



iPRODUCE Competition #1
**Solutions and services for the prosumer
competition**



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1. Introduction

The Solutions and services for the prosumer competition (hereinafter referred to as “the competition”) is organised by the iPRODUCE project (hereinafter referred to as “iPRODUCE”), funded by the European Union’s Horizon 2020 research and innovation programme under Grant Agreement no. 870037.

1.1. Overview of iPRODUCE

iPRODUCE – A Social Manufacturing Framework for Streamlined Multi-stakeholder Open Innovation Missions in Consumer Goods Sectors – is an innovation-oriented project funded by the European Union’s Horizon 2020 research and innovation programme. The project, consisting of [20 organisations from nine European countries](#), runs from January 2020 to December 2022.

* * *

The iPRODUCE project [aims to deliver](#) a novel social manufacturing platform to enable multi-stakeholder interactions and collaborations to support user-driven open-innovation and co-creation.

At the heart of the iPRODUCE platform is an open digital space that facilitates co-creation ventures and is used by a set of innovative tools that support matchmaking, secure interactions, generative product design, process orchestration, co-creation up to agile prototyping, usability evaluations and lifecycle management.

The iPRODUCE platform will be deployed in local ‘ecosystems’ (composed of SME associations, manufacturing and specialist SMEs, Fablabs, Makers spaces, and others) under the concept of [collaborative manufacturing demonstration facilities \(cMDFs\)](#).

These cMDFs are established in several of the project’s countries – France, Spain, Italy, Denmark, Germany, and Greece – and will address various sectors, including furniture, automotive, medical, electronics and microelectronics.

The platform will support knowledge and resource sharing across cMDFs, which are equipped with co-creation methodologies, training toolkits and sharing-economy business models to adapt the organisational systems, shape the social manufacturing processes and scale collaborative production activities.

1.2. Objective of the competition

The objective of the competition is to foster stakeholder engagement by allowing for creative ideas and innovative solutions to be explored and implemented within the framework of the iPRODUCE project following the principles of co-design and co-development.

Participants are invited to submit their entries – in the form of ideas for products, services or similar – to one or more of the proposed competition challenges.

The competition welcomes all ideas to the proposed challenges, particularly those in a concept phase or early-stage prototyping and looking for design and functionality improvements. The competition aims to support winners in the collaborative design and development of new and early-stage solutions to any of the proposed themes, helping these reach further stages of prototype development and implementation.

Submissions to the competition should be original ideas, whether in a concept or in an early-stage prototyping phase. Contestants are invited to propose new ideas or solutions, or improved approaches or methods to develop and/ or implement existing solutions. Exact copies of any idea or solution will not be accepted.

As part of the submission process, contestants will be required to demonstrate the novelty of their idea or solution, taking into account other ideas and solutions already developed by themselves or by others. Furthermore, contestants should also describe how their participation in the competition will benefit the success of their idea and how the available prizes will impact its progress and realisation.

The iPRODUCE competition has been designed to offer contestants support in the form of technical assistance, mentoring, and visibility. The iPRODUCE team will support winners in maturing and refining their ideas through dedicated co-design and co-development sessions, and depending on the awarded ideas and solutions, make available materials, tools, equipment and infrastructure to support their materialisation. The technical assistance and mentoring aim to help contestants turn their ideas into tangible solutions and products. Awarded contestants will also be provided with visibility of their ideas and, depending on the maturity of the solutions, marketing and commercialisation support may be provided (e.g., matchmaking services, funding opportunities).

The top three (3) entries will receive an award in prize money and additional support (e.g., technical, mentoring, visibility).

1.3. Competition period

The competition runs from 5 May 2021 to 30 June 2021 (17h00 CET). The delivery of the prize will run from June to December 2021. The relevant dates for the competition are identified in Table 1.

Table 1. Competition period

Activity	Date ¹
Opening date for submissions	5 May 2021
Closing date for submissions	30 June 2021 (17h00 CET)
Evaluation of entries	1 July 2021 – 9 July 2021
Selection/ notification of competition winners	14 July 2021
Start date for delivery of award	15 July 2021
End date for delivery of award	17 December 2021

¹ Select dates are subject to change due to number of entries to be evaluated and formal procedures in the communication and claiming of the award.

1.4. Competition challenges

Challenges have been defined in the different sectors addressed by the iPRODUCE project. Each sector has a different number of challenges that submissions can address. Participants are invited to submit their ideas to one or more of the challenges, detailed below (Table 2).

Table 2. Competition challenges

Sector	Challenge and description
Furniture	<p>Furniture to play</p> <p><i>Challenge description: Add a slide to your kid's bed and make their room a whole new experience.</i></p> <p><i>The challenge is to incorporate design and functionalities to kids/ youth furniture to support their cognitive development and help with their emotional intelligence. Propose creative ideas and participate in adding functionalities and design to kids/ youth furniture to make it multi-functional and playful, which will facilitate experimentation and support cognitive development, among other benefits.</i></p>
Medical	<p>Design and develop an antistress toy²</p> <p><i>Challenge description: working from home may bring new challenges to the work-life balance, and ultimately cause moments of stress.</i></p> <p><i>The challenge is to design and develop an antistress toy in order to boost the mental health of remote workers or students. In this challenge, makers can use their 3D printers.</i></p> <p>Protective gear or gadgets for travel during the pandemic³</p> <p><i>Challenge description: as flights are increasingly resuming, an increasing amount of people are expected to travel for leisure or professional reasons.</i></p> <p><i>The challenge is to design and develop protective gear or gadgets that can be safely used for travelling during the ongoing pandemic.</i></p>
Mobility	<p>DIY and eco-friendly Urban Mobility Device</p> <p><i>Challenge description: A frugal, recycled & easy to manufacture urban mobility solution.</i></p> <p><i>The challenge is to design a mobility solution for the urban environment that allows the daily travel of one or more people. This solution will have to take into account specific criteria:</i></p> <ul style="list-style-type: none"> • <i>To allow the daily displacement on distances of approximately 15kms.</i> • <i>The manufacturing will have to be able to be carried out in a fab lab (MIT charter) and to integrate recycled products sourced locally.</i> • <i>The manufacturing cost should not exceed 500€.</i> <p>Plug and Play renewable energy bike production and storage</p> <p><i>Challenge description: Create a system of production and storage of renewable energy adapted to any bicycle.</i></p> <p><i>The challenge is to design a solution that generates and stores electrical energy on conventional bicycles. The system will allow the use of both human effort or renewable energies to recharge a battery that will provide electricity to charge a device, power the lights of the bike or add options to the bike (e.g., turn signals). The system has to be plug and play and adaptable to all conventional bikes.</i></p>

² Regulation-free challenge.

³ Regulation-free challenge.

Sector	Challenge and description
Mechatronics	<p>Remote Smart Watering system</p> <p><i>Challenge description: Remotely water and control your plants while you're away from home.</i></p> <p><i>The challenge is to design a case for the IoT sensors/actuators that must be inserted into the plant pots to collect data about humidity and temperature, to transmit data to a supervision station and to actuate central commands. The case must be functionally and aesthetically suitable for selling to hobby shops/mass retail channels. Propose creative ideas to make the watering system a design object useful and decorative for your home.</i></p> <p>Vintage Ventilation System for your house</p> <p><i>Challenge description: Make it feel like you're living a comfortable and hot summer all year round.</i></p> <p><i>The challenge is to design a ventilation system (a sort of large fan) for top class houses that must combine effectiveness with design. The fan is connected to a robotic shaker that moves it linearly. The case must be functionally and aesthetically suitable for selling to hobby shops/mass retail channels. Propose creative ideas to make the ventilation fan system a design object useful and decorative for your home.</i></p>
Multisector	<p>Product conformity tool (PROOF)</p> <p><i>Challenge description: start-ups need help to bring their product to market. One of the most overlooked problems they face is identifying which certificates and conformity declarations are required to bring their products to the market. That is why we dream of a "product conformity tool (PROOF)".</i></p> <p><i>The challenge is to conceptualise a tool that would allow start-ups to find all required certificates (e.g., RED (radio emissions directive), GPSD (General Product Safety Directive), and packaging and waste regulations) that are relevant to their product and market for a low cost and to get connected to a database of test facilities available at low cost that provide certifications.</i></p> <p>Digitalising training for fablabs and users</p> <p><i>Challenge description: many of the existing training kits resort to traditional means, such as videos, and often aren't creative or efficient at passing their messages.</i></p> <p><i>The challenge is to conceptualise a new and creative way of delivering training and tutorials to fablabs and other users, making use of existing or new tools, techniques and/ or approaches.</i></p>

1.5. Prizes

A total value of €4.500 in prize money and 30 hours in mentoring and support (co-design and co-development activities) will be awarded to the top three (3) ranked entries that best address the following criteria for their idea: concept, impact, link to iPRODUCE, and motivation. No distinction between the top three ranked entries will be made; all three entries will receive the same prize. The prizes will be awarded as presented in Table 3.

Table 3. Competition prizes

Competition prizes for the top three (3) ranked entries	
€1.500 <i>(for costs specific to the implementation of the submitted idea)</i>	
5 hours of support <i>(face-to-face, in location to be defined)</i>	5 hours of support <i>(online mentoring and support sessions)</i>

Monetary prizes

- The monetary prizes **must** be used for (*please see specific conditions*):
 - Travel arrangements** (e.g., flight/train, accommodation, subsistence, and local travel) to participate in a face-to-face support session (in at least one iPRODUCE pilot location, on dates agreed by the awardees and iPRODUCE).
 - Acquiring materials** specific to the development of the idea/ solutions submitted to the competition and as described in the technical submission.
- The monetary prize will be made available after participation in the Stage 1 and Stage 2 activities with the iPRODUCE team.

Support prizes (technical, mentoring, visibility or others agreed)

- The face-to-face support hours apply when visiting one of the pilot locations.
- The online support hours should be distributed across the planned support sessions, as detailed in section 5. With exception to the initial session, with participation of the three awardees, the distribution of hours per session will be done on a case-by-case basis.

Specific conditions:

- Travel arrangements will be managed, reserved and purchased by iPRODUCE, with dates and itinerary agreed with the winners and iPRODUCE.
- Travel arrangements may not exceed €1.500, independently of the selected pilot location, local costs or other factors.
- Acquisition of materials must be approved by iPRODUCE and invoiced to the project using the information to be provided.
- The monetary prize may be used for travel arrangements and/ or acquisition of materials, independently of respective costs, but may not exceed €1.500.
- Any amount of the €1.500 not used for travel arrangements and/ or acquisition of materials will not be made available to the winners in alternative formats.

Note: iPRODUCE reserves the right to adjust, with the agreement of the awardees, the manner in which the prizes (monetary and support) are used (e.g., unsuitable conditions to travel, impossibility to receive guests at the relevant pilot location, implementation of idea can be done solely online).

2. General information

2.1. General conditions

By participating in this competition, entrants agree to abide by the terms of these competition rules and guidelines and by the decision of iPRODUCE and the competition judges, which will be final and binding on all aspects related to this competition.

2.2. Submissions of entries

All entries must be submitted via the iPRODUCE page on the F6S platform (<https://www.f6s.com/iproduce-open-competition-1>). Any entry submitted through other platforms or channels will not be considered.

Any additional information that is required or requested by the iPRODUCE project for the purposes of this competition must be submitted via a dedicated channel that will be indicated to participants.

2.3. Language

English is the official language for the iPRODUCE project. Contestants must submit their entries in English. Submissions done in any language other than English will not be eligible or evaluated. Any additional information/ documentation requested must also be submitted in English.

English will be the primary language during the whole competition period. In the implementation phase of the competition, including in specific technical assistance and mentoring sessions, other languages may be used if the involved parties are in agreement.

2.4. Documentation

Any documentation requested in any phase of the competition must be submitted electronically in PDF format without restrictions for printing.

3. Eligibility

3.1. Contestant criteria

The competition is open to any legal entity (or natural persons) or group of legal entities (up to three entities per submission) established in EU Member States or Associated countries to Horizon 2020.⁴ Natural persons must be at least 18 years old.

Submissions from all sources, sectors and all types of organisations (including for-profit, not-for-profit, or private companies) are welcome. Submissions that involve several organisations (up to three) and/or from various eligible countries are possible.

The defined eligibility criteria must be complied with for the entire duration of the competition.

Note on potential UK applicants: applicants from the UK remain eligible as if the UK were a member state for the entirety of the Horizon 2020 framework programme and previous framework programmes.

3.2. Entry criteria

The following criteria must be considered for all entries:

- Entries should prioritise ideas and solutions that contribute to our make use of social manufacturing principles, as defined within the framework of [iPRODUCE](#).
- Each entry must clearly address the proposed challenges of the competition (section 1.4) in any of the defined sectors.
- Each contestant(s), single or in a group of up to three (3) entities, may submit up to a total of three (3) entries, with a maximum of two (2) per challenge.
- Each contestant may be awarded a maximum of one (1) submission.
- All contestants, regardless of their result in this competition, will be eligible to participate in future competitions of the project.

⁴ The list of Associated Countries is available at:
http://ec.europa.eu/research/participants/data/ref/h2020/grants_manual/hi/3cp/h2020-hi-listac_en.pdf

4. Competition procedure

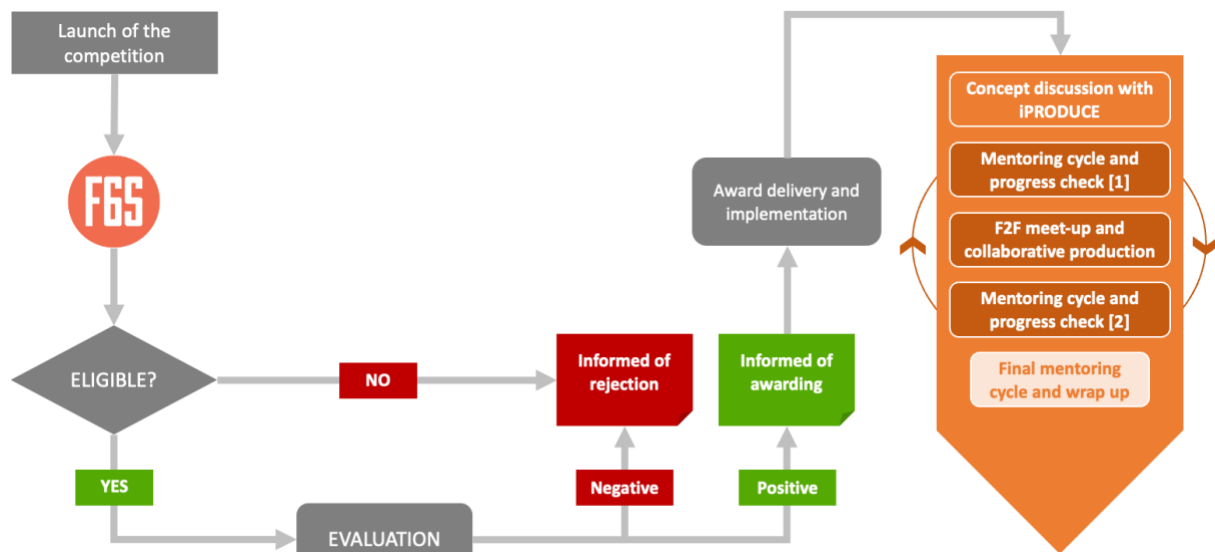


Figure 1. Overview of competition procedure

4.1. Submission of entries

The competition will run between the dates indicated in section 1.3 and is supported by the following documentation:

- **Competition guidelines and rules**, the current document.
- **Entry technical description**, which provides guidelines on the information to be included in the description of the idea and should be uploaded and submitted with the entry.

All entries must be submitted via the iPRODUCE page on the F6S platform (<https://www.f6s.com/iproduce-open-competition-1>). All contestants must register for an F6S profile before submitting their entry (<https://www.f6s.com/>).

In submitting your entry, please consider the following:

- You are submitting your entry exclusively online, via the iPRODUCE page on the F6S portal (<https://www.f6s.com/iproduce-open-competition-1>).
- Mandatory questions included in the online form are required to be eligible.
- Terms and conditions for participation in the competition are accepted to be eligible.
- Information provided in the entry, both in the online form and the entry description, is specific and concise, and respects the defined limits.
- Entries are submitted before the deadline, as defined in section 1.3. If the contestant identifies an error in their entry, and provided the call deadline has not passed, the contestant may request for a re-submission of their entry (for this purpose please contact us at support@f6s.com).

4.2. Evaluation of entries

4.2.1. Phase 1. Eligibility check

After the competition deadline has closed, all submitted entries will be checked against the contestant and entry criteria (section 3).

Entries identified as non-eligible (for not meeting one or more of the eligibility criteria) will be contacted with this justification. No additional feedback on the process will be given.

4.2.2. Phase 2. Internal evaluation

All eligible entries will move on to the internal evaluation phase, which will be carried out by representatives of the iPRODUCE project. The evaluation will be done remotely and using the F6S platform. Each entry will be evaluated by at least two (2) evaluators, with at least one (1) evaluator with knowledge in the challenge and sector the entry addresses.

All entries will be scored against the following criteria (Table 4).

Table 4. iPRODUCE competition #1 evaluation criteria

Criteria	Description
Criterion 1 CONCEPT <i>Weight: 30%</i> <i>Threshold: 5 points</i>	<ul style="list-style-type: none"> Level of novelty and innovation of the proposed idea/ solution, or method to develop and/ or implement existing solutions. The collaborative nature of the proposed idea/ solution. Expected outcomes. Plan for implementing the idea/ solution.
Criterion 2 IMPACT <i>Weight: 30%</i> <i>Threshold: 5 points</i>	<ul style="list-style-type: none"> Social impact, relevance and benefits of the proposed idea/ solution. Market and commercial potential. Requirements for commercial success. Potential to scale and be replicated.
Criterion 3 LINK TO IPRODUCE <i>Weight: 20%</i> <i>Threshold: 5 points</i>	<ul style="list-style-type: none"> Extent to which the entry can be linked to the objectives of iPRODUCE. Extent to which iPRODUCE can provide added value to the proposed idea/ solution.
Criterion 4 MOTIVATION <i>Weight: 20%</i> <i>Threshold: 5 points</i>	<ul style="list-style-type: none"> Motivation behind the proposed idea/ solution. Motivation and expectations to participate in the competition.

4.2.3. Submission scoring

Each criterion will be scored between 0 and 10. Half point scores will not be given. For each criterion, score values will indicate the following assessments (Table 5).

Table 5. Scoring guidelines

Score	Assessment
0 - 2 Poor	The entry fails to address the criterion or cannot be judged due to incomplete or missing information.
3 - 4 Fair	The entry broadly addresses the criterion, but there are significant weaknesses.
5 - 6 Good	The entry addresses the criterion well, but several shortcomings are present.
7 - 8 Very Good	The entry addresses the criterion very well, but a small number of shortcomings are present.
9 - 10 Excellent	The entry successfully addresses all relevant aspects of the criterion. Any shortcomings are minor.

The threshold for each criterion is 5. A final weighted average score will be calculated taking into account the respective weights of the four criteria. The overall score threshold, considering this final weighted average score, is 5. This indicates that if an entry scores less than 5 in any criterion or an overall (weighted) score less than 5, the entry is automatically rejected.

The evaluation will be carried out by members of iPRODUCE. Each entry will be evaluated by a minimum of two evaluators, at least one with specific knowledge in the scope of the challenge addressed. Each entry will be scored against the defined criteria and using the presented scale. The final score of each entry will be the average weighted scores received from evaluators.

A consensus meeting involving iPRODUCE will be held to discuss all submitted entries and to validate the scores.

4.3. Entry ranking and selection

At the end of the internal evaluation process, all entries will be ranked in a single list. The criteria for the ranking of the entries will follow the rules below:

- Rule 1: The entries will be ranked based on their overall score (summary of criterion 1 to 4).
- Rule 2: After applying Rule 1 and if there are entries in the same position, priority will be given to entries that have the highest score on Criterion 1 – Concept.
- Rule 3: After applying Rule 2 and if there are entries in the same position, priority will be given to entries that have the highest score on Criterion 1 – Impact.
- Rule 4: After applying Rule 3 and if there are entries in the same position, priority will be given to entries that have the highest score on Criterion 3 – Link to iPRODUCE.
- Rule 5: After applying Rule 4 and if there are entries in the same position, priority will be given to entries that have the highest score on Criterion 4 – Motivation.
- Rule 6: After applying Rule 5 and if there are entries in the same position, priority will be given to those with a share of women and men in the team (contestants) that is closer to 50/50.

In case there are still more than 3 entries in the same position after applying Rule 6, iPRODUCE will invite an additional evaluator to evaluate the entries and break the tie by re-evaluating them. Additional entries will be kept in a reserve list.

iPRODUCE reserves the right to organise interviews with the contestants to clarify questions regarding the entries and to support in the evaluation and scoring process.

4.4. Awarding and announcement

Upon the completion of the evaluation and selection phases, iPRODUCE will inform all participants of the result of their entry. iPRODUCE will communicate, via e-mail, to the winners of the competition, providing information on their position and their award, as well as other relevant information to ensure the delivery of the award.

4.5. Prize Acceptance Agreement

With the communication of the winners of the competition, the three winners will be invited to sign a Prize Acceptance Agreement, which formalises the prize to be awarded, the conditions for the delivery of the prize, and rights and responsibilities of the winner.

The agreement will be signed by the submitting legal entity (or natural persons) or the leader of the group of legal entities.

The agreement must be completed, signed, and returned to iPRODUCE within five (5) days of the notification of the awarding of the prize, or the prize may be forfeited and awarded to the best classified entry(ies) on the reserve list.

5. Delivery of the prize

The delivery of the prize, particularly the support activities, will be done along different stages and over the course of several months (Table 6).

Considering the specific nature of each entry, the dates provided are tentative, with some dates possibly being anticipated. The target end date for the delivery is December 2021.

The stages and respective activities will begin once all Prize Acceptance Agreements are formalised.

Table 6. Delivery of the prize: dates and activities

Date (tentative)	Stages (S) and activities
July 2021	S1. Online kick-off meeting with all winners and iPRODUCE <i>Objective: present objectives of the competition and awards; discuss submitted ideas; Q&A with mentors; define specific steps for each awardee.</i>
July/ August 2021	S2. Individual online meeting 1 <i>Objective: Discuss in detail ideas; review progress and challenges; plan F2F work (including travel arrangements).</i>
September - October 2021	S3. F2F meeting <i>Objective: Meeting at pilot location to collaboratively work on the idea; participation of other stakeholders as necessary; review progress and challenges; plan follow up online meeting.</i>
October 2021	S4. Individual online meeting 2 <i>Objective: Discuss activities and results of the F2F meeting; review progress and challenges; plan commercialisation opportunities and future steps.</i>
December 2021	S5. Competition wrap-up with all winners and iPRODUCE <i>Objective: Discussion of key outputs; commercialisation results; future steps.</i>

iPRODUCE will contact and invite in due time the winners to participate, individually or collectively, in the activities defined for each of the five stages. iPRODUCE will provide information on the agenda, objectives and expected results of each stage. At the end of each stage, a short report will be developed by iPRODUCE and circulated.

At the end of the final stage of activities, the winners will be required to provide iPRODUCE a report on the activities implemented within the scope of the competition stages, using a template to be provided in due time.

Note: iPRODUCE reserves the right to adjust the dates and the manner in which the stages are delivered and implemented. This is particularly relevant to, for example, stage 3 - F2F meeting, due to unsuitable conditions to travel, impossibility to receive guests at the relevant pilot location, the implementation of the idea being possibly solely online).

6. Other competition conditions

6.1. Payment arrangements

As specified in section 1.5, the following prize conditions apply:

- Travel arrangements will be managed, reserved and purchased by iPRODUCE, with dates and itinerary agreed with the winners and iPRODUCE.
- Travel arrangements may not exceed €1.500, independently of the selected pilot location, local costs or other factors.
- Acquisition of materials must be approved by iPRODUCE and invoiced to the project using the information to be provided.
- The monetary prize may be used for travel arrangements and/ or acquisition of materials, independently of respective costs, but may not exceed €1.500.
- Any amount of the €1.500 not used for travel arrangements and/ or acquisition of materials will not be made available to the winners in alternative formats.

Any payment related to the prizes will only take place after the requested documents have been submitted to iPRODUCE and after confirmed participation in the Stage 1 and Stage 2 activities.

The winners accept the obligations present in Article 129 of the Regulation No 2018/10467⁵ and the obligations to promote the competition and iPRODUCE as specified in Section 6.3.

6.2. Termination

iPRODUCE reserves the right, in its sole discretion, to modify, suspend or terminate the competition for any reason whatsoever.

In such cases, the winners will be awarded by judging the eligible entries received up to the date/ time of the suspension and to the extent possible.

iPRODUCE is not responsible for late, lost, or incomplete entries; problems with the personal platforms being used to submit the entry (e.g., computers); problems with network connections; or any other technical problem related to the participation.

6.3. Promoting the competition and giving visibility to EU funding

6.3.1. Promotion by the winner(s)

All competition winners must promote their entry idea, the prize and results, as well as link to the iPRODUCE project, by providing targeted information to multiple audiences (including the media and the public) in a strategic and effective manner.

Unless the EC or iPRODUCE agrees otherwise or unless it is impossible (requiring a valid justification), any promotion activity related to the action (including in electronic form, via social media, etc.), any publicity (including at a conference or seminar) or any type of information or promotional material (brochure, leaflet, poster, presentation etc.), and any infrastructure, equipment and major results funded by the sub-grant must:

⁵ <https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=CELEX%3A32018R1046>

- display the EU emblem.
- display the iPRODUCE logo.
- include the following text:

“This activity/ contestant was a winner of the iPRODUCE ‘Solutions and services for the prosumer’ competition, part of the iPRODUCE project funded under the European Union’s Horizon 2020 research and innovation programme (grant no. 870037).”

When displayed in association with a logo, the European emblem should be given appropriate prominence. This obligation to use the European emblem in respect of projects to which the EC contributes implies no right of exclusive use. It is subject to general third-party use restrictions which do not permit the appropriation of the emblem, or of any similar trademark or logo, whether by registration or by any other means. Under these conditions, the beneficiary is exempted from the obligation to obtain prior permission from the EC to use the emblem. Further detailed information on the EU emblem can be found on the Europa web page.

6.3.2. Promotion by the European Commission

The EC and iPRODUCE shall be authorised to use, for communication and publication activities, information related to the competition and other material, such as pictures or other audio-visual material that it receives from the contestants (including in electronic form).

The EC shall be authorised to publish the names of the finalist(s) and winner(s), their origin, the prize (and amount, if applicable), its nature and purpose (unless a request to waive this right is provided, due to risks threatening the security and safety or the commercial interest of the winners).

6.4. Data protection and processing

To process and evaluate entries, iPRODUCE will need to collect personal and organisational data. F6S Network Limited (F6S) will act as Data Controller for data submitted through the F6S platform for these purposes. The F6S platform’s system design and operational procedures ensure that data is managed in compliance with The General Data Protection Regulation (EU) 2016/679 (GDPR). Each applicant will accept the F6S terms to ensure coverage.

Please refer to <https://www.f6s.com/terms> to check F6S platform data privacy policy and security measures.

6.4.1. Processing of personal data by the European Commission

Any personal data from contestants and winners will be processed by the European Commission under [Regulation No 2018/1725](#). The data protection notice applicable is available at https://ec.europa.eu/info/dataprotection-public-procurement-procedures_en.

All contestants and winner(s) consent that the European Commission publishes select information, including:

- Name of contestant(s)
- Member State of establishment
- Activities carried out in the framework of the competition.
- Prize received.

6.4.2. Processing of personal data by iPRODUCE

The purpose of processing personal data by iPRODUCE is the handling of information from entities and individual persons participating in the competition and different activities organised in the framework of the competition.

6.4.3. Processing of personal data by participants

The participants must process personal data in compliance with applicable EU and national law on data protection (including authorisations or notification requirements, if any).

6.5. Ethics and security

6.5.1. Ethics

The activities carried out within the framework of the competition and delivery of the prize must be carried out in accordance with all ethical principles and applicable national and EU laws. No prize will be awarded for activities carried outside of the EU. The participants must ensure that their entry and activities to implement their ideas are exclusively focused on civil applications.

6.5.2. Security

The activities carried out within the framework of the competition and delivery of the prize must be carried out in compliance with Commission Decision 2015/444⁶. Applications that are too security sensitive cannot be awarded a prize.

6.6. Conflict of interest

The participants must take all measures to prevent any situation where the impartial and objective award of the prize is compromised, including cases of shared interest ('conflict of interests'). They must inform and/ or question iPRODUCE of any situation constituting or likely to lead to a conflict of interests and immediately take all the necessary steps to rectify this situation.

6.7. Liability for damages

iPRODUCE cannot be held liable for any damage caused to the participants or to any third parties as a result of the prize awarded. iPRODUCE cannot be held liable for any damage caused by any of the participants in the context of the prize.

6.8. Audits

The European Commission or other relevant body may carry out audits at any time in regard to the awarded prize.

6.9. Withdrawal of the prize

iPRODUCE may proceed with a withdrawal of the prize after its award and recover payments made if it identifies that: (1) false information or fraud was used to obtain the prize; (2) a winner was not eligible

⁶ <https://eur-lex.europa.eu/legal-content/en/TXT/?uri=CELEX%3A32015D0444>

or should have been excluded from participation; and (3) a winner is in breach of its obligations under the guidelines and rules of this competition.

6.10. Additional sanctions

If a participant has provided false information or committed irregularities as part of their participation, iPRODUCE reserves the right to exclude the participant (single entity or group) from the participation in future iPRODUCE organised activities.

6.11. Cancellation of the competition

iPRODUCE may cancel the competition or decide not to award the prize, without obligation to compensate any of the participants, if:

- No entries are received.
- The evaluation process does not return a winner(s).
- The winner(s) is(are) deemed not eligible or must be excluded.
- The objectives of the competition cannot be fulfilled.

7. Proprietary and ownership rights

7.1. Proprietary rights

As defined in Section 1.2, all submissions should be original ideas, whether in a concept or in an early-stage prototyping phase, and copies of any idea or solution will not be accepted.

By entering this competition, contestants confirm that their entry is original and that they have all ownership rights over the idea, design, and work, as applicable. By submitting an entry, you guarantee that the proposed idea and related text, design and images submitted are original, that it does not infringe upon the rights of other persons or entities, and that no other person or entity has ownership interest. If relevant, iPRODUCE advises that any relevant rights from other persons or entities are obtained before submitting an entry.

iPRODUCE reserves the right to disqualify any submission if it is inconsistent with these warranties or is copied; if it infringes upon the existing rights of other persons or entities; or if it is incomplete, offensive or unsuitable.

iPRODUCE is not liable for any property, copyright or trademark infringement on the part of the contestant. The contestant(s) agree to indemnify, hold harmless and non-responsible iPRODUCE from any claim arising out of the misuse of the contents included in the entry submitted.

7.2. Ownership rights

The contestants own the intellectual property rights of the original idea they submit in their entry to the competition.

iPRODUCE will not own the rights or the ideas submitted to the competition, regardless of the idea being awarded or not. iPRODUCE does have the right to publicise and promote the idea as part of the competition, as defined in section 6.3.

iPRODUCE and its partners, independently of the type of involvement in and contribution to the implementation of the idea, will not own any part of the idea or design, unless a written agreement or transfer of rights is implemented by the contestants and all parties, including those of iPRODUCE. Data, know-how, or information provided by iPRODUCE (and its partners) to the winners of the competition during the delivery of the prize and required to support the implementation of the idea can only be used during the competition and remains the property of iPRODUCE (and its partners) after its termination.

8. Contacts

For the entry form and competition guidelines, please download the files available at the iPRODUCE website: <https://iproduce-project.eu/open-competition-1/>.

iPRODUCE will organise a webinar on the competition to provide interested contestants with a detailed overview of the competition and challenges. Please check iPRODUCE [website](#), the iPRODUCE F6S page (<https://www.f6s.com/iproduce-h2020>) and follow the project's [Twitter](#) and [LinkedIn](#) accounts for information related to the competition.

Find out more:

- More info at: <https://iproduce-project.eu/open-competition-1/>
- Apply via: <https://www.f6s.com/iproduce-open-competition-1>
- FAQ: <https://www.f6s.com/iproduce-h2020> and <https://iproduce-project.eu/open-competition-1/>
- Online Q&A: <https://www.f6s.com/iproduce-open-competition-1/discuss>
- F6S support team (for platform issues during the application): support@f6s.com
- Other support: info@iproduce-project.eu

Annex 1. Information as provided to the EC for publication

Item	Information
Call title:	iPRODUCE Competition #1 - Solutions and services for the prosumer competition
Full name of the EU funded project:	A Social Manufacturing Framework for Streamlined Multi-stakeholder Open Innovation Missions in Consumer Goods Sectors
Project acronym:	iPRODUCE
Grant agreement number:	870037
Call publication date:	05 May 2021
Call deadline:	30 June 2021 (17h00 CEST, Brussels time)
Expected duration of participation:	Up to six (6) months
Total EU funding available	€4.500
Submission & evaluation process:	<p>The objective of iPRODUCE Competition #1 - Solutions and services for the prosumer competition is to foster stakeholder engagement by allowing for creative ideas and innovative solutions to be explored and implemented within the framework of the iPRODUCE project following the principles of co-design and co-development.</p> <p>Participants are invited to submit entries – in the form of ideas for products, services or similar – to one or more of the proposed competition challenges (nine challenges across five sectors).</p> <p>The competition welcomes all original ideas to the proposed challenges, particularly those in a concept phase or early-stage prototyping and looking for design and functionality improvements.</p> <p>Entries can be submitted by any legal entity (or natural persons) or group of legal entities (up to three entities per submission) established in EU Member States or Associated countries to Horizon 2020.</p> <p>The competition will have a single phase where three winners will be selected.</p> <p>Submissions are done via https://www.f6s.com/iproduce-h2020. In addition to information about the contestant (as an individual or team), all entries must include a description of the concept of their idea, expected impact, how it is linked to iPRODUCE and how the project can be of value, and the motivation behind the idea.</p> <p>All entries will initially be checked against defined eligibility criteria (contestant and entry related). Eligible entries will be evaluated against four criteria (each with different weights): concept, impact, link to iPRODUCE, and motivation.</p>

	<p>Each entry will be evaluated by a minimum of two evaluators. All contestants, independently of their evaluation result, will be contacted.</p> <p><i>Note: Applicants are required to register at FS6 to be able to submit their entries.</i></p>
Further information:	<p>Competition documentation and information: https://iproduce-project.eu/open-competition-1/</p> <p>Submission: https://www.f6s.com/iproduce-h2020</p>
Task description:	<p>iPRODUCE aims to deliver a novel social manufacturing platform to enable multi-stakeholder interactions and collaborations to support user-driven open-innovation and co-creation. At the heart of the iPRODUCE platform is an open digital space that facilitates co-creation ventures and is used by a set of innovative tools that support matchmaking, secure interactions, generative product design, process orchestration, co-creation up to agile prototyping, usability evaluations and lifecycle management.</p> <p>The iPRODUCE platform will be deployed in local ‘ecosystems’ (composed of SME associations, manufacturing and specialist SMEs, Fablabs, Makers spaces, and others) under the concept of collaborative manufacturing demonstration facilities (cMDFs).</p> <p>With the iPRODUCE Competition #1 - Solutions and services for the prosumer competition, any legal entity (or natural persons) or group of legal entities is invited to submit their entry – in the form of ideas for products, services or similar – to one or more of the proposed competition challenges. Through the competition, iPRODUCE aims to foster co-creation, co-design, and co-development practices, but also engage and mobilise participants into the network and increase the planned ecosystems.</p> <p>Prizes, in the form of a monetary prize, mentoring and support, will be awarded to the top-3 entries. Over the course of several planned interactions and collaboration-driven sessions, iPRODUCE will work with the winners of the competition to mature and refine their ideas in view of supporting their materialisation.</p>



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