Regulations of the "Idays " Hackathon organized by the Eit health center (RSU Innovation Center)

The "Idays" Hackathon (hereinafter – the Hackathon) is a yearly initiative organized by the EIT Health Center (hereinafter – EIT Health), based at the Riga Stradins University (hereinafter – RSU) Innovation Center. The aim of the Hackathon is to promote health innovation amongst university students. Students form all academic areas tackle real-life health challenges.

1. GENERAL RULES

1.1. The Hackathon will take place at between October 3rd to 10th in various locations:

    1.1.1.   Friday, 3 October, 17:00–20:00 –at the RSU Innovation Centre, 12 Vīlipa iela

    1.1.2.   Saturday, 4 October, 9:00–20:00 –at the RSU Pharmaceutical Studies and Research Centre, 21 Konsula iela

    1.1.3.   Tuesday, 7 October, 19:00 online

    1.1.4.   Wednesday, 8 October, 17:00 onlne

    1.1.5.   Thursday, 9 October, 18:00 online

    1.1.6.   Friday, 10 October, 10:30–12:00 –at the National Library of Latvia, 3 Mūkusalas iela, during the PMNET Forum

2. CHALLENGES

2.1. During the event, participants will be invited to develop innovative idea concepts addressing one of the following challenges:

    2.1.1.   **Roche 1st challenge** – Unlocking the potential of digital laboratory data for personalised healthcare.
Although Latvia collects vast amounts of laboratory and genetic data, these are not effectively used to create personalised care plans. How can we move from "average" treatment to truly personalised prevention, diagnosis, and therapies?

    2.1.2.   **Roche 2nd challenge** – Breaking down silos in hospitals for patients with multiple chronic conditions.
Complex patients are often placed in general wards, where fragmented communication and treatment inertia put them at risk of repeated hospitalisations. How can we design solutions that ensure safer, more integrated care?

    2.1.3.   **PSKUS challenge** – Monitoring chronic patients outside the hospital.
Chronic patients require continuous monitoring, but long hospital stays are costly and unsustainable. How can digital and practical solutions ensure effective home monitoring while improving care quality and efficiency?

    2.1.4.   **Olpha 1st challenge** – Developing a system (including an app) for the safe collection and disposal of expired medicines.
Many patients throw expired medicines into household waste, causing environmental and health risks. How can digital solutions make the return process simple, traceable, and motivating while ensuring safe disposal and regulatory compliance?

    2.1.5.   **Olpha 2nd challenge** – Mobile app for side effect monitoring and reporting.
Current reporting is incomplete and delayed, limiting drug safety monitoring and timely regulatory action. How can a digital tool empower patients to easily log symptoms, ensure reliable data for regulators and healthcare providers, and improve overall pharmacovigilance and public health?

2.1.6. **Olpha 3rd challenge** – Auxillary substances selected by artificial intelligence for faster drug development.
The drug development process is slow and resource-intensive, especially when selecting excipients by trial and error. Using AI to predict compatibility, stability, bioavailability, and efficiency can accelerate development, reduce costs, improve quality, and foster innovatio

2.1.7. **Olpha 4th challenge** – Using a QR code on drug packaging for patient education
Paper leaflets are inconvenient and often discarded, leading to misuse and health risks. How can QR codes on packaging provide patients with easy, reliable, and up-to-date information while improving safety, education, and sustainability?

2.1.8. **Olpha 5th challenge** – Biodegradable blister packaging (eco-friendly packaging) and its development opportunities
Conventional blister packs create major environmental waste. How can pharma develop biodegradable or recyclable alternatives that protect medicines, meet standards, and stay cost-effective while reducing ecological impact?

2.2. A detailed explanation of the challenges will be available on the day of the event.

2.3. The working language of the Hackathon will be English. Presentations will also be delivered in English.

3. PARTICIPATION IN THE HACKATHON

3.1. Any student interested in innovation, healthcare, technology, improving patient experience, and entrepreneurship may participate.

3.2. Applicants must be at least 18 years of age.

3.3. Applications are submitted individually by first completing the electronic application form on google docs and the SmartSimple form after.

3.4. By submitting an application, the participant confirms that the information provided about themselves is true.

3.5. By participating in the event, the participant acknowledges that they:
  3.5.1. have read and agree to the regulations;
  3.5.2. are informed that the processing of personal data is carried out by and is the responsibility of RSU
  3.5.3. are informed that personal data will be processed solely for:
  3.5.4. evaluating applications in accordance with the regulations, assigning participants to teams, evaluating projects, and reflecting the evaluation during the Hackathon;
  3.5.5. awarding prizes.
  3.5.6. are informed that the event will include photography and video recording. Photos and videos will be published online and may also be used in publicity materials.

3.6. The maximum number of participants is limited to 65. If more than 65 participants apply, those who registered first will be admitted.

3.7. The maximum number of teams overall is 17, the maximum number of teams in the final is 10.

3.8. If more than 10 teams are formed on the first day of the hackathon, a semi-final will be run online on 9.10. to determine the 11 highest-ranking teams.

3.9. The scoring criteria and format are identical and format are the same as the one for the final; the only difference is the time allocated to each team – 3 minutes for the presentation, 2 minutes for questions form judges. The scores of each team will be made available to them and have no impact on a teams final score.

3.10.   Each team shall consist of 3–4 participants, ensuring that all teams have a similar number of members, taking into account participants' profiles, interests, and whether they already have ideas. Once the team composition has been finalized, it cannot be changed.

3.11.   A more detailed work plan and specific rules for the Hackathon will be determined on site by the Hackathon moderator.

4.   IDEA PRESENTATION AND EVALUATION

4.1. In I-Days, judging is carried out by a multidisciplinary jury of healthcare providers, academics, industry representatives, entrepreneurs, and expert citizens, with a Head Judge appointed to ensure fairness, keep time, and facilitate scoring.

4.2. In the event of a tie, judges reconsider the innovation criterion to decide the winner, with the Head Judge having the final say if needed. Beyond scores, judges are expected to provide constructive feedback explaining their decisions, as this transparency ensures students view the process as fair and consistent while also helping them improve their innovation and pitching skills

4.3. On the final, each team gets 3 minutes for the pitch and 3 minutes of questions from the judges.

4.4. Final presentations have to be handed in no later than 17:00 Riga time on Thursday, October 9th 2025

4.5. The decision of the jury is final, binding, and not subject to appeal.

4.6. The I-Days pitches are evaluated using five criteria, each scored on a 1–5 scale (max 25 points):

1.   Spotting Opportunities – How well the team understood the healthcare challenge (nature of the problem, target users, opportunity for value creation, market size).
2.   Problem Solving – How well the team explained the process of developing their solution (problem analysis, creativity, design thinking, ethics, decision-making).
3.   Innovation – How innovative the proposed solution is (does it solve the challenge, is it creative, does it bring something new compared to competitors, awareness of strengths/weaknesses).
4.   Pitching – How well the team presented (content completeness, clarity of key messages, effective use of slides/images, confidence, response to questions).
5.   Teamwork – How well the team collaborated (clear contributions of each member, everyone's role in the pitch, clarity of future roles for development/implementation).

4.7. Each criterion is scored:

- 5 = very well developed
- 4 = well developed
- 3 = OK
- 2 = in need of development
- 1 = very underdeveloped

5. PRIZES

5.1. The team with most points will be the winners of the event.
5.2. The winning team from each i-Day is invited to the EIT Health Winners' Event, where they can pitch again at the European level, compete for further recognition, and gain access to mentoring, networking opportunities, workshops, and EIT Health educational programmes.
  5.2.1. The Winners' Event will take place in Paris, November 27.-28. 2025.
  5.2.2. The EIT provides financing of up to 1500 eur per team (3 to 4 people in a team) in the form of a reimbursement for the travel and accommodation costs. The financing is intended for this purpose only.
  5.2.3. The team members are responsible for booking their transportation to Paris – to receive the reimbursement they are obligated to show proof of the purchase.
  5.2.4. The team members can choose to use the accommodation that has been pre-booked for them in Paris
  5.2.5. The financing is dedicated to covering accommodation only over the days of the Winners' Event. If team member choose to stay in Paris longer, they are responsible for booking their accommodation themselves.

5.3. The winning team will also be awarded €3,000 from *Roche* to support the further development of their idea. This funding will be administered through the EIT Health Centre to ensure proper management and accountability. The financial support is intended to help the team refine their idea concept, explore potential implementation pathways, and cover relevant costs such as prototyping, validation, or expert consultations.
5.4. A special prize by the B-Space business incubator – 15 mentoring hours – is awarded to the team with biggest potential. This prize will not be awarded on the points system as the first two, but upon individual evaluation. The team can use this prize by contacting bspace@rsu.lv and is responsible for further utilisation of it.

6. FINAL PROVISIONS

6.1. Participants undertake to respect the intellectual property rights of others both during and after the Hackathon, taking personal responsibility for acting correctly.
6.2. A team, or any individual participant of this Hackathon, may continue to work on the development of their ideas after the event, provided prior agreement has been reached with the original author of the idea.
6.3. Participants who wish to change the composition of their team or work individually may do so, subject to prior agreement with the team formed during the Hackathon
6.4. Lecturers, Jury members, and other event participants are not permitted to use ideas created during the Hackathon without the permission of the authors.