

Code Europa: The Disruptor Dilemma

Rules and Conditions of the “Virtual Escape Room” Contest

1. DEFINITION OF THE CONTEST

On the occasion of the 2024 European Elections, EUNICE joins forces with two Jean Monnet modules, EUGREEN and EUFIREG, to foster awareness and participation in this important democratic moment.

“Code Europa: The Disruptor Dilemma” is a virtual contest in the format of an “escape room” in which EUNICE students can learn about relevant European issues and win different prizes.

The main objectives of this initiative are:

- Promote knowledge about the political system of the European Union, including the structure of the institutions, their functions and how they affect the daily lives of citizens.
- Raise awareness of the importance of European elections and their impact on global decision-making.
- Encourage constructive thinking on relevant European issues, such as climate change, the economy, migration or security, among others.

2. RULES AND CONDITIONS

PARTICIPANTS

Participation in the competition is open to **all students** of EUNICE Universities.

Requirements to be considered **eligible** to participate:

1. To be enrolled in one of the EUNICE Universities in the academic year 2023/2024 at any level of studies (Bachelor, Master, PhD, Lifelong Learning...).
2. To have a valid institutional email from their home University to be able to access the game.

DATES

The competition will be **launched on Thursday 9 May**, during Europe Day, and will **close on Thursday 23 May**, just before the celebration of the 2024 European Elections.

DESCRIPTION OF THE GAME

The contest is based on a “**virtual escape room**” game in which players must discover clues, solve puzzles and get through quizzes in one or more digital environments within a limited amount of time. The goal is to **reach the final screen and solve the central enigma**. Main rules:

- Individual play.
- Only one attempt per player.
If more than one attempt is submitted, only the first one will be taken into account.
- Maximum time: 40 minutes.
- Difficulty level: beginner. No specific knowledge about European and global issues is required.

The **theme** of the game is based on fulfilling the mission of safeguarding the future of Europe through a supranational intelligence agency. Players will take the role of spies tasked with stopping the so-called “disruptors”, who seek to sow chaos and threaten the stability of Europe.

SCORING SYSTEM

The game is divided into “**puzzles**”, of greater difficulty, and “**quizzes**”, which are simpler and more straightforward. The scoring system works as follows:

PUZZLES. 4 main puzzles need to be solved

- **Correct answer** in the first attempt: **+ 500 points**.
- **Incorrect answers**: - 200 points (1st mistake), - 100 (2nd mistake), - 50 (3rd mistake), - 50 (4th mistake), - 10 (until the score is 0).
- **2 clues will be available in each puzzle**. They will appear progressively as wrong answers are submitted.
- A “**Skip Puzzle**” button will appear **after using both clues**. The use of this button will not add points to the scoreboard but will allow to continue the mission.

QUIZZES. 20 quick quizzes need to be solved

- **Correct answer** in the first attempt: **+ 50 points**.
- **Incorrect answers:** - 20 points (1st mistake), - 10 (2nd mistake), - 5 (3rd mistake), - 5 (4th mistake), - 1 (until the score is 0).

3. WINNER SELECTION, RESULTS ANNOUNCEMENT AND PRIZES

JURY COMPOSITION

An appointed **Jury** will be in charge of the evaluation of the results, as well as the final decision for the selection of the winners.

This committee will be composed of members of EUNICE Offices and representatives from the Jean Monnet modules.

- * The Jury reserves the right to exclude participants suspected of game misuse (cheating).
- * The Jury reserves the right to declare the allocation of the prizes void under justified circumstances.

EVALUATION CRITERIA AND PRIZES

The competition is divided into two prize categories: Absolute and Local.

I. ABSOLUTE CATEGORY

A podium composed of a first, a second and a third position will be determined according to the final scores obtained (check the “scoring system” section in page 2 to know more). These **three** players who manage to solve the game in the shortest time will be the winners.

“Absolute Winners” will be awarded a **trip to Brussels** to visit the city and get to know the European Institutions. Dates will be agreed once the winners are known.

The trip, with a defined itinerary and closed agenda, includes:

- Transport and accommodation costs.
- Guided visit to the European Institutions.

The Absolute Winners will be able to enjoy a unique experience in a transversal and multicultural environment, accompanied by staff from EUNICE Universities.

Results will be published on the EUNICE website and **players will be notified by email**.

- * In the event of a tie, the Jury reserves the right to make the final decision, taking into account the order of participation, the diversity of Universities and gender parity.
- * In the event that any designated winner is unable to attend the trip, the prize will be awarded to the next player on the waiting list.

II. LOCAL CATEGORY

A final ranking will also be determined according to the final scores obtained (check the “scoring system” section in page 2 to know more), with participants of each EUNICE University, in order to identify the “Local Winners”.

Local Winners may be eligible to receive additional prizes such as EUNICE branded goodies, vouchers for bookshops or university materials, a monetary cheque, or many others.

- * The type and number of prizes will be defined locally at each home University. They do not necessarily have to be the same in all of them.

Results will be published on the EUNICE website and **players will be notified by email**.

4. INSTRUCTIONS TO PARTICIPATE

EUNICE students who want to participate in the virtual escape room will have to follow the next easy steps:

1. Access the game via the link available on the EUNICE web page (black button).
2. Fulfil the simple registration form once they are already in.
3. Complete the puzzles and quizzes in less than 40 minutes.

In case of questions or needs, please contact: eunice@unican.es

5. TERMS OF PRIVACY PROTECTION

In accordance with Articles 12 and 13 of the General Data Protection Regulation - (EU) 2016/679, the personal data provided by participants in the competition are collected by the Evaluation Committee with the sole purpose of managing the selection of the Awards described in these regulations and any subsequent additions. The provision of such data is mandatory for the purposes of assessing the participation requirements.

6. GENERAL CONDITIONS

These regulations are subject to change at the discretion of the contest Jury. Any changes will be communicated promptly to all participating students.

By participating in the competition, students agree to comply with these regulations and any additional guidelines provided by the contest Jury.