

CONTEST RULES: “Mudita Mindful App Design Challenge”

I. ORGANISER OF THE CONTEST

1. **The Organiser:** The organiser of the contest “Mudita Mindful App Design Challenge” (hereinafter: the “Contest”) is **Mudita sp. z o.o.**, with its registered office in Warsaw, at ul. J. Czczota 6, 02-607 Warsaw, Poland, entered into the Register of Entrepreneurs kept by the District Court for the Capital City of Warsaw in Warsaw, 13th Commercial Division of the National Court Register under KRS number 0000467620, NIP: 5252558282, with a share capital of PLN 1,040,000.00 (hereinafter: the “Organiser”).
2. **Organising Committee:** Persons responsible for organising the Contest shall be appointed by the Organiser for the period of preparation and execution of the Contest.
3. **Contest Jury:** The Contest Jury consists of an interdisciplinary panel of experts in software engineering, HCI, and UX design appointed by the Organising Committee to evaluate the contest entries.
4. **Platform:** The Contest is hosted utilizing the Organiser’s Google Forms infrastructure linked from the official Mudita blog.

II. ELIGIBILITY & PARTICIPANTS

1. **Participant Requirements:** A participant in the Contest (hereinafter: the “Participant”) may be any natural person—including employees and internal collaborators of **Mudita sp. z o.o.**—who meets all of the following criteria:
 - Is at least 18 years of age (or legal age in their jurisdiction).
 - Has full legal capacity.
 - Is a legal resident of an eligible region: European countries (including the United Kingdom), the United States of America, Canada, or Australia.
 - Completes and submits the official Google Form before the deadline.
 - Explicitly accepts these Rules and provides the required data processing consents.
2. **Jury Exclusion:** Members of the officially designated Organizing Committee and Contest Jury are strictly excluded from entering the competition and are ineligible to win any prizes.
3. **Blind Review:** As this contest is open to Mudita employees, all submissions will undergo a strict, anonymized blind-review process by the Contest Jury to prevent bias. Audit trails of the scoring metrics will be preserved.
4. **Void Where Prohibited:** The Contest is void and unavailable to residents of countries or jurisdictions where local laws restrict, tax, or prohibit participation in such open-source developer or promotional activities.

III. CONTEST SUBMISSION RULES

1. **How to Enter:** To successfully enter the Contest, the Participant must completely fill out and submit the official Google Form between May 20th and June 1st.
2. **Mandatory Completion:** Participants **must complete the entire form**, including all entry details, project files, and the academic research questions section (though answers to research questions will not impact the final score, completing the fields is required for entry processing). Incomplete forms will not be considered for evaluation.
3. **Contest Paths:** Participants may submit an entry or entries under one or both of the following tracks:
 - **Path 1 (Build a New Application):** Create a completely new Android application applying the principles of Mudita Mindful Design.
 - **Path 2 (Refactor an Existing App):** Re-engineer an existing open-source Android application's interface to optimize it for a calm, e-paper display experience.
4. **Technical Requirements:** All submissions must be:
 - Open Source and hosted on a public GitHub repository.
 - Shared under an Open Source Initiative (OSI) approved license (e.g., MIT, Apache 2.0).
 - Documented with a clear README file in the repository.
5. **Evaluation Scope:** The Contest Jury will score submissions based **strictly** on the submitted application files and the "Project Overview" section of the Google Form.
6. **Evaluation Criteria (100 Points Total):** The Contest Jury will score submissions across four pillars:
 - **Bright Pattern Integration (25 Points):** Adherence to mindful and responsible interaction design principles.
 - **Creativity & Innovation (25 Points):** Originality and unique utilization of e-ink/e-paper constraints.
 - **Technical Implementation (25 Points):** Code quality, functionality, and stability in an Android environment.
 - **Usability & Accessibility (25 Points):** Visual hierarchy and comfort appropriate for e-paper displays.
7. **Content Restrictions:** Submissions must not contain offensive, defamatory, or otherwise inappropriate material. Entries that infringe third-party copyrights or intellectual property will be immediately disqualified.

IV. CONTEST TIMELINE

1. **Duration:** The submission window opens on **May 20, 2026**, and officially closes on **June 21, 2026 (extended), at 11:59 p.m. Midnight (Anywhere on Earth / AoE)**.
2. **Evaluation Period:** The expert jury will review and score submissions from June 21st through July 7th, 2026 (extended).
3. **Winner Announcement:** The Contest results will be publicly announced and winners notified via email on **July 8th, 2026 (extended)**.

4. **Claiming the Prize:** Selected winners must reply to confirm their shipping and contact details within **seven (7) days** of receiving the notification email.

V. PRIZES & DELIVERY

1. **Prize Structure:** Prizes will be awarded to 1st, 2nd, and 3rd place winners across both contest paths:
 - **Path 1 (New App) Winners:** Mudita Harmony 2 e-paper alarm clocks + custom Mudita apparel (sweatshirts/t-shirts) + Mudita mindfulness cards.
 - **Path 2 (Refactor) Winners:** Mudita Bell 2 e-paper alarm clocks + custom Mudita apparel (sweatshirts/t-shirts) + Mudita mindfulness cards.
 - Prizes will be awarded to 1st, 2nd, and 3rd place winners **separately for each of the two contest paths** (6 packages total)
2. **Prize Conditions:** Prizes are non-exchangeable, non-transferable, and cannot be redeemed for cash or alternative product credits.
3. **Single Prize Limitation:** A single Participant is eligible to win a maximum of one (1) prize package per contest track (Path 1 and Path 2). If a Participant's submissions score highly enough to qualify for multiple prizes within the same track, they will be awarded the highest-ranking prize earned, and any lower-ranking prize(s) in that track will automatically be forfeited and awarded to the next highest-scoring, unique Participant (runner-up)
4. **Special Rules for Canada:** Winners residing in Canada will be required to correctly answer a time-limited, mathematical skill-testing question without assistance prior to being declared a winner.
5. **Shipping & Fees:** The Organiser covers standard shipping costs to the eligible regions listed in Section II. **Winners are solely responsible for any applicable local taxes, customs duties, or import fees.**
6. **Forfeiture:** A winner forfeits their right to the prize if they fail to provide shipping details within seven (7) days of notification, or fail to collect the delivery. In the event of forfeiture, the Organiser may award the prize to another runner-up Participant.

VI. INTELLECTUAL PROPERTY & COPYRIGHT

1. **Ownership Declaration:** By submitting an entry, the Participant represents and warrants that they are the original author of the submission and that they hold all necessary rights, titles, and interests in and to the submitted code, designs, documentation, and other materials, or have obtained all necessary third-party permissions required for their use in the Contest and subsequent licensing under these Rules.
2. **Open-Source Licence Requirement:** Each submission must be released under an open-source licence and made publicly available in a GitHub repository. The applicable licence governs the rights of third-party users in relation to the submitted work.

3. **Licence Grant:** The Participant grants Mudita sp. z o.o. a non-exclusive, worldwide, perpetual, irrevocable, royalty-free licence (with the right to sublicense solely within the Mudita ecosystem and distribution channels) to:
 - 1) use, reproduce, display, publish, and communicate the submission or its elements,
 - 2) feature the submission on Mudita's websites, blog, social media channels, marketing materials, and other communication platforms,
 - 3) make the submission or its selected parts available to end users of Mudita devices and services free of charge,
 - 4) distribute the submission within the Mudita ecosystem following the announcement of contest results,
 - 5) adapt, translate, and format the submission for the purposes of presentation, documentation, and ecosystem integration,

- in each case with appropriate attribution to the Participant as the original author.
4. **No Transfer of Copyright:** Nothing in these Rules shall be interpreted as transferring copyright ownership to the Organiser. All intellectual property rights remain with the Participant, subject to the licence granted herein.
5. **Derivative Works:** The Participant agrees to the creation of modifications or adaptations of their documentation and interface assets for promotional and community-building purposes related to Mudita's design framework.

VII. DATA PROTECTION (GDPR / RODO) & RESEARCH STUDY

1. **Data Controller:** The controller of the personal data collected via Google Forms is the Organiser (Mudita sp. z o.o.). Data will be securely processed in accordance with Regulation (EU) 2016/679 (GDPR).
2. **Academic Research Collaboration & Data Flow:** This contest is studied in collaboration with the research team at the Polish-Japanese Academy of Information Technology (PJAiT). To protect the integrity of the **Section II Blind Review**, all incoming submissions will undergo an administrative decoupling process. Personal identification details (e.g., names, emails) will be separated from the project repositories and research answers, and replaced with randomized tracking IDs. The Contest Jury (including PJAiT research team) will evaluate the entries using only these anonymized files, ensuring that grading remains completely unbiased. Responses to the research fields will be anonymized and will remain anonymous in any published summaries and have zero impact on a participant's contest score.
3. **No Impact on Scoring:** Research responses are used solely for academic purposes and have no impact on Contest scoring or eligibility, which is based exclusively on technical and design evaluation of the submitted project.
4. **Participant Rights:** Each Participant retains the right to access, rectify, delete, restrict, or object to the processing of their data by contacting office@mudita.com. Exercising the right to data erasure prior to the announcement of winners will result in the automatic withdrawal of the submission from the Contest. The full privacy policy is accessible at: <https://mudita.com/pl/legal/privacy-policy/webpage/>.

VIII. LIABILITY & COMPLAINTS

1. **Limitation of Liability:** The Organiser is not liable for incorrect contact details provided, technical issues on GitHub or Google Forms preventing entry, or delivery service failures beyond the Organiser's control.
2. **Complaints Procedure:** Any complaints regarding the conduct or execution of the Contest must be submitted via email to **office@mudita.com** within 14 days of the announcement of results. The Organiser will review and respond to complaints within 14 days of receipt.

IX. FINAL PROVISIONS

1. **Jury Discretion:** Decisions of the Contest Jury regarding grading, scoring, and winner selection are final and binding, subject only to the resolution of formal complaints submitted in accordance with Section VIII.2.
2. **Gambling Disclaimer:** This Contest is strictly merit and skill-based. It does not constitute a game of chance or a lottery within the meaning of the Polish Gambling Act.
3. **Amendments:** The Organiser reserves the right to amend these Rules for valid legal or operational reasons. Any updates will be published on the website at least three (3) days before taking effect.
4. **Language:** The Contest, submission documents, and all related correspondence shall be conducted exclusively in English.
5. **Governing law:** This Contest is organized and conducted in accordance with the laws of the Republic of Poland, which shall govern these Rules and all matters related to the Contest.