







# Aveiro Urban Challenges

PARTICIPATION RULES





### **INDEX**

#### Foreword

#### Chapter I - GENERAL RULES

Article 1.° - Object

Article 2.º - Objectives

Article 3.º - Definitions

Article 4.° - Beneficiaries

Article 5.° - Challenges and Categories

Article 6.° - Schedule and stages

#### Chapter II - APPLICATION

Article 7.° - Application submission and deadlines

Article 8.° - Application documents

Article 9.° - Projects' requirements

Article 10.° - Invalid applications

Article 11.° - Pre-Selection and Evaluation

Article 12.° - Jury

Article 13.° - Communication of Pre-Selected Projects

# Chapter III - PROGRAM

Article 14.° - "Aveiro Tech City Pitch"

Article 15.° - Selection and Evaluation of "Aveiro Tech City Pitch"

Article 16.° - Jury of "Aveiro Tech City Pitch"

Article 17.º - Training

Article 18.° - Development and Trial

# Chapter IV - FINAL PITCH & DEMODAY

Article 19.° - Final Pitch

Article 20.° - Demoday and Wrap up Session

# Chapter V - PRIZES & FUNDING

Article 21° - Funding

Article 22.º - Prizes

# Chapter VI - CLAUSES

Article 23.° - Obligations and responsibilities

Article 24.° - Intellectual propriety

Article 25.° - Final rules

Article 26.° - Omissions





# INDEX (continuation)

ANNEX I – APPLICATION FORM
ANNEX II – PROGRESS REPORT





#### **FOREWORD**

The last decade intensified the change in our society, whose economic development paradigms and creation of business were modified by a society more entrepreneurial, with greater access to technological solutions that permits the development innovative and disruptive business models. Having this in mind, governmental agents must improve and promote public policies to leverage the development of favourable ecosystems to create jobs, new services and goods, capable to increase value to the market.

The first edition of "Aveiro Urban Challenges" consists of an initiative to support the development of ideas and projects that intend to respond to urban challenges.

# **CHAPTER I**

**GENERAL RULES** 

# Article 1.° Object

This document states the rules in relation to the submission of applications to the first edition of Aveiro Urban Challenges, promoted by the Municipality of Aveiro, within the project of Aveiro STEAM CITY (UIA03-084), cofounded by the European Union programme Urban Innovative Actions.

# Article 2.° Objectives

Aveiro Urban Challenges is an initiative that aims to:

- a) Support the application of new projects to solve urban challenges;
- b) Promote a collaborative work between entrepreneurs with disruptive solutions and keycompanies;
- c) Encourage the use of real data from relevant stakeholders to create new products.

# Article 3.°

#### **Definitions**

For the current rules, should be considered the following definitions:

- a) «Startup» Entities with less than two years of activity;
- b) «Scaleup» Entities with more than two years of activity and less than ten years, in a process





of growth, access to new markets and increasing of employees;

- c) «R&D Institutions» Equivalent organisations foreseen in subparagraph a) of the article 14° of the Decreto-Lei n.º 63/2019, from 16th May, which establishes the legal framework of research and development institutions, R&D units, Governmental Labs and Associated Labs;
- d) *«Project»* Group of structured and correlated activities and tasks with the objective to develop a new service/product, a new process/market, new methodologies/organisation and new characteristics of products/services with economical potential;
- a) «Participants» or «Entrepreneurs» People aged 18 or more taking part of a team or project.

#### Article 4.°

# **Beneficiaries**

- 1. The first edition of this programme is addressed to:
  - a) Startups,
  - b) Scaleups or
  - c) R&D Institutions
- 2. The application must be submitted by one or more members from an organisation. Each team must have one to three members, and if selected, must participate in the different stages of the programme.
- 3. The organisation will exclude from this edition every organisation with a financial turnover of 50 Millions of Euros.

#### Article 5.°

# **Challenges and Categories**

- 1. The challenges of the 1st edition are presented by some of Aveiro STEAM City project partners, namely:
  - a) AdRA Águas da Região de Aveiro
  - b) EDP Distribuição
  - c) Galp Gás Natural Distribuição
  - d) Transdev
  - e) Veolia
- 2. The challenges fall into the following three categories:
  - a) Mobility





- b) Energy
- c) Environment
- 3. The solutions to be submitted must meet the following challenges:
  - a) Augmented reality (AR) in maintenance of equipment and networks;
  - b) Bicycle powered by hydrogen fuel cells;
  - c) Vehicle allocation optimization based on ecological footprint and operating cost criteria;
  - d) Smart energy networks;
  - e) Bio-waste selective collection solutions.

#### Article 6.°

# Schedule and stages

Aveiro Urban Challenges will be implemented with the following timeline:

11th October 2019: Official presentation in Techdays 2019.

12<sup>th</sup> October 2019 to 31<sup>st</sup> January 2020: Application submission period and technical clarification.

1st February to 28th February 2020: Selection period for Aveiro Tech City Pitch.

2<sup>nd</sup> March 2020: Announcement of 25 projects to participate in Aveiro Tech City Pitch.

21st March 2020: Aveiro Tech City Pitch and Selection of 5 finalists.

23rd April 2020: Training Session - Welcome & Pilot Canvas;

7th May 2020: Training Session - Talking to costumers and Pilots KPI's;

23th April to 30th September 2020: Development and trial stage | Mentoring Sessions;

8<sup>th</sup> October 20202: Pitch Training.

 $9^{\text{th}}$  October 2020: Final Pitch; Demoday & Wrap up session





#### CHAPTER II

#### **APPLICATION**

#### Article 7.°

# **Application submission and deadlines**

- 1. Each application must respect the requisites stated in article 9° and must be submitted until 11h59pm by the 31st of January 2020 (GMT time), using the application form available in the website www.aveirotechcity.pt.
- 2. Each organisation must submit only one application.

#### Article 8.°

#### **Application's documents**

- 1. The applications must include the submission form available in the website www.aveirotechcity.pt.
- 2. The applications must state which category they fall in (Mobility, Energy or Environment) and which challenge they respond to.
- 3. The participants can also voluntarily include additional documents such as: business model, portfolio, leaflets, videos or other elements to illustrate the project.

#### Article 9.°

### **Projects' requirements**

- 1. Projects should lead to the emergence of new solutions, products or services for existing markets, or from a disruptive perspective, to foster the development of new markets or concepts based on the challenges presented by the stakeholders.
- 2. Projects should be well considered in terms of their technical feasibility. Aveiro Urban Challenges is a program that aims to support the initial development and implementation of projects and, as such, projects must be proposed and designed regarding program deadlines.
- 3. Projects must also belong to the participants, being those the responsible, in all legal terms, for their authorship.
- 4. Candidates must ensure their participation throughout the different stages of the challenge, namely: Aveiro Tech City Pitch, Training and Mentoring Sessions, Final Pitch and Demoday.
- 5. Each team must identify one of the elements to be the representative leader throughout the program.





#### Article 10.°

# **Invalid applications**

- 1. Applications in any of the following situations are considered invalid:
  - a) Submitted after the deadline referred in Article 7;
  - b) Fail to submit all the requested documentation as described in Article 8;
  - c) The information provided is false;
  - d) Do not comply with the requirements set out in Article 9;
  - e) If there is any other irregularity with the application.
- 2. Applications that fall in these previous situations will be automatically eliminated from the competition and competitors will be notified.

#### Article 11.°

# **Pre-Selection and Evaluation**

- 1. The pre-selection stage includes 25 projects that will participate in Aveiro Tech City Pitch, under the terms referred in Article 14.
- 2. Applications will be evaluated by a Jury, in accordance with Article 12, taking into account the following criteria, score and weighting:

Pre-Selection Criteria	Score	Weig	ht
Solution			
Maturity	(1-5)	20%	
Innovation	(1-5)	20%	==0/
Response to the challenge - relevance and impact of the solution	(1-5)	20%	75%
Adequacy and justification of the budget	(1-5)	15%	
Promoters			
Company Competences/Skills	(1-5)	15%	
Work Methodology / Implementation Organization	(1-5)	10%	25%
		100%	

- 3. To the previous evaluation, Jury will give additional weight considering the nature of the beneficiaries:
  - a) Startups increased by 15%,
  - b) Scaleups increased by 10%
  - c) R&D institutions increased by 5%.





#### Article 12.°

#### Júri

- 1. The pre-selection will be made by a Jury composed by seven elements, representative of:
  - a) Municipality of Aveiro;
  - b) AdRA Águas da Região de Aveiro;
  - c) EDP Distribuição;
  - f) Galp Gás Natural Distribuição;
  - d) Transdev;
  - e) Veolia;
  - f) Beta-i.
- 2. The Jury evaluates the pre-selected projects based on the information provided in the application form and the documents referred in Article 8 and in accordance with the evaluation criteria set out in Article 11.
- 3. The Jury decisions are sovereign and there is no appeal.
- 4. In case of proposals with the same score, the Municipality of Aveiro will have the tiebreaker power.

### Artigo 13.º

# **Communication of Pre-Selected Projects**

Applicants will be notified by email about the admission or exclusion of their application on 2nd of March 2020.

# **CHAPTER III**

**PROGRAM** 

# Article 14.°

# **Aveiro Tech City Pitch**

1. The 25 pre-selected projects shall participate in Aveiro Tech City Pitch, which will be held on 21st of March 2020, at Aveiro Exhibition Park, in order to present their project.





- 2. Each team will have 3 or 5 minutes to present their solution, using audiovisual tools if necessary.
- 3. Each participating team will receive a financial support of € 500 to support travel and participation costs that will be transferred to a bank account stated by the representative of each team, within 10 working days after Aveiro Tech City Pitch.
- 4. This event will select **five projects** (Article 15) that will benefit from monetary support to its implementation in the amount of € 20,000.00. The first parcel (€ 10,000.00) will be transferred into the bank account, up to 10 working days after Aveiro Tech City Pitch.

# Article 15.° Selection and Evaluation of "Aveiro Tech City Pitch"

The projects participating in Aveiro Tech City Pitch will be evaluated by a Jury, in accordance with Article 16, taking into account the following criteria, score and weighting:

Selection Criteria	Score	Weig	ght
Solution			
Maturity	(1-5)	20%	
Innovation	(1-5)	25%	70%
Response to the challenge - relevance and impact of the solution	(1-5)	25%	
Promoters			
Competences/Skills Demonstration	(1-5)	15%	15%
Pitch			
Ability to explain/communicate the project	(1-5)	15%	15%
		100%	

# Article 16.°

# "Aveiro Tech City Pitch" Jury

- 1. The selection of the 5 finalist will be made by a Jury composed by seven elements, representative of:
  - a) Municipality of Aveiro;
  - b) AdRA Águas da Região de Aveiro;
  - c) EDP Distribuição;
  - d) Galp Gás Natural Distribuição;
  - g) Transdev;
  - h) Veolia;
  - i) University of Aveiro.





- 2. The Jury evaluates the projects based on the pitch and in accordance with the evaluation criteria set out in Article 15.
- 3. The Jury decisions are sovereign and there is no appeal.
- 4. In case of proposals with the same score, the Municipality of Aveiro will have the tiebreaker power.

#### Article 17.°

# **Training**

- 1. The teams from the five selected projects will participate in training sessions according to the following schedule:
  - a) 23<sup>rd</sup> of April 2020 Program host and presentation | Training Session Pilot Canvas;
  - b) 7th of May 2020 Training Session Talking to costumers & Pilots KPI's;
  - c) 8th of October 2020 Training Session Pitch Presentation.
- 2. Training sessions will take place at a designated place and will be conducted by professionals of proven experience in workshops and training sessions.
- 3. Each team should be represented, at least by one person, in each training session, although it is desirable to involve all team members.

### Article 18.°

# **Development and trial**

- 1. Development and trial phase, held between 23<sup>rd</sup> of April and 30<sup>th</sup> of September 2020, will enable the five final projects to access stakeholders' data to test the applicability and future success of the project in real context.
- 2. Between 23<sup>rd</sup> of April and 30<sup>th</sup> of September 2020, the organization offers a co-work space in the business Incubator of the Municipality of Aveiro in order to team members develop their projects. This space must be requested by email to the organization.
- 3. During the development phase, each team will have access to a total of 30 hours of one-to-one mentoring. Each stakeholder will identify the mentor(s) responsible for the challenge and who will follow the project. These sessions may be in person or remote, regarding the convenience of both participants and mentors, being the scheduling a responsibility of the participants.
- 4. Until 10<sup>th</sup> of August 2020, each team shall submit a brief progress report (Annex II), identifying the steps and works developed, the mentoring meetings carried out or other relevant information, reported as 31<sup>st</sup> of July 2020. The progress report will allow the organization to follow the work and results that are being achieved during development phase.





#### **CHAPTER IV**

**FINAL PITCH & DEMODAY** 

#### Article 19.°

#### **Final Pitch**

- 1. The final pitch will take place on 9<sup>th</sup> of October 2020 at the Exhibition Park of Aveiro or other place that the organization may indicate.
- 2. Each team will have 10 minutes to present their project, using audiovisual tools if necessary.
- 3. The organization will define the Final Pitch program and time slots of each team presentation. The organization will not accept time slots exchanges between teams without prior request. Teams can request the organization a time slot change until 8pm of the 5<sup>th</sup> of October 2020.
- 4. The main goal of the Final Pitch is for teams present the "final product" that was developed to meet the challenge presented by the stakeholders. The project must be evaluated positively by the jury members so the payment of the second parcel can be authorized.

#### Article 20.°

# **Demoday & Wrap up Session**

- 1. Demoday will be held on 9<sup>th</sup> of October 2020, within the TECHDAYS 2020 event, to present Aveiro Urban Challenges five projects to the community, participants, guests and speakers.
- 2. The second parcel (€ 10,000.00) of the prize will be delivered to the five finalists within 10 working days after the Wrap up session, through bank transfer.

# **CHAPTER V**

PRIZES & FUNDING

### Article 21.°

### Funding

1. The 25 pre-selected projects of Aveiro Urban Challenges benefit from the following support:
 a) € 500.00 monetary support to cover travel and accommodation expenses for the participation in Aveiro Tech City Pitch;





- 2. The 5 finalists' projects of Aveiro Urban Chalhenges benefit from the following support:
  - a) € 500.00 monetary support to cover travel and accommodation expenses for the participation in Aveiro Tech City Pitch and access to the global prize of € 20,000.00;
  - b) Participation in training workshops for project development;
  - c) Access to a network of mentors and experts specializing in certain business areas;
  - d) Access to real data provided by the stakeholders;
  - e) Free co-work space at the Business Incubator of the Municipality of Aveiro during the Development & Test phase.

#### Article 22.°

# **Prizes**

- 1. The five finalists will receive a cash prize of € 20,000.00 to support the development of the proposed solution (including the monetary support referred in Article 21).
- 2. The prize will be paid in two parcels, the first before the training phase, worth € 10,000.00 and the second after the wrap up session, worth € 10,000.00.
- 3. The prizes will be paid by bank transfer, in an account indicated by the representative of each team, who is responsible and commits to incorporate the prize in the development and implementation of the project.
- 4. Any fees or taxes applied to the award are supported by the winners.
- 5. If participating teams do not demonstrate satisfactory progress in developing their solutions, and/or do not attend in the various program activities, the organization reserves the right to cancel payment of the second prize parcel or trigger the legal mechanisms to be reimbursement of the first prize parcel, already paid.

# **CHAPTER VI**

**CLAUSES** 

### Article 23.°

# Obligations and responsibilities

- 1. The participants of Aveiro Urban Challenges commit to:
  - a) Comply with the directives set in these participation rules and other accompanying documents, as well as provide information about their project, whenever requested;
  - b) Attend and actively participate in each phase of the program.





#### Article 24.°

# **Intellectual propriety**

- 1. The intellectual property of the solutions, as well as the knowledge acquired and documentation inherent to them, will be the sole and exclusive property of the participating teams.
- 2. None of the teams may develop products and other components without the prior written consent of the party to whom their respective industrial/intellectual property rights belong.
- 3. The teams will be responsible for any third party licenses necessary for the correct functioning of the submitted solution, and assume all responsibility from third party claims regarding copyright as well as industrial property rights.
- 4. Participants accept the collection of communication content for dissemination of Aveiro Urban Challenges to the general public, without prior notification.

#### Article 25.°

#### **Final Clauses**

- 1. The organization guarantees the confidentiality of the submitted applications, as well as the anonymity of the beneficiaries that will not be selected.
- 2. Participants automatically agree to the use of images, voices and names for the disclosure and promotion of Aveiro Urban Challenges, without charge or term of retribution.
- 3. The organization reserves the right to modify these rules, as well as the Jury composition.
- 4. If there is any dropouts, participants must communicate by email (aveirotechcity@cm-aveiro.pt) and the jury may reinstate other projects/participants.

# Article 26.°

# **Omissions**

Any situation not foreseen in these rules, as well as any questions or problems that arise during the program, should be communicated to the organization by email (aveirotechcity@cm-aveiro.pt), that will act accordingly.













# **ANNEX I**

# APPLICATION FORM

1. ENTITY/ORGANIZATION  Name *
Type *
Startup Scaleup Research & ID
Website/Linkedin
Responsible for the team/project (name, email and mobile)*
2. PROJECT
Name *
Category (chosse one from) *
☐ Mobilility ☐ Energy ☐ Environment
Challenge addressed by the project (choose one of) *
Augmented reality (AR) in maintenance of equipment and networks;
Bicycle powered by hydrogen fuel cells
☐ Vehicle allocation optimization based on ecological footprint and operating cost criteria; ☐ Smart energy networks;
Bio-waste selective collection solutions.
Short description of the project (maximum 1000 words) *
Project description (type of product/service to be developed)







What problem/need or opportunity are you looking to address or benefit from the project?  EVALUATION CRITERIA: Project Maturity	k
Short explanation of potential users or customers, what problem will be answered or what opportunity will be	
created by the development of the project. If possible give detailed responses with quantitative or qualitative data.	
What technology underpins the product or service?  EVALUATION CRITERIA: Innovation of the Project  Clear and objective description of the current stage and the next critical steps in solution development. Participan should be aware of what type of information is transmitted in order to avoid disclosure of confidential information. In other words, we suggest not the explanation on how technology works, but rather what it does and how it meets customer needs.	







What makes the solution innovative and how?*
EVALUATION CRITERIA: Innovation of the Project
Clearly provide a description, in 2 or 3 sentences, of the benefits to customers and how it overcomes existing
$problems. \ We \ advise \ the \ answer \ to \ be \ as \ quantitative \ as \ possible, such \ as \ avoiding \ expressions \ such \ as \ "is \ better \ answer \ be \ as \ quantitative \ as \ possible, such \ as \ avoiding \ expressions \ such \ as \ "is \ better \ answer \ be \ as \ quantitative \ as \ possible, such \ as \ avoiding \ expressions \ such \ as \ "is \ better \ answer \ be \ as \ quantitative \ as \ possible, \ possible,$
or faster than", by choosing arguments such as "allows a improvement by XX%".
Is there opportunity for global impact?  EVALUATION CRITERIA: Scalability and Commercialization Potential  Description of generic market characteristics in which the product or service is inserted and to what extent your value proposition makes the solution attractive.  .







Number of Elements (maximum 3) *  1
Names, emails and cellphone numbers *  1 ELEMENT NAME:  1 ELEMENT EMAIL:  2 ELEMENT NAME:  2 ELEMENT EMAIL:  2 ELEMENT CELLPHONE:  2 ELEMENT CELLPHONE:
1 ELEMENT NAME:  1 ELEMENT EMAIL:  2 ELEMENT NAME:  2 ELEMENT EMAIL:  2 ELEMENT CELLPHONE:  2 ELEMENT NAME:
1 ELEMENT NAME:  1 ELEMENT EMAIL:  2 ELEMENT NAME:  2 ELEMENT EMAIL:  2 ELEMENT CELLPHONE:  2 ELEMENT NAME:
1 ELEMENT EMAIL: 1 ELEMENT CELLPHONE: 2 ELEMENT NAME: 2 ELEMENT EMAIL: 2 ELEMENT CELLPHONE: 2 ELEMENT NAME: 3 ELEMENT NAME: 4
2 ELEMENT NAME: 2 ELEMENT EMAIL: 2 ELEMENT CELLPHONE: 2 ELEMENT NAME:
2 ELEMENT EMAIL: 2 ELEMENT CELLPHONE: 2 ELEMENT NAME:
2 ELEMENT NAME:
3 ELEMENT EMAIL: 3 TELEMENT CELLPHONE:
Which is the role of each member in the project *
EVALUATION CRITERIA: Team/Promotors Skills/Competences
Describe the skills, knowledge and experience of each member and their role within the project.





#### 4. ANNEXS

Participants will be able to add documents such as business model, portfolio, prototypes or videos.

# **5. FINAL CONSIDERATIONS**

By submitting the application, participants declare that:

- The information is reliable and true.
- They are responsible for any claims about intellectual and industrial property rights or improper access to third party data and information.
- Accept additional information required by the organization

AVEIRO STEAM CITY Aveiro Urban Challenges – Aveiro Tech City Normas de Participação

Promotor:



Programa:





Financiamento:





# **ANNEX II**

# PROGRESS REPORT

O presente relatório de progresso, reportado à data de 31 de julho de 2020, deverá ser enviado, por cada equipa, para o e-mail aveirotechcity@cm-aveiro.pt até 10 de AGOSTO de 2020, com a referência "Nome do Projeto - Relatório de Progresso - Aveiro Urban Challenges".

1. PROJECT IDENTIFICATION
Name of the project *
2. DEVELOPED ACTIONS AND ACTIVITIES  Description of the work done to develop and implement the project. Specify and detail which actions were develop
and, if possible, schedule them over time.
3. MENTORSHIP  Description of the sessions with the Mentor(s) and the work plan that resulted from each session.







4. TEAM		
Description of the work done by each	member and how they are assigned to the project.	
TEAM IDENTIFICATION		
NAME ELEMENT 1:	% AFFECTATION	
NAME ELEMENT 2:	% AFFECTATION	
NAME ELEMENT 3:	% AFFECTATION	

AVEIRO STEAM CITY Aveiro Urban Challenges – Aveiro Tech City Participation Rules

Main Urban Authority:





Program::







Financiamento: