



Terms and Conditions of Entry – MindHack Australia 2026

1. Introduction

1.1 Competition : By entering **MindHack Australia 2026** (the "Competition") organised by ScopeIT Education Pty. Ltd as trustee for Scope Holdings Unit Trust (ABN: 37132825120), you agree to comply with the following terms and conditions (the "Terms").

2. Eligibility

2.1. Eligibility: The competition is open to all Australian school students aged 7–17 years old who are enrolled in any ScopeIT Education, ScopeIT Academy or CIY.Club program or training location.

2.2. Exclusions: Employees, contractors, and their immediate families of The Trustee for Scope Holdings Unit Trust are not eligible to participate in the Competition.

3. Entry Requirements

3.1. Submission: To enter the Competition, students must submit an original digital technology project in accordance with the instructions provided on the MindHack registration page at www.scopeiteducation.edu.au/mindhack.

3.2. Formats: Entries must include a project link (e.g. Scratch, Tinkercad, Google Drive or other accessible link) and a short video explanation or presentation, and must fall within one of the three categories specified on the registration page.

3.3. Limitations: Each participant may submit only one entry, either individually or as part of a team of 2–3 students. All team members must be in the same age group category (Wizards, Heroes, or Masters).

3.4. Parental Consent: Parental or guardian consent is required for participation. By



submitting an entry, the student's parent or guardian confirms their consent to the terms of this competition.

4. Registration and Submission

4.1. Registration Period: Registration will be open from 1 May to 31 May 2026..

4.2. Project Submission Period: Projects may be submitted from 1 June to 31 July 2026.

4.3. Submission Process: Entries must be submitted via the online registration form as a link to a drive folder or other link.

4.4. Submission Deadline: All entries must be received by 31 July 2026. Late submissions will not be accepted under any circumstances.

5. Judging and Awards

5.1. Judging Criteria: Entries will be judged by a panel of qualified judges appointed by ScopelT Education. The judging criteria include creativity and innovation, relevance to the theme, functionality, teamwork and collaboration, and presentation and communication.

5.2 Awards: One overall winner will be selected and awarded the Grand Prize (MacBook Neo). In addition, winners will be selected for each category (3D Design, Coding, and Electronics/Robotics) within each age group (Wizards, Heroes, and Masters).

5.3. International MindHack: Overall winners may be invited to participate in the International MindHack competition to be held in October in Kuala Lumpur, Malaysia. All costs associated with travel and participation in the International MindHack will be the responsibility of the participant, and participation in this international competition is optional.

5.4. Winner Notification: Winners will be notified by email or phone and announced



publicly on ScopeIT Education's website.

5.5. Prize Awarding: Prizes may be awarded to the winners in accordance with the judging results. Prizes may include educational tools, certificates, or other items determined by ScopeIT Education.

5.6. Prize Allocation: ScopeIT Education reserves the right to modify or substitute prizes at its discretion.

6. Privacy and Data Collection

6.1. Personal Information: By entering the Competition, you consent to the collection and use of personal information as described in these Terms.

6.2. Use of Data: Personal information will be used solely for the purposes of administering the Competition and notifying winners.

6.3. Parental Consent for Children's Information: Parents or guardians must consent to the collection of personal information from children under the age of 13 in accordance with the **Privacy Act 1988 (Cth)**.

7. General Terms

7.1. Competition Validity: If any provision of these Terms is found to be invalid or unenforceable, the remainder of the Terms shall remain in full force and effect.

7.2. No Liability: To the maximum extent permitted by law, ScopeIT Education, its affiliates, partners, employees, and agents accept no liability for any loss, damage, or injury resulting from participation in this Competition.

7.3. Cancellation or Suspension: ScopeIT Education reserves the right to cancel, terminate, or modify the Competition if fraud, technical failures, or any other factor beyond reasonable control disrupts the fairness or integrity of the Competition.

7.4. Publicity: By entering the Competition, participants agree to allow ScopeIT Education to use their name, school, and project details for promotional and



educational purposes, including but not limited to publishing on websites, social media, and other marketing materials. No further compensation will be provided.

8. Restrictions

8.1. Originality of Work: By entering the Competition, the participant confirms that their submission is their original work and does not infringe any third-party intellectual property rights. Any breach of this condition may result in disqualification.

8.2. Plagiarism: Submissions found to be plagiarised, or that include the use of third-party content without proper attribution, may be disqualified.

9. Governing Law

9.1 Legal Jurisdiction: These Terms and Conditions are governed by the laws of New South Wales, Australia. Any disputes will be resolved in the courts of New South Wales.

10. Contact Details

10.1 More Information: For further information or queries regarding the Competition, please contact: mindhack@scopeiteducation.edu.au