created solely by Entrant or have been properly licensed from the rights owner(s), and not violating or infringing any third party rights, including without limitation, third party Intellectual Property Rights;
- b. in the event any Entrant Materials rely on, incorporate or otherwise uses any third party material, including music, trademarks, logos, or any copyrighted material, the Entrant shall disclose all details regarding such third party materials to Sponsor at the time of submission and shall ensure it has obtained all of the rights, licenses, permissions and releases in writing from any such third party for use of the material in connection with the Entrant Materials and for the purposes of the Hackathon;
- c. the Entrant Materials comply with these Official Rules and all criteria and guidelines prescribed by Sponsor;
- d. Sponsor will not be required to pay or incur any sums to any person or entity in connection with the Entrant Materials;
- e. the Entrant Materials do not defame, misrepresent, or contain disparaging remarks or any other content which could adversely affect the name, reputation or goodwill of Sponsor, its affiliates, or any other individuals and/or entities;
- f. Entrant Materials do not contain pornographic or obscene content, hateful content of any kind, content which promotes violence or harm to another living creature, or any other offensive or inappropriate content;
- g. the Entrant Materials do not include threats of any kind or any content that may intimidate, harass, or bully anyone;
- h. the Entrant Materials do not contain any viruses, Trojan horses, worms, spyware or other disabling devices or harmful or malicious code;
- i. in connection with the activities contemplated hereunder, neither the Entrant nor the Entrant Materials will violate any applicable law or regulation;
- j. Entrant acknowledges that Sponsor does not make, nor is in any manner responsible for, any warranty, representation, expressed or implied, in fact or in law, relative to the quality, conditions or fitness of any aspects of Awards except the Award is subject to its manufacturer's standard warranty, if any; and
- k. Entrant acknowledges that unacceptable behavior include without limitation, (i) sharing or making content/statements that are offensive, dehumanizing, defamatory, libelous, abusive, demeaning and/or sexually explicit; (ii) sharing or making content/statements that are advocating violence, illegal activities, weapons, tobacco, alcohol and/or drugs; (iii) sharing or making content/statements that promote bigotry, racism, hatred, or discrimination, (iv) sharing or making content/statements that denigrates, disparages, or reflect negatively on the Released Parties; (v) doing disruptive actions such as interrupting any part of the Hackathon, breaching the peace, or doing unlawful activities; (vi) vandalizing

property, device, equipment, and/or products/services of the Hackathon/venue; (vii) intimidating and/or harassing other participants and/or staffs at the Hackathon venue; (viii) possessing weapons and/or illegal substances; (ix) making misrepresentations, fraudulent and/or misleading statements; and (x) ignoring and/or violating venue rules and/or safety requirements. Venue stated herein shall include both the venue at the Training session and the Hackathon venue. You further acknowledge that any form of harassment, including sexual harassment and harassment based on race, gender, age, disability, and other protected characteristics are strictly prohibited at the Hackathon.

10. Publicity Release. Entrants agree that Sponsor and its affiliates, contractors and agents shall have the right to promote the Entrant Materials but without obligations to do so, and use the name, likeness, voice and image of all individuals contributing to Entrant Materials, in any materials promoting or publicizing the Hackathon and its results, during the Hackathon and for three (3) years following the Winner Announcement.

11. Release of Liability. Each Entrant agrees that, to the maximum extent permitted by applicable law, officers, directors, and employees of Sponsor or its parent, subsidiary, and affiliated companies, and each of their respective officers, directors, employees or contractors involved in the Hackathon (collectively “**Released Parties**”): (i) shall not be responsible for or liable for, and are hereby released from any and all costs, injuries, losses or damages of any kind in connection with the Hackathon or otherwise, including without limitation, death and/or bodily injury, due in whole or in part, directly or indirectly, incurred, sustained, arising out of or in connection with the participation in or travel to and from the Hackathon or any Hackathon-related and/or post Hackathon activity; or from Entrants’ acceptance, receipt, possession and/or use or misuse of any Qualcomm Products, Platforms, Awards, or other item of value from the Released Parties; (ii) assume no responsibility for any damage to any Entrant’s, or any other person’s, computer system which is occasioned by any websites, platforms, tools, or resources associated with Sponsor and/or its affiliates, or for any computer system, phone line, hardware, software or program malfunctions, or other errors, failures, delayed computer transmissions or network connections that are human or technical in nature; (iii) are not responsible for incomplete, illegible, misdirected, misprinted, late, lost, damaged, or stolen Entrant Material; (iii) are not responsible for lost, inaccessible or unavailable networks, servers, Satellites, Internet service providers, websites, or other connection; (iv) are not responsible for miscommunications, failed, jumbled, scrambled, delayed, or misdirected computer, telephone or cable transmissions; (v) are not responsible for any technical malfunctions, failures, difficulties or other errors of any kind or nature; and (vi) are not responsible for the

incorrect or inaccurate capture of information, or the failure to capture any information. For purposes of these Official Rules, receipt of Submissions/Final Submissions occurs when Sponsor or its affiliates' website servers successfully receive the uploaded Submission/Final Submission in accordance with guidelines provided in these Official Rules. In no event shall the Released Parties be responsible for any Entrant Materials provided by the Entrant, which shall be the sole responsibility of the Entrant.

12. Indemnification. Notwithstanding the review by Sponsor or any affiliates or the Judges of any Entrant Materials, Entrants understand and agree to bear sole liability and responsibility for the content of Entrant Material and agree to indemnify, hold harmless, and defend the Released Parties for any damages and/or costs incurred as a result of a third party's claim or demand relating to the content or any component of Entrant Materials, including, but not limited to, a claim of infringement by such Entrant Material, of a third party's intellectual property rights or privacy rights.

13. Disqualification. Sponsor reserves the right to disqualify any Entrant at any time during the Hackathon, who, at Sponsor's sole discretion, has been determined to have violated the spirit of the Hackathon or breached any terms hereof, including a representation (scientific or otherwise) or warranty as provided under these Official Rules; tampering with the submission process or the operation of the Hackathon, the Hackathon Website, or the Platforms; acting in violation of these Official Rules; acting in an unsportsman-like or disruptive manner; acting with the intent to disrupt or undermine the legitimate operation of the Hackathon; or acting with the intent or outcome to annoy, abuse, threaten or harass any other person, and that Sponsor reserves the right to seek damages and other remedies from any such person to the fullest extent permitted by law. Each Entrant hereby acknowledges that he/she shall have no right to object to any decision of disqualification taken by Sponsor.

14. Sponsor Materials. Throughout this Hackathon, Sponsor and/or its affiliates may elect (in its sole discretion and without any obligation to do so) to provide information, materials, products and/or services to Entrants on an as-is basis, solely for use in connection with the development of the Project and Project Proposal, to the specific exclusion of any other use, subject to applicable terms and conditions and execution of appropriate agreements by the Entrants.

15. Language Requirements. During Phase 1 and Phase 2, all Submission materials must be in English or, if not in English, the Entrant must provide an English translation of the

demonstration video, text description, and testing instructions as well as all other materials submitted.

16. Personal Data and Privacy. By registering for the Hackathon, each Entrant agrees and consents to Sponsor and its affiliates, contractors, agents and/or assigns collecting, using, and sharing the personal information submitted by the Entrant, including name, address and contact information, for the purposes of the Hackathon, including administering and conducting the Hackathon and related promotions. Entrants agree to be contacted using the contact information provided. Personal data collected by Sponsor and/or its contractors/agents will be handled in accordance with the privacy policy available on <https://www.qualcomm.com/site/privacy>. Sponsor or its affiliates, contractors, agents and/or assigns will not be responsible or liable in any manner whatsoever for any acts or omissions or any related obligations or liabilities of any third party in relation to any data or information of any Entrants.

17. Modification; Suspension; Termination. To the extent permitted by applicable law, Sponsor reserves the right to modify, extend, suspend, or terminate the Hackathon at any time.

18. No Relationship. The Entrant hereby acknowledges and agrees that the relationship between the Entrant and Sponsor (and its affiliates) is not a confidential, fiduciary, exclusive or other special relationship, and the Entrant's decision to submit a Project, Project Proposal, or any Entrant Materials in connection with this Hackathon does not place Sponsor or its affiliates in a position that is any different from the position held by members of the general public with regard to elements of the Entrant Materials, other than as set forth in these Official Rules.

19. Compliance with Laws.

a. Entrants shall at all times comply with all applicable domestic and international laws in connection with their participation in the Hackathon, including but not limited to applicable domestic and international anti-corruption and record-keeping laws and regulations, such as the U.S. Foreign Corrupt Practices Act, and the U.K. Bribery Act, and not directly or indirectly, offer, pay, promise make, offer, authorize, or promise any payments or contribution of money, gifts, business courtesies, hospitality or anything of value to any person for the purpose of influencing any official act or decision of such person in their official capacity, inducing such person to perform or omit any act in violation of their lawful duty, improperly obtain or retain business, securing any improper advantage, pay for improper advantage already

secured, or inducing such person to use their influence to affect or influence any act or decision of any foreign or domestic government official or employee, government instrumentality, political party, political official, candidate for political office, member of a royal family, or any officer or employee of a public international organization. The Entrant will strictly comply with all domestic and international export control and economic sanctions laws, orders, and regulations, including but not limited to the Export Administration Regulation, 15 CFR Parts 730-774, the Foreign Assets Control Regulation, 31 CFR Parts 500-599. Subject to relevant laws, Entrant agrees to notify QTI of any violation of this section that has or may have occurred.

b. If permitted access to any Sponsor or its affiliates' facilities or infrastructure or systems, Entrants shall comply with Sponsor and its affiliates' policies, regulations and codes of conduct as communicated to them from time to time. When accessing or using Sponsor and its affiliates' websites, including Hackathon Site, Entrants shall be responsible for complying with any policies or legal terms on these websites.

c. Entrants shall be solely responsible for complying with any guidelines, rules, or policies provided by the venues (including at the in-person Training session and Hackathon venue for Phase 2) (collectively, "**Guidelines**"), and Sponsor disclaims any liability of Shortlisted Entrants' behavior at these venues and has the discretion to disqualify any Shortlisted Entrants from Phase 2 if any Eligible Individual of a Shortlisted Entrant was in compliance with any Guidelines. You further acknowledge that you may be expelled from the venues by venue organizers and/or their respective staffs if you fail to comply with any Guidelines, which will result in disqualification from this Hackathon automatically.

20. No Confidentiality. Entrants acknowledge and agree that Submissions, Final Submissions, and any Entrant Material will not be treated as confidential and may be available to the public, including without limitation, posting on the Internet and social media platforms of Sponsor or its affiliates. Sponsor does not guarantee any confidentiality with respect to any Submission, Final Submission, or Entrant Material; and Entrants shall not contain any confidential information or trade secrets into the Submission, Final Submission, or Entrant Material provided to Sponsor.

21. Force Majeure. Sponsor shall not be liable to Entrants for any delay or failure to fulfill its obligations under these Official Rules where any such delay or failure is caused due to any reason beyond the control of Sponsor. In the event an insufficient number of eligible Submissions are received and/or Sponsor is prevented from awarding Awards or continuing

with the Hackathon or by any event beyond its control, including, but not limited to, fire, flood, earthquake, windstorm, epidemic, pandemic, public health crisis, disease, virus, sickness or outbreak or other similar or dissimilar natural disaster; act of God or public enemy; riot or civil disturbance, act of any government or governmental authority, power failure, satellite or equipment failure, failure of telecommunications lines or failure or breakdown of plant, machinery or vehicles operated by a third part; labor dispute, strike, or lockout; actual or threat of war, armed conflict, terrorist attacks, war (declared, undeclared or threatened, explosion, nuclear, or chemical or biological contamination; or a government imposed mandate of any kind, order of any court or jurisdiction, or other cause not reasonably within Sponsor's control such as venue shut down (each, a "Force Majeure" event or occurrence), Sponsor reserves the right to suspend or terminate the Hackathon at its sole discretion.

22. Severability. If any provision or part-provision of these Official Rules is or becomes invalid, illegal, or unenforceable, it shall be deemed deleted, but that shall not affect the validity and enforceability of the rest of these Official Rules.

23. Governing Law and Venue. This Hackathon is governed by the laws of the State of California. The court of competent jurisdiction in the county of San Diego, State of California shall have sole and exclusive jurisdiction over any and all legal actions or claims arising out of, related to or in connection with this Hackathon and these Official Rules.

24. Contact Information.

- a. Sponsor: Qualcomm Technologies, Inc., with an address at 5775 Morehouse Drive, San Diego, California, United States.
- b. Agent: The Ruah D Lab Inc, with an address at 10th Floor, 7 Seongsui-ro 7-gil, Seongdong-gu, Seoul, Republic of Korea
- c. Promotional Partner: Korea University, with an address at 145, Anam-ro, Seongbuk-gu, Seoul, Republic of Korea; Microsoft Korea Inc., with an address at 50 Jong-ro 1-gil, Junghak-dong, Jongno District, Seoul, Republic of Korea

Annexure A - Definition

Capitalized and/or italicized terms used in these Official Rules are defined below or being defined throughout the Official Rules.

a. A “**Restricted Person**” is defined as any legal or natural person (i) listed on a prohibited or restricted party list published by the U.S. government, including but not limited to the U.S. Department of Treasury’s “List of Specially Designated Nationals and Blocked Persons” and “Consolidated Sanctions List”, and the U.S. Department of Commerce’s Entity List, Unverified List, and Denied Persons List, or any similar list maintained by the United Kingdom, the European Union or its Member States, or other applicable local authority; (ii) located, organized or resident in a country or region against which the U.S. government has imposed comprehensive economic sanctions or an embargo; this currently includes Cuba, Iran, North Korea, Syria, and the Crimea and so-called Donetsk People’s Republic and Luhansk People’s Republic regions of Ukraine, but may be amended over time; (iii) owned (50% or more in the aggregate) or controlled, directly or indirectly, by a person or entity described in (i) or (ii) herein; or (iv) otherwise the target of U.S. sanctions (collectively, “**Restricted Persons**”).

b. “**Agents**” include individuals or organizations are acting on behalf of, and at the direction of, a Promotion Entity through a contractual or similar relationship.

c. “**The members of Individual’s Immediate Family**” include the individual’s spouse, children and stepchildren, parents and stepparents, and siblings and stepsiblings.

d. “**The members of an individual’s household**” include any other person that shares the same residence as the individual for at least three (3) months out of the year.

e. An “**Affiliate**” is: (a) an organization that is under common control, sharing a common majority or controlling owner, or common management; or (b) an organization that has a substantial ownership in, or is substantially owned by the other organization.