

HACKATHON'S TERMS AND CONDITIONS

#PLAYSERIOUSLY: applied game meets psychology on the playground

1. INTRODUCTION

a. **SAE Italia s.r.l. International Technology College** - hereinafter named exclusively as SAE Institute with registered office in via Trentacoste 14, Milan - 20134 - (MI) C.F. e P.I. IT11800470152 in the person of Steffan Andrew Davies as a legal representative holds the rights to carry out on the Italian territory an international competition called “**#PlaySeriously: applied game meets psychology on the playground**” and related activities (below named the “**Hackathon**”);

b. SAE Institute intends to organize a timed competition, intensive and highly selective, to produce the best digital game ideas or prototypes in order to project an applied game aimed at the age group 5-7 with the purpose to screen the predictors related to dyslexia, specific learning disorder (DSA).

c. The Hackathon is conceived, launched and implemented by SAE Institute with the collaboration of five international partners from South East Europe, as indicated in the **announcement of the CEI Initiative** of which he was the winner on May 17, 2022. The partners are: University of Banja Luka, Dept of Psychology (Bosnia y Herzegovina), University of Szeged, dept of Psychology (Hungary), Universitatet CRne Gore, Faculty of Philosophy (Montenegro), Universitatea Babes-Bolyai University, PsyTech Psychology Clinic and the DATA Lab (Romania). SAE Institute of Belgrade (Serbia). The initiative will be realized with the contribution of CEI Initiative funds.

d. The Hackathon will end with the awarding of the prizes up for grabs; the prizes are entitled to recognize personal merit and will be awarded to Participants who will have distinguished themselves, according to the jury, for their activity and innovative vocation, in compliance with the assigned brief.

2. OBJECTIVES

On the occasion of the Hackathon - which involves both face-to-face and online participation - promoted by SAE Institute on its website (<https://www.sae.edu/ita/hackathon-playing-seriously/>) and launched on Discord (the “platform”) each individual competitor and / or team registered will be called to take the challenges launched on the basis of the specific needs and indications of the brief, in compliance with these regulations; these directives will be illustrated on the sae.edu website and on the platform in the section dedicated to the Hackathon (below - together with the other information, instructions, explanations, specifications, documents and attachments that may be provided online to the Participants in order to complete the specific challenge launched (the "Brief").

3. PHASES OF THE HACKATHON

The event is organized in three phases:

a. The registration phase: participants can register individually and / or by indicating their preferences for inclusion in a group through a special form made available online (<https://forms.gle/SFeXgMkYBXfUYAB59>).

In case of more than 100 participants, the SAE Institute and the Partners will proceed with the selection, in order to identify profiles in line with the purpose of the event and using two criteria: the chronological order of registration, the characteristics of the profiles registered in order to ensure heterogeneity in the groups with respect to the three types (designers, game artists, psychologists).

b. The stage of the event: the event will take place on 12 November from 9.00 to 18.00 at the SAE Institute headquarter (via Trentacoste, 14 - Milan) and online on discord.

c. The awarding phase: the prize will be awarded to the first, second and third classified project, on the basis of the unquestionable judgment of the jury. The prize ceremony will take place on december.

4. RECIPIENTS

a. The Hackathon is open to all individuals who have come of age: brilliant talents, specialized students, community members, undergraduates and recent graduates interested in game design or game art, psychologists pedagogists or other human science experts with experience in applied game and those who have an interesting idea or project that they intend to develop as part of the proposed challenge.

5. REGULATION

5.1 Terms and conditions

The sending of the registration and the consequent registration imply on the part of each competitor ("Participant") the explicit, full and unconditional knowledge and acceptance of:

- a) the present Regulation, including the Premises and Objectives indicated therein;
- c) the Brief;
- e) the Competition Calendar;
- f) the Program / timetable for carrying out the Competition (shortly published on the website);
- g) the Code of Conduct (point 6 below);
- h) the Privacy Policy (that has to be sent signed to cts@sae.edu);
- i) the Authorization to Audio / Video Footage and Photographs that will be taken during the event (point 7 below). They will be shared by our official channels, during the day of the competition and after this date for advertising purposes.

All Participants are informed that for any unquestionable technical and / or logistical needs, the Organization reserves the right to unilaterally modify the Regulations, Briefs, calendars and / or methods of carrying out the event. All the information/update and any changes will be notified to the participants by the website and according to the timing of the event.

Participants are therefore requested to consult often the Platform, the Site, the Regulations, the Briefs, the calendars and the digital environments in charge of the event, taking as a reference the date of the last modification of the same.

In addition, the Organization reserves the right to unilaterally extend or shorten the duration of the Hackathon, to suspend or postpone any established date and / or deadline and also to cancel the Event.

5.2 Entry criteria

Participation in the Hackathon is reserved for individuals aged 18 or over.

Each participant has to be registered by the online form and communicate the username used on Discord (the Platform). Entries made with methods other than those illustrated therein, incomplete, irregular or received after the deadlines will not be accepted.

The Organization reserves the right to verify the identity of the Participants and the authenticity and correctness of the data provided upon registration by all necessary modalities; failure to submit any documents requested by the Organization, non-compliance with the information entered or the reasonable suspicion that such information is false, inaccurate, outdated or incomplete, will result in the Participant's exclusion from the Competition as well as any legal actions that the Organization could decide to undertake.

The data of all Participants will be included in the Organization's database in full compliance with applicable privacy laws.

5.3 Participation Procedure

To participate in the Hackathon, Participants must comply with the following:

- a. Register on the Platform by filling out the appropriate online registration form.
- b. Register by clicking on the appropriate button for joining the Competition.
- c. Participate in the subsequent steps of the Hackathon Path.

Confirmation of the Participant's registration in the Hackathon will be communicated by e-mail to the address provided in the registration form.

5.4 Participation Rules

Participants have to register individually. Each participant will be able to express the preference for the inclusion in a specific team, during the registration phase.

Participants register without expressing preference as part of a team will be placed by the Organizer into teams consisting of a minimum of 3 and a maximum of 5 people each.

Each Participant can join only one Team.

For each team a team leader will be identified: only after the communication of the group composition changes in the leadership can be communicated to the organizing committee.

Each Team must identify itself with a name (the "Team Name").

Participants are informed that participation in the Hackathon does not, in itself, determine any right to receive compensation, in any capacity, and that the related expenses (such as travel expenses) will not be sustained or reimbursed by the Organization.

The use of any technology will be allowed during the event; during the event phase, the Participants will operate on their own equipment.

For access to the host structure and the use of the services it may be necessary to comply with specific provisions defined by the host structure itself and / or by its service providers.

The Organization will provide all on campus Participants with high-performance connectivity free of charge and will provide equipped areas where the pitch sessions and the awards ceremony will take place (equipped with projector, sound system, tables and chairs).

Participation in the Hackathon can also take place remotely.

Any request for remote participation must be expressed in the last field of the registration form.

5.4.1 Remote participation

The conditions to be respected for remote participation are as follows:

- The team must be constantly connected via webcam to the event;
- The team must participate in all planned mentoring sessions.

5.5. Team Leader and Team Organization

The internal organization of the Team, the division of roles, tasks, responsibilities and the attribution and / or recognition of ownership of any intellectual and / or industrial property rights on the Project and / or Documentation among its members are exclusive competence of the Team itself and / or, based on the decision taken by the Team, of its Team Leader. No responsibility or interference can be attributed to the Organization which will be required to interface exclusively with the Team Leader; the Team Leader will therefore be considered by default the person legitimately designated to represent and bind the Team and its members before the Organization itself and third parties.

5.6 Abandonment

As of now, each Participant acknowledges and accepts that the abandonment of the Team which he is a part of, for any reason and at any stage of the Hackathon, will not affect the continuation of the competition; the Participant who abandons his/her Team, and consequently the Hackathon, as of now irrevocably and expressly renounces any compensation and / or claim, action, exception of any kind towards the other members of the Team and / or the Organization both with regard to any awards achieved by the Team itself and with regard to the ownership of any intellectual and / or industrial property rights on the Work and / or Documentation.

5.7 Risks and Responsibilities

The Organization will not be held responsible in the event of missing or incomplete receipt of the electronic registration and / or the Documentation for any reason, or if the data relating to the registration and / or the Documentation are illegible. In this regard, Participants are reminded that the internet, the servers, the Site and the Platform may be subject to technical difficulties, maintenance work or malfunctions that may cause slowdowns or make any connection, access to the Platform impossible: to the Site, to the online registration form and / or to the sending or uploading of the Documentation.

Each Participant is exclusively responsible for his/her own internet access and connection costs. Each Participant is aware of and accepts this limitation of functionality and undertakes to test the good

functionality of the connection methods of the computer system and Internet resources that he/she intends to use to register and / or to transmit the Documentation.

Each Participant takes part to the Hackathon at his/her own risk and is exclusively responsible for his/her own work, his/her own documentation, his own equipment and IT equipment and his/her own personal effects; therefore, each Participant undertakes, as of now, to indemnify and hold the Organization harmless from any request, including damages, that could be advanced, for any reason, in relation to the Draft, Documentation or in any case determined by the participation.

The Organization cannot be held responsible in the event of theft, loss, damage to equipment and / or personal effects.

For the entire duration of the Hackathon, each Participant is required to take all appropriate measures to protect his/her own data and / or software stored in their IT equipment against any attack. The Organization cannot be considered responsible for any contamination by any computer virus, for the intrusion of third parties into the Participant's computer equipment, for any damage to the computer equipment itself and to the data recorded therein as well as for any consequence on the personal or professional activity of the Participants.

Furthermore, the Organization will not be required for any reason whatsoever to answer for damages, losses and / or prejudices of any kind deriving from the use of the connection made available by the Organization itself and / or by its service providers, or due to inefficiencies, any temporary or permanent malfunctions found on the system.

5.8 Indemnity and Warranties

Each Participant hereby expressly declares and warrants that each Documentation and Documentation inherent to it is original, by which it is understood that it does not involve the violation, either in whole or in part, of any right recognized or attributed by current legislation on the subject. of intellectual and / or industrial property and that does not violate rights deriving from contracts or licenses, rights of publicity or rights relating to privacy, moral rights or any other right worthy of protection or other element owned by third parties; where third party rights exist, the Participant declares and guarantees to be able to freely dispose of them by having previously provided himself with all the necessary authorizations and licenses by the relative holder. As of now, each Participant undertakes to indemnify the Organization substantially and procedurally and to keep it harmless from any and all loss, damage, liability, cost or expense, including legal fees, deriving from or in any way connected to claims or disputes. of other Participants and / or third parties relating to the ownership or alleged violation of rights on a Project and / or related Documentation.

Except in cases of willful misconduct or gross negligence attributable to the Organization, the Organization itself does not assume any responsibility for any use or abuse of the Participant's Work, Documentation, idea or work or for the development and / o realization of the same and / or of the project related to them by anyone who became aware of them. Likewise, the Organization assumes no responsibility for the potential adverse consequences that the pre-disclosure could in the abstract determine with reference to the inventive and / or original aspects of the Work and related Documentation and / or with regard to the possible intention of the Participants and / or Master Italy to patent, register or otherwise protect the intellectual and / or industrial property of the Work and / or the related Documentation.

5.9 Tools provided by SAE Institute

Participants undertake not to share or distribute any type of information relating to all the tools made available by SAE Institute for the Hackathon.

6. CODE OF CONDUCT

#PlaySeriously is an ethical event; therefore, the Organization requires Participants to respect this principle and to abide by the following code of conduct at every stage of the Competition and in particular to:

- a. Respect the Regulations, the Brief, the calendar and the rules of the Hackathon by accepting the decisions made by the Organization and / or the jury.
- b. Show respect towards the other Participants, the staff and other members and / or subjects delegated by the Organization and / or the host structure;
- c. Take care, with the utmost diligence and for the entire duration of the Competition, of the premises in which the Hackathon will take place as well as any materials and equipment made available by the Organization and / or the host structure, which must be returned, except unless otherwise indicated;
- d. Strictly adhere to the rules of safety and conduct and any indications provided by the Organization, the host structure and / or the people of the institutions appointed from time to time in order to ensure the safety and security of all Participants.
- e.

6.1 Violations of the Code of Conduct

The following will be considered infringements, based on the unquestionable judgment of the Organization:

- a. the use in Team Name abusive or offensive language and / or expressions, of amatory, that incite violence and / or discrimination, that invade privacy, that are contrary to the law in force or that have a advertising, political / ideological or religious content;
- b. the publication, transmission or dissemination, in any way whatsoever, of images, materials and / or contents that are illegal, harmful, violent, threatening, abusive, harassing, of amateurs and / or slanderous and / or that may be considered harmful to the dignity, personal dignity or that are offensive, vulgar, obscene, harmful to the privacy of others, racist, classist, profane, contrary to good taste or public order or in any case reprehensible or suggesting an inappropriate use of the Hackathon or, in type, of the activities that take place as part of the Exhibition; the presentation of Documentation and / or the use, in any way whatsoever, of Documentation, contents and / or materials that are not original, by which it is understood, which involve the violation of industrial and / or intellectual property rights - including those of use and exploitation - of third parties;
- c. the publication, transmission or dissemination, in any way whatsoever, intentionally or unintentionally, of any material that contains viruses or other codes, programs created to interrupt, destroy or limit the operation of the software, hardware or telecommunications systems of third parties; alteration of data issued by other parties;
- d. the carrying out of operations, intentional or not, that influence or compromise the regular functionality or that restrict the use for other users of the Platform, the Site, the services, servers, networks or networks connected, connected or used, even indirectly, by the Platform , from the Site, from the host structure and / or from the Organization; the violation, intentionally or unintentionally, of any law or regulation in force;
- e. cheating or attempting to cheat;

f. any other conduct, fraudulent or disallowed maneuver that could even potentially negatively affect other Participants or the competition, hinder and / or alter the correct functioning of the reward mechanism or, in any case, compromise the success and / or image of the Competition , of the Organization and / or, in general, of SAE Institute and its partners.

g. Any violation of the Regulations and / or the Code of Conduct or conduct from which an unlawful conduct and / or that constitutes a violation of these Regulations as well as any irregularity committed before or during the Competition may be inferred or presumed, depending on of the cases and on the basis of the unquestionable decision of the Organization, the non-participation, the expulsion or disqualification of the Participant and / or the withdrawal of any prize already awarded and the removal of any material and / or content that may have already been transmitted or published .

h. Any complaints will be resolved without appeal by the Organization on the basis of the criteria established by this Regulation.

i. The Organization also reserves the right to report to the provider (s) and report to the competent judicial authorities any external attempt to force the security systems of the Platform or Site and / or any activity that may in any way be understood as hostile.

j. Any measure taken in relation to the above may intervene immediately and in the absence of prior notice, without any liability being attributed to SAE Institute and / or its Partners in relation to it.

7. DISCLAIMER FOR THE USE OF AUDIO / VIDEO AND PHOTOGRAPHIC SHOOTING MADE DURING THE COMPETITION

Participants are aware that during the Event the Organization and / or its partners will make audio / video footage and that such footage may also be of interest to Participants.

The Participants hereby authorize the Organization and its partners as well as their successors, agents and concessionaires to use - free of charge, in perpetuity and for the whole world, even in partial and / or modified or adapted forms - their personal data as well as their portrait and the audio / video recordings and recordings of their person and of the environments, premises, objects and documents photographed and / or filmed made during the course of the Exhibition.

The authorization specified above implies the granting of a non-exclusive license, transferable to third parties, for the use of the above for cultural and educational purposes as well as for the dissemination and communication activities of the Organization for advertising and promotional purposes, including streaming, publication on the Portal and on the Site and / or on any other websites and in the press, distribution and broadcasting on public and private televisions and in cinemas and includes by way of example and not limited to the right of author and other rights connected with its exercise as well as the rights of publication, reproduction, multiplication in copies and storage of the same also in electronic form, translation, transcription, transfer to other formats, editing, adaptation, processing and reduction, communication and distribution to the public, screening, transmission and dissemination and all of the above also in version and summarized and / or abridged, in any way or form, with any process and on any medium, with any technological means known or of future invention for the purposes and within the limits defined above.

In any case, any use that could harm the honor, reputation or decorum of the person or persons portrayed, filmed or registered is excluded.

8. JURY AND EVALUATION

The projects presented by the teams at the end of phase 2 of the Hackathon will be evaluated by a Jury, identified by the Organizer, who will have the task of electing the Winning Teams who will be able to access phase 3 of the Hackathon (as described in paragraph 10 of this Regulation). The jury will evaluate the outputs according to the following evaluation criteria:

- Adherence to the chosen Challenge
- Completeness of the project
- Design/User Experience
- Innovation

For each criterion, each member of the jury will assign a score from 1 to 5. At the end of the evaluation, a ranking will be drawn up based on the votes.

The judgment of the Jury is unquestionable and it is not required to motivate its decisions. The Participants expressly agree, as of now, not to raise objections to the composition or decision taken by the Jury.

The jury will evaluate, for phase 3, the Entries at its sole and unquestionable judgment and will determine the ranking of the Entries in the competition. The Entries that have obtained the highest approval will be finalists.

Participants are informed and as of now declare that they expressly accept in any step of the Hackathon the exclusive and unquestionable judgment of the jury, which, in the absence of the conditions illustrated above, could also decide not to decree any winner. The jury is not required to motivate its decisions and, therefore, the Participants undertake not to raise objections to the composition, the decision-making process or the decisions taken by the jury itself.

9. INTELLECTUAL / INDUSTRIAL PROPERTY RIGHTS

9.1 Rights of SAE Institute and its Partners

The Participants acknowledge that the Platform, the Site and the contents thereof are the property of SAE Institute, the Partners and / or its content providers and are protected as such by the laws on copyright, intellectual property and / or industrial and database rights, from the Civil Code and the Criminal Code.

9.2 Data provided for the purposes of the Hackathon

The Brief, all data and information of any nature, nothing excluded or excepted, made available to Participants by SAE Institute remain in the exclusive property and availability of the SAE Institute which provided them.

The authorization granted to Participants to use the Briefs and / or other information provided by SAE Institute is limited to the duration of the Hackathon. Any use of the data in question outside the purpose for which they were disclosed between the Participants is subject to any prior and separate agreement, concluded between SAE Institute and each of the Participants themselves.

9.3 Intellectual and / or Industrial Property Rights inherent in the Drawings and Documentation and Usage Rights

Without prejudice to the provisions referred to in paragraph 9.4, SAE Institute and its partners acknowledge to the Participants the ownership and full availability of the Entries and the Documentation inherent to them (including the ownership of any intellectual and / or industrial property rights on any element of to which these are composed and / or that these contribute to forming which, by way of example but not limited to, the idea, the business model, the format, the concepts developed, the proposals and solutions presented and / or the result obtained, nothing excluded or excepted) produced by the Teams during phase 2 of the Hackathon.

Each Participant therefore remains fully responsible for the protection of any innovative and / or original element that may be identified in his/her Work and / or in his/her Documentation through the means provided for by the law and will have to pay any expenses in this regard.

SAE Institute and its Partners will be able to use the Entries and the related Documentation free of charge for 1 year (one) starting from the conclusion of the Hackathon for the exclusive purpose of analysis, testing, processing and / or demonstration of what has been achieved by the Participants in the context of #PlaySeriously. Without prejudice to the provisions below with regard to the Winners' Entries, SAE Institute and partners if interested in developing a Design and / or any other use of the same may contact the Participant who created it for further information by proposing any engagement formulas.

The possibility always remains for SAE Institute and its partners to independently develop or acquire equivalent products and / or in competition with the Entries and which do not infringe any intellectual property rights on them.

Moreover, The Participants hereby authorize the Organization and its partners as well as their successors, agents and concessionaires to use - free of charge, in perpetuity and for the whole world, even in partial and / or modified or adapted forms - entries and related documentation for cultural and educational purposes as well as for the dissemination and communication activities of the Organization for advertising and promotional purposes, including streaming, publication on the Portal and on the Site and / or on any other websites and in the press, distribution and broadcasting on public and private televisions and in cinemas and includes by way of example and not limited to the right of author and other rights connected with its exercise as well as the rights of publication, reproduction, multiplication in copies and storage of the same also in electronic form, translation, transcription, transfer to other formats, editing, adaptation, processing and reduction, communication and distribution to the public, screening, transmission and dissemination and all of the above also in version and summarized and / or abridged, in any way or form, with any process and on any medium, with any technological means known or of future invention for the purposes and within the limits defined above.

9.4 Assignment of Intellectual Property Rights inherent to the Winner's Entries and Documentation and Condition of Effectiveness

Based on the recognition of the prize for the finalist Team classified in 1st place (the "Winning Team"), for the Analyst Team classified in 2nd place (the "2nd Classified Team") and for the Finalist Team

classified in 3rd place place (the "3rd Classified Team") during phase 3 of the Hackathon, without having anything else to expect from SAE Institute, each Participant of the Winning Team, the 2nd Classified Team and the 3rd Classified Team subject to verification of the condition described below, undertakes to assign to SAE Institute and its partners all intellectual and / or industrial property rights on the Documentation and related Documentation, as recognized (or recognizable) or attributed (or attributable) by the current legislation on the subject of intellectual and / or industrial property with the sole exception of moral rights, as of now expressly renouncing to propose any action or exception aimed at contesting, in whole or in part, the ownership and exercise of the aforementioned rights by SAE Institute and its partners.

9.5 Option Right, Efficacy Condition and Preemption Right

Each Participant of any Team not classified as a finalist (a "Non-Winning Team") hereby undertakes to grant SAE Institute an option right for the acquisition of the Documentation (and related files). Sale price and conditions have to be negotiated in good faith between the Team Leader and SAE Institute and upon mutual satisfaction agreement.

In the event of non-acceptance by SAE Institute of this proposal and / or failure to exercise the option within a maximum period of 4 (four) months from the conclusion of the Hackathon, the non-winning Team will be free to proceed independently. If during the aforementioned four (4) months, the non-winning Team receives from a third party in good faith an economic proposal for the Project and / or the related Documentation, the Team Leader will inform SAE Institute in order to allow the same, at the same economic conditions proposed by the third party, to accept and exercise the option right mentioned above within the following thirty (30) days. In the absence of agreement with SAE Institute and its partners, the non-winning Team will be able to accept the proposal of the third party.

10 AWARDS

The final ceremony involves the awarding of the following prizes by the jury:

1. Winning team: euro 1500 (one thousand and five hundred/ 00) + Higher edu Pack premium;
2. Team 2nd classified: euro 1000 (one thousand/00) + Higher edu Pack;
3. Team 3rd classified: euro 500 (five hundred/00) + Higher edu Pack.

The higher edu pack is made up of lectures on topics related to cognitive psychology, linguistics, game design, game industry's legal aspects, game art. The lessons will take place online and according to a scheduled calendar proposed by SAE Institute and its partners.

10.1 Method of payment of the prize

In case of participation in a Team, the above prize and any other prizes will be awarded to the Winning Team and not to the individual Participants that make it up. The distribution of any prizes among the members of the Team will be defined and will take place by and under the responsibility of the Team itself or its Team Leader without any responsibility or interference in this regard being attributed to the Organization.

The economical part of prize in the form of cash will be paid by SAE Institute by bank transfer within 90 days of the Winner's nomination; for this reason, the Team Leader of each winning Team undertakes to communicate to SAE Institute, the details of the current account to which the credit will be made, within 7 days of the award, as well as, within the same term, the general information and the scale

code of the physical persons legally responsible. The participation in the lectures/courses awarded will depend on the academic planning of the institutions involved. The courses/lectures part of the prize can be delivered in the academic year 2022-2023 or in the following ones.

SAE Institute also reserves the possibility:

- a. to offer the Participants deemed worthy a professional collaboration aimed at developing the project carried out during the Hackathon;
- b. to assign other prizes to projects that stand out in particular areas.

The Organization is not responsible for the use that the Winners will make of the prizes awarded.

All the obligations and / or fulfillments of any kind (tax, accounting, etc.) connected with and / or dependent on the receipt of this bonus and / or , if applicable, from the use of the service provided. The Organization assumes no responsibility for any errors, omissions and / or failure to comply with the above by the Participants.

11. VARIOUS

If any of the provisions contained in these Regulations are declared invalid or unenforceable, this provision will be considered as not affixed and all other provisions will remain fully valid and effective. In accordance with art. 6, paragraph 1, lett. a) of the Presidential Decree 26 October 2001 n. 430, as subsequently amended and integrated, the Hackathon does not constitute a competition or operation or prize event, as they have as their object the presentation of projects and / or studies in the commercial and / or industrial field, in which the awarding of the prize to the Participant and / or Team chosen as the winner has the character of consideration for work performance and / or represents a recognition of the personal merit of the Winner for the activity carried out, as well as an encouragement in the interest of the community.

12. APPLICABLE LAW AND DISPUTE RESOLUTION

These Regulations are governed by Italian law. Except in cases in which the jurisdiction is unquestionably established by law, for all disputes arising from the interpretation or execution of these Regulations, the court of Bari will be exclusively competent, with the express waiver of the Participants to any exception with respect to that event.