

## **CALL FOR APPLICATIONS**

### **CODING4INTEGRITY 2.0 Youth Anti-Corruption Hackathon**

**Applications:** 7 June to 7 July 2024

**Competition:** 12-13 September 2024 (in person and online)

The Knowledge Foundation has joined forces with the United Nations Office on Drugs and Crime (UNODC) to organize the Coding4Integrity 2.0 Youth Anti-Corruption Hackathon series.

The series is aimed at challenging young software developers with the task of creating a digital AI-based learning environment on anti-corruption. The series is composed of four yearly events focusing on 2 specific technology components of the final AI desired product. The 2024 cycle of events is focusing on:

1. AI
2. DeCentralized Commerce

The third event under the Coding4Integrity 2.0 framework will take place on 12 and 13 September at the University of Pretoria, South Africa, in hybrid format (in-person and online).

We are looking for up to 50 young coders and innovation enthusiasts aged 18-35 to develop EdTech solutions to tackle the problem of corruption.

Thanks to the financial contributions of UNODC, up to 15 selected participants from any developing country will receive financial sponsorship in the form of an economy class fare plane ticket to travel to Pretoria, South Africa.

All other selected participants are welcome to join us in Pretoria, if in a position to sponsor their own travels and accommodation, or will be able to compete virtually.

You can apply as member of a coding Team, or also by yourself if you prefer flying solo. In that latter case, you will be assigned to a team by us.

Winners will receive developer grants generously offered by DFINITY, Knowledge Tokens, and the opportunity to collaborate further with the Knowledge Foundation!

If you are eligible, interested and feel like you are up for the challenge then send your application before 7 July!

**GOOD LUCK!**

## 1. About the Hackathon

In order to respond to growing interest into the area of digital innovation as catalyser of youth action against corruption, in 2021 the [Global Resource for Anti-Corruption Education and Youth Empowerment \(GRACE\) initiative](#) of UNODC has launched the "[Coding4Integrity](#)" youth anti-corruption hackathon series, which aims to seize the energy and potential of youth to innovate and develop technological solutions for corruption-related problems that affect their communities.

Hackathons, as programmes that stand between digital innovation and social entrepreneurship, indeed provide an opportunity for young people to enhance their knowledge on corruption-related topics, as well as strengthen their social, leadership and technical skills.

In this regard, and building up to successful cooperations undertaken in 2023, The Knowledge Foundation and UNODC's GRACE initiative have joined forces once again to elevate youth empowerment and digital innovation focusing on emerging technologies to strengthen quality education on integrity, ethics and anti-corruption.

**More in details: We want you to contribute to the objective of innovating anti-corruption education through Artificial Intelligence, Blockchain and other emerging technologies, by building digital learning products to teach users about anti-corruption.**

### 2024 Coding Tracks:

- 1) **Artificial Intelligence anti-corruption education**
- 2) **DeCentralized Commerce**

Form your team or compete solo, join us in person (if you are a citizen of any developing country) or online if you can't join in person, and compete in our 2-day hackathon for a chance to win financial awards!

## 2. Awards

The #1 winning project for each Thematic Track will be awarded professional Internet Computer blockchain developer grants\* (\$10,000 in grant prizes) and Knowledge Token® intellectual currency (up to \$5,000 in prizes).

Knowledge Token® intellectual currency will also be awarded to all participants that complete the hackathon but are not on a winning team or a winning solo participant, for a total of \$40,000 in token prizes. Knowledge Token® awards are redeemable towards registration fees at all future Summits and Symposia worldwide.

These amazing prizes shall be used to further develop their EdTech product aimed to digitize anti-corruption education. Each winning team shall be responsible to keep working on the product after the end of the hackathon and submit its final product before the end of November 2024.

Finally, all 2024 hackathon winning teams will have the chance to convene in-person in December 2024 for the "hackathon of hackathons", where they will engage in a collaborative effort with each other and elevate the product to its final stage (in-person participation depends on funds availability, and will be communicated in advance).

## 3. Use of image

Upon registration, the participants grant and authorize the organizing team, free of charge, in a global, integral, permanent, irreversible, irrevocable, and exclusive way, all rights of use of image, name, and voice for dissemination of Coding4Integrity project, through all the media used in the events.

#### **4. Code of conduct**

The Knowledge Foundation and UNODC are committed, at their highest level, to the promotion, safeguard and guarantee of human rights, gender equity, respect for diversity, and a culture of peace and rejection of violence.

By participating in the event, all participants, sponsors, partners, volunteers, and staff commit to ensuring respect for diversity in terms of race, gender, sexual orientation, age, disability, physical appearance, nationality, ethnicity, or religion.

#### **5. Zero tolerance harassment policy**

By participating in the events, all persons - participants, sponsors, partners, volunteers, and employees - commit to a zero-tolerance policy established by the organizing team regarding harassment.

In case of a report and confirmation of harassment of any nature, the perpetrator will be summarily removed from the project environment and prevented from returning. If the perpetrator is part of a competing team, the organisation will decide on the individual disqualification of the person responsible. There will be no team disqualification, except in cases of collective consent and acquiescence, by action or omission, to the practice of harassment.

For this purpose, harassment is defined as any offensive verbal or non-verbal comments related to gender, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, national origin, or religion, as well as sexual images, deliberate intimidation, stalking, photography or audio/video recording without consent, inappropriate physical contact, and unwanted sexual attention.

The organising team is committed to providing a safe and anonymous reporting environment.

### **Frequently Asked Questions**

- What are the team's participation rules?

Young software developers are encouraged either solo, or as a pre-formed team of up to 6 young participants, considering gender parity (at least 50% of women in each team is preferred).

If you are an individual looking for a team, or a team looking to complete their needed skills, we encourage you to apply, and we will help you find teammates.

- What is "corruption" exactly?

At present, there is no unified and collectively accepted definition of corruption. Therefore, interpretations vary.<sup>3</sup> However, there are usually three elements in a corrupt act. (a) Authority: someone has the power; (b) Abuse: this someone abuses the power; and (c) Benefit: this someone obtains undue benefit as a result of the abuse of power. The best resource, covering all the types of corruption, is the United Nations Convention against Corruption (which is commonly referred to as UNCAC).

Corruption is a complex social, political and economic phenomenon that affects all countries. Corruption undermines democratic institutions, slows down economic development, and contributes to governmental instability. Corruption attacks the foundation of democratic institutions by distorting

electoral processes, perverting the rule of law, and creating bureaucratic quagmires whose only reason for existing is the solicitation of bribes. Economic development becomes stunted because of corruption since foreign direct investment is discouraged, and small businesses within the country often find it impossible to overcome the "start-up costs" required because of corruption.

### **Available Anti-Corruption Resources**

You are encouraged to have a look at the [GRACE Knowledge Hub](#) materials, to familiarize yourself with key topics and notions. You are likewise invited to read and use the following materials for your product:

- [United Nations Convention against Corruption \(UNCAC\)](#)
  - [Policy Guide for National Anti-Corruption Authorities on Meaningful Youth Engagement in Anti-Corruption Work](#)
  - [UNODC Acting for the Rule of Law – Theatre Guide](#)
  - [Guidebook on anti-corruption in public procurement and the management of public finances \(unodc.org\);](#)
  - [Resource Guide on Good Practices in the Protection of Reporting Persons - Whistleblower Protection \(EN\) \(AR\) \(FR\) ;](#)
  - [The Time is Now – addressing the gender dimensions of corruption \(EN\) \(FR\) .](#)
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- [What skills do I need to compete in the hackathon?](#)

For young software developers/coders, the prerequisite for taking part in the hackathon is to possess some basic programming skills. But no one expects you to be a seasoned coder to develop your idea. However, to impress the jury and maximize your chances of winning the hackathon, we encourage you to level up your coding skills in preparation for the hackathon. This will allow you to spend less time at the event on learning how to code (which isn't bad, as hackathons are also about learning and practicing new skills), but instead, you will have more time to develop your ideas. It will be important to build skills in one of the coding languages relevant for both mobile and web development (for instance, Java, Javascript, Python or C++ etc.), as well as the use of low-tech solutions (such as chatbots, data visualization, maps).

*Regarding the DeCentralized Commerce:* Decentralized Commerce (DeComm) is focused on developing a global multi-currency online store that runs entirely on blockchain technology that people located anywhere in the world can utilize to securely conduct commerce (buy and sell goods) using any number of traditional (fiat) currencies and digital (crypto) currencies.

### ***You are encouraged to get acquainted with the Internet Computer (ICP)***

For assistance in learning Motoko and developing on the Internet Computer please refer to the ICP Developer resources below

- ✓ [Internet Computer Hackathon Cheat Sheet](#)
- ✓ [Internet Computer Developers](#)
- ✓ [Internet Computer Developer Docs](#)
- ✓ [Internet Computer Capabilities](#)
- ✓ [Awesome Internet Computer](#)
- ✓ [DFINITY Forum](#)
- ✓ [DFINITY Dev Discord](#)

- ✓ *ICP Workshop videos*
- ✓ [Basic Fullstack: Motoko + Frontend Workshop by Kyle Peacock](#)

- Can a team submit more than one project?

Each team shall submit one project. No extra points will be awarded for additional submissions.

- How many winners are going to be selected for this hackathon?

There will be one winning team per coding track.

The hackathon partners are welcomed to provide awards also to other teams, but this decision rests with the partners present at the closing ceremony.

### **Disclaimer**

*By no means will UNODC endorse or promote commercial products or services, applications or other ICT-based solutions that can be legitimately sold or licenced by their developers. Likewise, by no means will UNODC recommend or suggest that interested governments procure ICT products or services if not in compliance with their applicable laws and regulations.*

*Under the present activity, the Hackathon, UNODC only aims to provide an incentive for young people to contribute to the anti-corruption cause, and an opportunity for the relevant Anti-Corruption authority of the participating country to receive and consider innovative and effective anti-corruption solutions. The solutions rights derived from this activity shall observe the domestic law in force.*