

# **CALL FOR APPLICATIONS**

### CODING4INTEGRITY 2.0 Youth Anti-Corruption Hackathon

Applications: 01 to 20 October 2024 Competition: 25 October to 03 November, 2024 (virtual)

Join us virtually (online) at any time during the hackathon period from October 25th to November 3rd to compete for prizes and prestige.

Code for as long or as little as you would like during this time frame.

Code for as long or as little as you would like: it's up to you!

# United Nations Coding4Integrity 2.0 Hackathon Series

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

The Coding4Integrity 2.0 series is aimed at challenging young software developers (aged 18-35) with the task of creating a digital AI-based learning environment on anti-corruption within the open <u>Knowledge Token</u><sup>®</sup> educational ecosystem. The series is composed of four yearly events focusing on two specific technology components of the final AI product.

This year's "Virtual Hackathon" is focused on AI and NFTs:

- 1. AI (Artificial Intelligence)
- 2. NFTs (Non-Fungible Tokens)

You can apply as a member of a coding TEAM or by yourself if you prefer flying SOLO.

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

If you are eligible, interested and feel like you are up for the challenge then sign up and complete your online application today!

#### GOOD LUCK!

## DETAILS

#### 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 <u>Global Resource for Anti-Corruption Education and Youth</u> <u>Empowerment (GRACE) initiative</u> of UNODC has launched the <u>"Coding4Integrity" youth</u> <u>anti-corruption hackathon series</u>, 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 cooperation 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 <u>emerging technologies to strengthen quality</u> <u>education on integrity, ethics and anti-corruption.</u>

**More in detail:** We invite 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 (AI) anti-corruption education
- 2) Non-fungible Tokens (NFTs)

#### 2. Awards

The **#1** winning project **for each Track** will be awarded professional Internet Computer blockchain developer grants (\$10,000 in grant prizes) and Knowledge Token<sup>®</sup> intellectual currency. The **#2** winning project **for each Track** will be awarded professional Internet Computer blockchain developer grants (\$5,000 in grant prizes) and Knowledge Token<sup>®</sup> intellectual currency.

Knowledge Token<sup>®</sup> 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<sup>®</sup> 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.

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 try to help you find teammates.

#### • What is "corruption" exactly?

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 <u>GRACE Knowledge</u> <u>Hub</u> materials and 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
- <u>UNODC Acting for the Rule of Law Theatre Guide</u>
- <u>Guidebook on anti-corruption in public procurement and the management of public finances</u> (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)

#### What skills do I need to compete in the hackathon?

<u>For young software developers/coders</u>, 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 new things and skills), but instead, you will have more time to develop your ideas and skills. 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).

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

For assistance in learning the **Motoko** programming language and developing on the **Internet Computer** (ICP) 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
- ✔ 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.

#### <u>Disclaimer</u>

Under no circumstances 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, UNODC will not 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.