GenAI for Good Challenge: Cities Edition 2026
Official Rules

1. **Challenge: GenAI for Good Challenge 2026** (the "Challenge") - The GenAI for Good Challenge is a global initiative connecting innovators and changemakers addressing real-world challenges through AI-based solutions. This Challenge invites participants to design AI-based solutions for three real-world challenges in three cities, Pristina, Rivne, and Skopje.

The Challenge consists of three phases that progressively narrow the applicant pool. In Phase 1 (Open Call), applicants submit a narrative application and technical assessment. An expert panel evaluates the submissions and selects up to twenty (20) Semi-Finalists. In Phase 2 (Use Case Sprint), Semi-Finalists participate in workshops to strengthen their proposals, submit revised proposals, and provide additional materials, after which the cohort is reduced to nine (9) Finalists—three for each City. In Phase 3, each Finalist receives $10,000 USD in IEEE grant funding to develop a prototype and present it during a pitch presentation. One winner is selected for each City, for a total of three winners.

Innovation Award and Pilot. Subject to eligibility verification, compliance with these Official Rules, and execution of a separate agreement, each of the three (3) Final Winners will be eligible for an innovation award of up to USD 30,000 to develop and pilot the winning solution and engage with the UNDP-IEEE ecosystems through December 31, 2027.

2. **Sponsor**: The Institute of Electrical and Electronics Engineers, Incorporated, 445 Hoes Lane, Piscataway, New Jersey, USA, 08854 ("IEEE") shall be the Challenge sponsor (the "Sponsor") with the support of UNDP Istanbul Regional Hub Key Plaza, Abide-i Hurriyet Cad. Istiklal Sok. No:11, Sisli, Istanbul, 34381 TURKEY through Phase 3.

3. **Agreement to Rules**: By participating in Challenge, entrant team members (each, an "Entrant") agree to abide by these Challenge rules (the "Rules") as established by Sponsor. The Sponsor reserves the right to alter any of these Rules at any time and for any reason. All decisions made by the Sponsor concerning the Challenge including, but not limited to the cancellation of the Challenge, shall be final and at the Sponsor's sole discretion.

4. **Eligibility:** The Challenge is a global challenge open to legal residents of the United States of America and other countries, where permitted by local law, who are at least the age of eighteen (18), or the age of majority in their respective country or jurisdiction of permanent residence, whichever is older, as of the time of entry. Residents of a country or jurisdiction which is located on, restricted by, or sanctioned by the U.S. Treasury Department's Office of Foreign Assets Control Sanctions Program list, available here, are excluded from eligibility and participation in this Challenge. Employees of the Sponsor, its agents, affiliates and those in their immediate families (including spouses, parents, siblings and children, regardless of where they live) are not eligible to enter the Challenge. Entrants may be subject to rules imposed by their institution or employer relative to their participation and should check with their institution or employer for any relevant policies. If participation in this promotion is in violation of employer policies, the Entrant may be disqualified from entering or receiving an award. The Sponsor reserves the right to verify the eligibility of participants and/or potential winners based on these or any other criteria as determined by the Sponsor in Sponsor's sole discretion.

5. **Entry Period:** This Challenge begins at 00:00 EST on 5 November, 2026 and ends at 23:59 EST on 13 December, 2026 ("Entry Period"). IEEE's server has been selected as the official clock for the Challenge. Submissions received before or after the Entry Period are void.

6. **How To Enter:** To enter the Challenge, each Entrant team must submit a complete application ("Submission") via the official IEEE Humanitarian Technologies GenAI for Good webpage dedicated to this initiative. No other form of entry will be permitted, and any attempt to enter the Challenge by means other than those specified herein will be void.

   The applicant team must select and tailor its Submission to address one of the following three Use Cases:

   - **Use Case 1**: Pristina, Kosovo[1], Transit Route Planning AI Assistant
   - **Use Case 2:** Rivne, Ukraine, Energy Advisory AI Assistant
   - **Use Case 3:** Skopje, North Macedonia, Green Infrastructure AI Assistant

7. **Limit one (1) Submission per Entrant team**. Each Entrant team is expressly permitted to submit only a single application and is required to select one, and only one, Use Case for their submission. Submission of multiple applications by the same team or applications addressing the same or more than one Use Case

[1] References to Kosovo shall be understood to be in the context of Security Council resolution 1244 (1999).

will result in immediate disqualification from the competition. Entrant team applications must provide all required information, including without limitation first and last names and email address of all team members. Each individual team member is allowed to participate on only one team and may not join multiple teams. If any individual is discovered to be part of more than one team, that individual will be immediately disqualified from all teams they have joined, and the affected teams may also be disqualified from the competition. Submissions must comply with all requirements for submission as indicated below.

By entering, each Entrant warrants and represents that its Submission is original, has not been previously published or won any award, does not contain any material that would defame or otherwise violate or infringe upon the rights of any third party, including patents, copyrights, trademarks or rights of privacy or publicity, and will not violate any federal, state or local laws or ordinances. The Entrant further warrants and represents that they have secured the requisite consent from any third party referenced in their Submission. The Sponsor reserves the right in their sole and unfettered discretion to disqualify any Submission that it believes contains obscene, offensive or inappropriate content, that does not comply with these Rules or that is not consistent with the spirit or theme of the Challenge.

8. **Team Size**: Each team must have at least 2 members. Entrant team applications must provide all required information about team members, including without limitation first and last names and email address of all team members. If any team is discovered to have less participants, that team will be immediately disqualified from the competition.

9. **Open Source and Licensing Requirements**: To ensure openness and replicability, all Entrants must comply with the following:

    a. All Submission code produced by GenAI for Good Community Challenge Entrants during this challenge will be publicly released and licensed under the Apache 2.0 license, using standard boilerplates* (see below).
    b. Entrants are permitted to incorporate other open-source code, tools, or resources into their Submissions and related prototypes, provided they are licensed under Apache 2.0, MIT, or other similar, non-exclusive, permissive, non-copyleft, and OSI-approved open-source licenses.
    c. Any data used to fine-tune embedding, reranking, language models, or other AI models must also be made publicly available under the Apache 2.0 license. d. Entrants may use and integrate other

open-source code, tools, or resources in their Submissions and related prototypes, provided these are also licensed under Apache 2.0, MIT or any other similar, non-exclusive, permissive, non-copyleft, OSI-approved, open-source license. Any data used to fine-tune embedding, reranking, language, or other AI models will also need to be made publicly available under Apache 2.0 license.

10. **Selection of Winning Teams:** A Selection Committee (the "Committee") composed of distinguished industry and in-country experts will be established to judge and oversee the GenAI for Good Challenge. All Submissions will be evaluated according to the criteria set forth herein, with the Committee employing a standardized scoring system to ensure fairness and objectivity in the assessment process. The Committee will select the winning teams based on a comprehensive evaluation of the Submission's technical quality, implementation feasibility, and potential humanitarian impact, among other factors.

    a. **Phase 1: Open Call for Proposals**
        i. To participate in Phase One of the GenAI for Good Challenge, applicants must submit a narrative application and skills assessment using the provided templates. A panel comprising experts in technology and urban development will then evaluate the submissions.
        ii. Up to twenty (20) Semi-Finalists will be selected to advance to Phase 2.

    b. Phase 2: Semi-Finalist Exploration
        i. Semi-Finalists will participate in workshops to improve their solution proposals. Following the workshop, teams will submit any updates to their solution and respond to a select set of questions.
        ii. Nine (9) Finalists will be selected based on a review of these secondary submissions.

    c. **Phase 3: Finalist Prototype Development**
        i. Finalists will receive resource support for prototype development and incorporate guidance from local stakeholders and challenge partners.
        ii. Teams submit their prototype and documentation through the designated IEEE platform.
        iii. Finalist teams will pitch their solutions.
        iv. Three (3) winning teams (one per Use Case) will be selected and invited to participate in Phase 4 piloting through the end of 2027.

11. **Judging Criteria:** Committee members will review submissions and select winners in a phased approach. Each phase will evaluate submissions and results based on the following core criteria.

    - **Use Case Alignment (20%):**
      The application demonstrates a clear understanding of the city use case and showing how the proposed solution directly addresses its key challenges
    - **Impact Potential (25%):**
      The application demonstrates expected value and outcome of deploying the solution using a responsible, inclusive, and open-source design
    - **Team Capability (20%):**
      The application demonstrates technical expertise, related experience, and readiness to collaborate with the use case owner
    - **Technical Approach (35%):**
      The application demonstrates the technical feasibility of the proposed solution, its innovative methodology, and the appropriate use of data and technology

12. **Notification of Potential Winners**: The finalists and winners will be notified by e-mail within fourteen (14) days of the applicable selection date. Winning an award is contingent upon fulfilling all requirements set forth herein. Except where legally prohibited, each potential winning team will be required to complete and return, within fourteen (14) days of being notified, a Declaration of Eligibility, Liability & Publicity Release ("Declaration") in order to claim the award. If a potential winning team does not acknowledge acceptance of an award within 14 business days after being notified that the team is a potential winner, or if a potential winning team does not return the Declaration or any other signed forms within the required time, or is otherwise found to be ineligible or not in full compliance with these Rules, another winning team may be chosen using the same procedure specified above. A winner may waive the right to receive an award. The decisions of Sponsor are final and binding in all respects.

    If the Sponsor is unable to determine and verify a potential winner after repeated alternate attempts or if Sponsor fails to receive a sufficient number of Submissions to correspond to the number of awards available to be awarded, Sponsor reserves the right to not award all of the all awards. The Sponsor is not responsible for any change of email address and/or mailing address of Entrant

teams, nor is the Sponsor responsible for any lost or damaged mail, or for any mail intended for Entrant teams that may be returned as undeliverable.

ALL POTENTIAL WINNERS ARE SUBJECT TO VERIFICATION BY SPONSOR, WHOSE DECISIONS ARE FINAL AND BINDING IN ALL MATTERS RELATED TO THE CHALLENGE. AN ENTRANT IS NOT A WINNER OF ANY AWARD UNLESS AND UNTIL ENTRANT'S ELIGIBILITY HAS BEEN VERIFIED AND ENTRANT HAS BEEN NOTIFIED THAT VERIFICATION IS COMPLETE.

13. Challenge Awards:

In 2027, nine finalist teams will each receive a USD $10,000 grant solely to develop their prototypes and improve the innovations' transferability and scalability in support of sustainable development in the country of implementation. Payment is subject to full compliance with all Sponsor requirements. After grant execution and prototype development, three winners will be selected under the evaluation criteria stated above.

The nine finalist teams may receive up to USD $90,000 in the aggregate, subject to verification and compliance with these Rules

THE GRANT AMOUNT OF USD $10,000 PER FINALIST TEAM IS FIXED, IS AVAILABLE SOLELY FOR PROTOTYPE DEVELOPMENT AND IMPROVEMENTS TO THE INNOVATION'S TRANSFERABILITY AND SCALABILITY IN SUPPORT OF SUSTAINABLE DEVELOPMENT IN THE COUNTRY OF IMPLEMENTATION, AND IS NOT INTENDED OR EXPECTED TO COVER ALL ENGINEERING, PERSONNEL, DEVELOPMENT, IMPLEMENTATION, OR OTHER PROJECT COSTS. EACH FINALIST TEAM IS SOLELY RESPONSIBLE FOR DETERMINING THE TOTAL COST OF ITS PROTOTYPE DEVELOPMENT ACTIVITIES AND FOR SECURING, AT ITS OWN EXPENSE, ANY ADDITIONAL FUNDING, PERSONNEL, EQUIPMENT, OR OTHER RESOURCES REQUIRED. PAYMENT OF THE GRANT REMAINS SUBJECT TO FULL COMPLIANCE WITH ALL SPONSOR REQUIREMENTS.

THE CHALLENGE, INCLUDING ALL RELATED WEBSITES AND AWARDS, IS PROVIDED "AS IS" AND WITHOUT WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED,

INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. CERTAIN JURISDICTIONS DO NOT PERMIT THE EXCLUSION OF IMPLIED WARRANTIES OR THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES; ACCORDINGLY, SOME OF THE FOREGOING EXCLUSIONS OR LIMITATIONS MAY NOT APPLY. APPLICABLE LOCAL LAW SHOULD

BE CONSULTED TO DETERMINE WHETHER ANY SUCH RESTRICTIONS OR LIMITATIONS APPLY.

14. **Release, Publicity, and Privacy**: By receipt of an award and/or, if requested, by signing a Declaration, each member of the winning team consents to the use of his or her name, likeness, business name and address by the Sponsor for advertising and promotional purposes, including but not limited to on Sponsor's social media pages, without any additional compensation, except where prohibited. The winning team agrees to release and hold harmless the Sponsor and its officers, directors, employees, affiliated companies, agents, successors and assigns from and against any claim or cause of action arising out of each Entrant's participation in the Challenge.

15. **Right to Use Submissions:** By entering the Challenge, the Entrants agree that Entrant's Submission is non-confidential and non-proprietary, and the Entrants grant to the Sponsor a non-exclusive, irrevocable, royalty-free, perpetual, worldwide right and license to reproduce, publish, display, edit, exploit, modify, publish, reproduce, use, disclose, disseminate, distribute, and otherwise use the Entrant's Submissions, in print or any offline or online and other media for purposes of editorials, exhibition, advertising, publicity and promotion in perpetuity without additional compensation or permission, unless prohibited by law.

    IF ANY USE BY THE SPONSOR OF THE SUBMISSIONS CAUSES IT TO BE LIABLE TO ANY THIRD-PARTY, ENTRANT AGREES TO INDEMNIFY THE SPONSOR AND ITS AGENTS, EMPLOYEES, AFFILIATES, SUBSIDIARIES, REPRESENTATIVE AND ALL RELATED PARTIES FROM AND AGAINST ANY AND ALL DAMAGES, COSTS, JUDGMENTS AND EXPENSES (INCLUDING REASONABLE ATTORNEY FEES) WHICH IT INCURS AS A RESULT OF ITS USE OF THE ENTRANT'S SUBMISSION.

16. **Representations and Warranties Regarding Submissions:** By submitting an Submission, the Entrant represents and warrants that its Submission does not and shall not comprise, contain, or describe: (A) false statements or any misrepresentations of its affiliation with a person or entity; (B) personally identifying information about the individual entrant team members or any other person; (C) statements or other content that is false, deceptive, misleading, scandalous, indecent, obscene, unlawful, defamatory, libelous, fraudulent, tortious, threatening, harassing, hateful, degrading, intimidating, or racially or ethnically offensive; (D) conduct that could be considered a criminal offense, could give rise to criminal or civil liability, or could violate any law; (E) any advertising, promotion or other solicitation, or any third party brand name or

trademark; or (F) any virus, worm, Trojan horse, or other harmful code or component. By submitting an Submission, Entrant represents and warrants that they own the full rights to the Submission and/or have obtained any and all necessary consents, permissions, approvals and licenses to submit the Submission and comply with all of these Rules, and that the submitted Submission is sole original work of the Entrant team or its individual team members, has not been previously published, released or distributed, and does not infringe any third-party rights or violate any laws or regulations.

17. **General Conditions:** ANY ATTEMPT BY AN ENTRANT OR ANY OTHER INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEBSITE ASSOCIATED WITH THIS CHALLENGE OR UNDERMINE THE LEGITIMATE OPERATION OF THE CHALLENGE MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAW, AND, SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO PROSECUTE AND SEEK DAMAGES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.

    Sponsor, its parent, subsidiary or affiliated companies, or its advertising or promotional agencies shall not have any obligation, liability or responsibility with regard to (i) Submissions that contain incorrect or inaccurate information or do not comply with these Rules, (ii) Submissions or notifications that are lost, late, incomplete, illegible, unintelligible, damaged or otherwise not received by the intended recipient, in whole or in part, due to computer, technical or other error of any kind, (iii) telephone, electronic, hardware, software, network, Internet or computer malfunctions, failures or difficulties of any kind, (iv) any condition caused by events beyond the control of Sponsor that may cause the Challenge to be disrupted or delayed, (v) any printing or typographical errors in these Rules or any other materials associated with the Challenge, or (vi) any damages or losses of any kind caused by any prize or resulting from participation in the Challenge, accessing, uploading or downloading data in connection with the Challenge, or acceptance, possession or use of any prize. Sponsor, in its sole discretion, reserves the right to disqualify any Entrant tampering with or abusing the entry process or the operation of the Challenge or otherwise violating these Rules. Sponsor, in its sole discretion, further reserves the right to cancel, terminate, suspend or modify the Challenge if the Challenge cannot be completed as planned because of infection by computer virus, bugs, tampering, unauthorized intervention or technical failures of any sort and to select a winner from among eligible Submissions unaffected by such event, if any.

18. **Limitations of Liability and Releases:** BY PARTICIPATING IN THIS CHALLENGE, ENTRANT AGREES THAT SPONSOR, ITS PARENT COMPANIES, AFFILIATES, SUBSIDIARIES, REPRESENTATIVES, CONSULTANTS, AND CONTRACTORS AND THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES, REPRESENTATIVES, AND

AGENTS (THE "RELEASED PARTIES") WILL HAVE NO LIABILITY WHATSOEVER FOR, AND SHALL BE HELD HARMLESS BY ENTRANT AGAINST, ANY LIABILITY FOR ANY INJURIES, LOSSES OR DAMAGES OF ANY KIND TO PERSONS, INCLUDING PERSONAL INJURY OR DEATH, OR PROPERTY RESULTING IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, FROM

ENTRANT'S PARTICIPATION IN THE CHALLENGE OR IN ANY CHALLENGE-RELATED ACTIVITY, OR ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION OR INVASION OF PRIVACY, OR MERCHANDISE DELIVERY. THE RELEASED PARTIES ARE NOT RESPONSIBLE IF THIS CHALLENGE CANNOT BE ADMINISTERED OR CONDUCTED OR ANY AWARD CANNOT BE AWARDED DUE TO CANCELLATIONS, DELAYS, OR INTERRUPTIONS RESULTING OR ARISING FROM ACTS OF GOD, WAR, OR TERRORISM, CIVIL UNREST, STRIKES, SUPPLY SHORTAGES, NATURAL DISASTERS, WEATHER, EPIDEMICS, COMPLIANCE WITH ANY LAW OR ORDER OF A GOVERNMENTAL AUTHORITY, OR ANY OTHER SIMILAR ACT, EVENT, OR OCCURRENCE BEYOND THE REASONABLE CONTROL OF THE SPONSOR.

19. **Nature of Relationship/Waiver of Equitable Relief:** Each Entrant understands and acknowledges that the Sponsor has wide access to ideas, designs, and other materials, and that new ideas are constantly being submitted to it or being developed by their own employees. Each Entrant also acknowledges that many ideas may be competitive with, similar or identical to the Submission and/or each other in theme, idea, format or other respects. Each Entrant acknowledges and agrees that Entrant will not be entitled to any compensation as a result of Sponsor's use of any such similar or identical material. Each Entrant acknowledges and agrees that the Sponsor does not now and shall not have in the future any duty or liability, direct or indirect, vicarious, contributory, or otherwise, with respect to the infringement or protection of the copyright in and to the Submission. Finally, each Entrant acknowledges that, with respect to any claim by Entrant relating to or arising out of Sponsor's actual or alleged exploitation or use of any Submission or other material submitted in connection with the Challenge, the damage, if any, thereby caused to the applicable Entrant will not be irreparable or otherwise sufficient to entitle such Entrant to seek injunctive or other equitable relief or in any way enjoin the production, distribution, exhibition or other exploitation of the Submission or any material based on or allegedly based on the Submission, and the Entrant's rights and remedies in any such event shall be strictly limited to the right to recover damages, if any, in an action at law.

20. **Disputes:** EACH ENTRANT AGREES THAT: (1) ANY AND ALL DISPUTES, CLAIMS, AND CAUSES OF ACTION ARISING OUT OF OR IN CONNECTION WITH THIS

CHALLENGE, OR ANY AWARD, SHALL BE RESOLVED INDIVIDUALLY, WITHOUT RESORTING TO ANY FORM OF CLASS ACTION, PURSUANT TO ARBITRATION CONDUCTED UNDER THE COMMERCIAL ARBITRATION RULES OF THE AMERICAN ARBITRATION ASSOCIATION THEN IN EFFECT AND CURRENTLY AVAILABLE AT https://adr.org/sites/default/files/Commercial%20Rules.pdf, (2) ANY AND ALL CLAIMS, JUDGMENTS AND AWARDS SHALL BE LIMITED TO ACTUAL OUT-OF-POCKET COSTS INCURRED, INCLUDING COSTS ASSOCIATED WITH ENTERING THIS CHALLENGE, BUT IN NO EVENT ATTORNEYS' FEES; AND (3) UNDER NO CIRCUMSTANCES WILL ANY ENTRANT TEAM BE PERMITTED TO OBTAIN AWARDS FOR, AND ENTRANT HEREBY WAIVES ALL RIGHTS TO CLAIM, PUNITIVE, INCIDENTAL, AND CONSEQUENTIAL DAMAGES, AND ANY OTHER

DAMAGES, OTHER THAN FOR ACTUAL OUT-OF-POCKET EXPENSES, AND ANY AND ALL RIGHTS TO HAVE DAMAGES MULTIPLIED OR OTHERWISE INCREASED. ALL ISSUES AND QUESTIONS CONCERNING THE CONSTRUCTION, VALIDITY, INTERPRETATION AND ENFORCEABILITY OF THESE RULES, OR THE RIGHTS AND OBLIGATIONS OF ENTRANT AND SPONSOR IN CONNECTION WITH THE CHALLENGE, SHALL BE GOVERNED BY, AND CONSTRUED IN ACCORDANCE WITH, THE LAWS OF THE STATE OF NEW YORK, WITHOUT GIVING EFFECT TO ANY CHOICE OF LAW OR CONFLICT OF LAW, RULES OR PROVISIONS (WHETHER OF THE STATE OF NEW JERSEY OR ANY OTHER JURISDICTION) THAT WOULD CAUSE THE APPLICATION OF THE LAWS OF ANY JURISDICTION OTHER THAN THE STATE OF NEW YORK. SPONSOR IS NOT RESPONSIBLE FOR ANY TYPOGRAPHICAL OR OTHER ERROR IN THE PRINTING OF THE OFFER OR ADMINISTRATION OF THE CHALLENGE OR IN THE ANNOUNCEMENT OF THE PRIZES.

21. **Privacy:** Each Entrant acknowledges and agrees that the Sponsor may collect, store, share, and otherwise use personally identifiable information provided during and after the Challenge Submission process and the Challenge, including, but not limited to, name, mailing address, phone number, and email address. The Sponsor will use this information in accordance with IEEE's Privacy Policy, which can be found at IEEE Privacy Policies, including for administering the Challenge and verifying each Entrant's identity, postal address, and telephone number in the event an entry qualifies for a prize. For purposes of administering, evaluating, and judging the Challenge, the Sponsor may share an Entrant's personal information and information contained in the Entrant's Submission with the United Nations Development Programme ("UNDP"), members of the Selection Committee, and other persons involved in administering or judging the Challenge, solely to the extent reasonably necessary to perform those functions. Such information may not be used by such recipients for unrelated purposes. The individual Entrant's information may also be transferred to countries outside

the country of the Entrant team member's residence, including the United States. Such other countries may not have privacy laws and regulations similar to those of the country of the Entrant team member's residence. If an Entrant does not provide the mandatory data required at registration, the Sponsor reserves the right to disqualify the Entrant from participating on the respective team.

22. **Severability:** If any term or provision of these Rules is found under the law to be invalid or unenforceable, then such specific term or provision shall be of no force and effect and shall be severed, and the remainder of these Rules shall continue in full force and effect.