

Smart QS Hackathon 2026

Guide and Notes for Applicants

Content

1. Programme Objectives
2. Programme Details
3. Challenge Streams
4. Eligibility of Applicants
5. Evaluation Criteria
6. Prizes
7. Disqualification
8. Handling of Information
9. Accuracy and Completeness of Applications
10. Intellectual Property Rights and use of Programme Photos and/ or Videos
11. Probity Policy for Applicants
12. Compliance with the Laws of Hong Kong
13. Warranties and Indemnity
14. Governing Law
15. Third Party Rights
16. Enquiries

Annex A

Applicant should:

- Read this Guide and Notes for Applicants (“Guide”) related to the Smart QS Hackathon 2026 (“Programme”) which is co-organised by Housing Bureau (“HB”), The Hong Kong Housing Authority (“HA”), Hong Kong Cyberport Management Company Limited (“HKCMCL”) and The University of Hong Kong (“HKU”) (collectively “Organisers”) before submitting any application or making any submission.
- By submitting an application or making any submission under the Programme, you agree to be bound by the provisions of this Guide, as may be updated by the Organisers from time to time in accordance with this Guide.

1. Programme Objectives

- 1.1. The Organisers are co-organising the Programme to explore innovative Artificial Intelligence (“AI”) applications for the Quantity Surveying (“QS”) profession, with a view to supporting meaningful adoption in practical QS workflow.
- 1.2. The Programme is designed to accelerate the development of practical AI solutions by bringing together tech developers, construction professionals, young talents, and students to compete, exchange ideas, and explore smart and practical AI solutions to address QS industry pain points. To ensure these AI solutions genuinely benefit the industry, the Programme also features hands-on workshops and QS mentorship to align the AI solutions with domain knowledge and industry best practices.
- 1.3. The key objectives of the Programme are as follows:
 - (i) **Explore** the potential of AI to transform QS roles and core processes;
 - (ii) **Develop** workable AI tools that address specific QS challenges; and
 - (iii) **Drive** sustained innovation in QS and construction industry via cross-disciplinary communities.
- 1.4. The Programme is anticipated to yield:
 - (i) A collection of functional AI solutions and prototypes tailored to the needs of the QS profession;
 - (ii) Broader understanding of AI and enhanced internal AI fluency; and
 - (iii) Expanded networks and partnerships with academics, technologists, and innovators, fostering cross-disciplinary collaboration and wider AI adoption.

2. Programme Details

2.1. Programme Overview and Format

- (a) The Programme will be delivered through a structured process comprising the following key activities (“Key Activities”):

	<u>Key Activities</u>	<u>Tentative Date</u>
(i)	Welcome Ceremony and Challenge Briefing Sessions	Jul 2026
(ii)	Application and Initial Proposal Submission	Jul – Aug 2026
(iii)	Shortlisting	Aug 2026
(iv)	Mentorship, Workshops, Site Visit, and Information Technology (IT) Solution Development	Sep – Nov 2026
(v)	48-hour hackathon (the “Hackathon”)	Early Nov 2026
(vi)	Final Presentation and Award Presentation Ceremony (the “Final Ceremony”).	Late Nov 2026

- (b) The exact dates of the Key Activities and any material updates will be communicated through email and/or the Programme website.
- (c) The Organisers reserve the right to determine and adjust the Programme format, schedule, deliverables, venues and assessment arrangements and other operational details to ensure effective administration, fairness and participant experience.

2.2. Welcome Ceremony and Challenge Briefing Sessions

- (a) Registration for the Welcome Ceremony and Challenge Briefing Sessions are open to all interested parties. Registration details (including date, time, venue and/or online access arrangements) will be announced through official Programme website.

2.3. Application and Initial Proposal Submission

- (a) Applicants who wish to participate in the Programme shall submit an application by email to **smartqs@cyberport.hk** (the “Submission Email”), together with the following documents:
 - (i) a completed application form (available on the Programme website);
 - (ii) a signed Non-disclosure Agreement (“NDA”) (available on the Programme website);and
 - (iii) any other relevant application documents as specified in the application form.
- (b) Each applicant is required to submit a proposal (“Initial Proposal”) prepared in accordance with the requirements stated on the Programme website by the deadline(s) stated on the Programme website.
- (c) Applicants should note that the Programme details and the application requirements may be updated on the Programme website from time to time. Applicants are responsible for checking the Programme website and ensuring that their submissions comply with the latest applicable requirements and deadlines.
- (d) Applicants are responsible for ensuring that their submissions are complete, legible and successfully sent to the Submission Email before the applicable deadline. The Organisers may, at their discretion, request clarifications or additional information for administrative purposes. Late applications or submissions, or any submissions that are materially incomplete or do not comply with stated requirements, may not be accepted.
- (e) For each valid submission of application, an acknowledgement email will be issued to the applicant within five (5) working days after receipt of the submission via the Submission Email. The acknowledgement email will include an application reference code. If the applicant does not receive the acknowledgement email within the above timeframe, the applicant should contact the Organisers via the Submission Email for follow-up.

2.4. Shortlisting

Shortlisting for the Initial Proposal

- (a) Representatives from the Organisers will form an independent vetting committee (the “Vetting Committee”) to conduct proposal screening and shortlisting.
- (b) **Five (5) teams from each sub-stream will be shortlisted** by the Vetting Committee in accordance with the pre-defined Evaluation Criteria, which are set out in **Annex A** of this Guide and are also available on the Programme website.

Result of Shortlisting

- (c) The Organisers will notify applicants of shortlisting results and subsequent arrangements (including mentorship, workshops, hackathon logistics and submission requirements) via email.
- (d) Applicants that fail to respond within the timeframe specified by the Organisers, or fail to complete any required confirmation steps, may result in the applicants or teams forfeiting their shortlist position at the Organisers' discretion.
- (e) A list of confirmed shortlisted teams will also be published on the Programme website and notified via email.

2.5. Mentorship, Workshops, Site Visit, and IT Solution Development

Mentorship, Workshops and Site Visit

- (a) Mentorship sessions, workshops and site visit (collectively, the "Training Activities") will be provided to the shortlisted teams.
- (b) Each shortlisted team must attend at least one (1) of the Training Activities, and at least one (1) representative from each shortlisted team shall attend the Training Activities. Failure to meet the above requirements may, subject to the Organisers' discretion, result in disqualification and/or the imposition of an evaluation penalty in the Final Presentation assessment.
- (c) The schedule and details of the Training Activities will be communicated to shortlisted teams by email.

IT Solution Development (including Graphics Processing Units (GPU) resources and datasets)

- (d) Subject to availability and within a designated timeframe, GPU resources will be provided to shortlisted teams for pre-training purposes. IP whitelisting (or such other access control measures as determined by the Organisers) may be required for access to such resources.
- (e) The Organisers will provide sample datasets to shortlisted teams under the Assigned Challenges for pre-training purposes. Such sample datasets will be made available only within the designated GPU environment. The sample datasets are not permitted to be copied, downloaded, transferred, moved, or otherwise removed from the designated GPU environment.
- (f) In addition to the datasets provided by the Organisers, shortlisted teams may utilise open-source libraries and additional data sources, provided that such libraries and data sources are lawfully obtained and are accessible by the Organisers for verification, auditing and/or evaluation purposes, and subject to any other requirements set out in this Guide, the application form and/or the Programme website (as may be updated from time to time).

2.6. Hackathon

Venue and Participation for Assigned Challenges

- (a) For the Assigned Challenges, shortlisted teams are required to participate in the Hackathon at the designated venue as specified by the Organisers. Challenge questions and details will be released at the venue on the first day of the Hackathon. Shortlisted teams may continue working on the solutions at the designated venue; they are not required to stay for the entire duration and may leave and return during permitted access hours. Failure to attend and participate as required may result in disqualification and/or affect the team's evaluation.

Data Restrictions for Assigned Challenges

- (b) For the Assigned Challenges, datasets will be provided by the Organisers for the Hackathon and will be made available only within the designated GPU environment. The datasets must not be copied, downloaded, transferred, moved, or otherwise removed from the designated GPU environment.

Venue Arrangements for Open Challenges

- (c) For the Open Challenges, shortlisted teams may, on an optional basis, use the designated venue during the Hackathon, subject to prior written approval of the Organisers. Availability is subject to venue capacity and any applicable access arrangements set by the Organisers.

Data Requirements for Open Challenges

- (d) For the Open Challenges, no datasets will be provided by the Organisers. Shortlisted teams may source and use their own datasets and/or publicly available data sources, provided that such data is lawfully obtained, complies with any applicable third-party terms and legal requirements, and is disclosed and made accessible to the Organisers for verification and evaluation purposes in accordance with the submission requirements.

Submission Deliverables and Deadlines

- (e) Shortlisted teams are required to submit (i) prototype (or other deliverables, as applicable), (ii) the final proposal ("Final Proposal"), and (iii) any supporting materials and documents specified by the Organisers, to the Submission Email on or before the Hackathon submission deadline, in accordance with the submission requirements and instructions issued by the Organisers. Late submissions may not be accepted and may, subject to the Organisers' discretion, result in disqualification and/or affect the team's evaluation.

Finalist Selection

- (f) Three (3) teams from each sub-stream will be selected by the Vetting Committee as finalists (the “Finalists”), in accordance with the pre-defined Evaluation Criteria, which are set out in **Annex A** of this Guide and are also available on the Programme website.

2.7. Final Ceremony

- (a) All Finalists are required to attend the Final Ceremony and deliver a final presentation in accordance with the Organisers’ instructions (including, where applicable, presentation format, time limits, demonstration requirements and submission of presentation materials). Failure to attend and/or present as required may, subject to the Organisers’ discretion, result in disqualification and/or the team being deemed ineligible for awards.
- (b) A judging panel comprising five (5) to seven (7) independent judges (the “Judging Panel”) will be appointed by the Organisers. The Judging Panel will evaluate all Finalists and determine the results and awards based on the pre-defined Evaluation Criteria, which are set out in Annex A of this Guide and are also available on the Programme. The Organisers reserve the right to introduce reasonable procedural arrangements to ensure fairness and effective administration.

3. Challenge Streams

- 3.1. The Programme comprises two (2) main challenge streams, namely Assigned Challenges and Open Challenges.

- (a) Assigned Challenges will be divided into the following two (2) sub-streams:

- Contract Advisory; and
- Payment Valuation.

- (b) Open Challenges will be divided into the following two (2) sub-streams:

- Professional Stream; and
- Student Stream.

- 3.2. Applicants shall select their sub-stream(s) at the time of application and submit proposals and deliverables in accordance with the requirements applicable to the selected sub-stream(s), as set out in this Guide, the application form and/or the Programme website.

4. Eligibility of Applicants

- 4.1. Eligibility for Assigned Challenges

- (a) For Assigned Challenges, the stream is open to applicants who are 18 years old or above at the time of enrolment.

- (b) Application is open to all including start-ups, entrepreneurs, business professionals.
- (c) Participation is permitted either as an individual or as a team. Each team shall comprise no more than five (5) persons. Team applications may be submitted under a company entity, provided that an endorsement letter duly issued by an authorised representative of the company is submitted. Where an application is submitted under a company entity, the company must be registered in Hong Kong, and the Organisers reserve the right to request documentary proof for verification purposes.
- (d) Each team shall ensure that at least one (1) team member holds a valid Hong Kong Identity Card and has a valid Hong Kong bank account for prize payment purposes (if applicable). Where the application is submitted under a company entity, the company shall maintain a valid Hong Kong bank account, and the Organisers may request supporting documents for verification.

4.2. Eligibility for Professional Stream under Open Challenges

- (a) For the Professional Stream under Open Challenges, the stream is open to applicants who are 18 years old or above at the time of enrolment.
- (b) Application is open to all including start-ups, entrepreneurs and business professionals.
- (c) Participation is permitted either as an individual or as a team. Each team shall comprise no more than five (5) persons. Team applications may be submitted under a company entity, provided that an endorsement letter duly issued by an authorised representative of the company is submitted. Where an application is submitted under a company entity, the company must be registered in Hong Kong, and the Organisers reserve the right to request documentary proof for verification purposes.
- (d) Each team shall ensure that at least one (1) team member holds a valid Hong Kong Identity Card and has a valid Hong Kong bank account for prize payment purposes (if applicable). Where the application is submitted under a company entity, the company shall maintain a valid Hong Kong bank account, and the Organisers may request supporting documents for verification.

4.3. Eligibility for Student Stream under Open Challenges

- (a) For the Student Stream under the Open Challenges, the stream is open to full-time students studying at Hong Kong local institutions, including both undergraduate and postgraduate students, and the Organisers may require applicants to provide proof of student status in a form acceptable to the Organisers.
- (b) Participation is permitted either as an individual or as a team. Each team shall comprise no more than five (5) persons.
- (c) Each team shall ensure that at least one (1) team member holds a valid Hong Kong Identity Card and has a valid Hong Kong bank account for prize payment purposes (if applicable). The Organisers may request supporting documents for verification.

5. Evaluation Criteria

- 5.1. Proposals (including Initial Proposal and Final Proposal) and deliverables will be assessed by the Vetting Committee and/or the Judging Panel, where applicable, against pre-defined Evaluation Criteria to ensure a fair, transparent and consistent evaluation process.
- 5.2. The Evaluation Criteria will be applied according to the applicant's selected sub-stream(s) (Assigned Challenges or Open Challenges) and the relevant evaluation stage. The details of Evaluation Criteria are set out in **Annex A** and are also available on the Programme website.

6. Prizes

- 6.1. Cash prizes will be awarded to winners of the Final Presentation in each sub-stream. The prize allocation is as follows:

	Challenges	Winners	Cash Prize (HK\$)
A.	Assigned Challenges		
A1	Contract Advisory	Champion 1 st Runner-up 2 nd Runner-up	20,000 12,000 5,000
A2	Payment Valuation	Champion 1 st Runner-up 2 nd Runner-up	20,000 12,000 5,000
B.	Open Challenges		
B1	Professional	Champion 1 st Runner-up 2 nd Runner-up	20,000 12,000 5,000
B2	Student	Champion 1 st Runner-up 2 nd Runner-up	20,000 12,000 5,000

- 6.2. Cash prizes will be paid via bank transfer to the designated bank account of the representative of each winning team. Payment will be made within forty-five (45) working days after the winning team has submitted all required payment information and such information has been confirmed by the Organisers.
- 6.3. The Organisers reserve the right to vary, substitute, withhold, suspend or withdraw any prize where necessary for Programme administration, verification, compliance, or where a team is found to be in breach of this Guide.

7. Disqualification

- 7.1. The Organisers may, at any time and at their sole discretion, disqualify an applicant and/or team from the Programme (including the Hackathon and/or Final Ceremony) by giving written notice with immediate effect upon the occurrence of any of the following events:

- (a) the applicant and/or team is in breach of any provision of this Guide and/or any other requirements or instructions issued by the Organisers;
- (b) the applicant and/or team fails in a material way to progress, develop, or deliver the required submissions and/or deliverables in accordance with the applicable requirements and timelines;
- (c) the Organisers form the opinion that:
 - it is unlikely that the applicant and/or team will be able to complete and submit the required deliverables within the required timeframe and in accordance with the applicable requirements; and/or
 - continued participation should be discontinued in the public interest;
- (d) the applicant and/or team withdraws from the Hackathon and/or discontinues development of the proposed solution or prototype, or otherwise indicates that it will not proceed with participation (and the applicant and/or team shall notify the Organisers in writing as soon as practicable, with reasons);
- (e) any material change occurs in the management, ownership, or control of the applicant and/or the team that may affect eligibility, participation, or the team's ability to perform its obligations;
- (f) any existing or new litigation, investigation, or regulatory action arises which may, in the Organisers' reasonable opinion, affect eligibility, evaluation, participation, or prize payment;
- (g) the passing of any resolutions, initiation of any proceedings, or making of any order which may result in the winding up or dissolution of the applicant (other than for the purpose of reconstruction or amalgamation), or if a receiver, provisional liquidator, liquidator or administrator is appointed in respect of the whole or any part of its assets, or if the applicant makes an assignment for the benefit of or composition with its creditors generally, or threatens to do any of these things, or any similar occurrence in any jurisdiction that affects the applicant;
- (h) the applicant and/or team engages in any conduct prejudicial to the Organisers, the Programme, the Hackathon, or the integrity of the evaluation process;
- (i) the applicant and/or team has engaged or is engaging in acts or activities that are likely to constitute or cause the occurrence of offences endangering national security, or which would otherwise be contrary to the interest of national security
- (j) the continued participation of the applicant and/or team in the Programme is contrary to the interest of national security; and/or
- (k) the Organisers reasonably believe that any of the events mentioned in sub-clauses (i) to (j) are about to occur.

- 7.2. Any disqualification and the relevant circumstances may be recorded for Programme administration purposes. Where disqualification occurs, the Organisers may, at their discretion and on a case-by-case basis, determine any resulting consequences, including but not limited to:
- (a) the Applicant and/or team being deemed ineligible to proceed to subsequent stages (including shortlisting, the Hackathon, Final Ceremony, and/or awards);
 - (b) the disqualification being taken into account in the evaluation of the Hackathon submission and/or Final Presentation (where applicable); and/or
 - (c) the withholding, cancellation, withdrawal, and/or recovery of any payments, reimbursements, subsidies, resources, or prizes (if any) that have been made available, subject to any applicable requirements and arrangements.
- 7.3. The Organisers reserve the right to seek further clarification and supporting documents, and to make determinations in a manner they consider necessary to protect the integrity, fairness and proper administration of the Programme.

8. Handling of Information

- 8.1. Subject to the provisions below, information provided by the Applicants in their applications and proposals will be kept by the Organisers in confidence and all personal data will be handled in accordance with the relevant provisions of the Personal Data (Privacy) Ordinance (Cap. 486). In this regard, the Organisers shall have the right to disclose, without further reference to the applicants, whenever it considers appropriate, information and personal data to other Government bureaux/departments, statutory bodies or third parties for the purposes of processing the application, conducting research and survey, compiling statistics, meeting requirements of the law and/or performing their functions. Disclosure may also be made where the explicit consent to such disclosure is given by the applicant. In submitting the application form, each applicant irrevocably and unconditionally authorises the Organisers in making any of the aforesaid disclosure.
- 8.2. By submitting an application, an applicant is regarded to have agreed to, and to have obtained from each individual in the team whose information (including personal data) is provided in the application, his/her consent for the disclosure, use and further disclosure by the Organisers of the information (including personal data) for the purposes set out above.

9. Accuracy and Completeness of Applications

- 9.1. It is the responsibility of the applicant to complete the application form and required submissions timely and truthfully, and to provide all supporting documents for the application and for the disbursement of the prize. Inaccurate and incomplete information will affect the processing of applications or disbursement of the prize. Any omission or misrepresentation of information may lead to rejection of applications.

10. Intellectual Property Rights and use of Programme Photos and/ or Videos

- 10.1. Applicant declares and warrants that it does not and will not use any design, material, information or product which infringes any intellectual property rights of any persons and shall indemnify the Organisers, its officers, employees, agents and all the related parties and keep them fully and effectively indemnified against all costs, claims, demands, expenses and liabilities of whatsoever nature arising out of or in connection with any claim related to the infringement of intellectual property rights.
- 10.2. Applicant retains all right, title and interest (including all intellectual property rights) in and to the proposals (both Initial Proposal and Final Proposal), prototypes, designs, solutions and deliverables created and used in the Programme (the “Material”), subject to any third-party rights.
- 10.3. During the Programme, applicant agrees to grant to the Organisers a non-exclusive, perpetual, irrevocable, worldwide, royalty-free, fully paid-up licence (with the right to sub-licence to the Organisers’ related parties, subsidiary companies, service providers, agents and partners) to use, reproduce, copy, adapt, modify, edit, publish, display, communicate to the public, distribute, license and make use of the Material (or any part of it) as the Organisers consider appropriate including but not limited to for the purposes of administering the Programme, judging/review, demonstration/showcasing, reporting, publication on the Organisers’ channels, marketing/promotional activities and/or other related purposes. If the Material involves any third-party rights, the Applicant shall at, its own expense, cause or procure such third party to grant to the Organisers a similar licence (with the right to sub-licence to the Organisers’ related parties, subsidiary companies, service providers and partners) under this Clause 10.3.
- 10.4. After the Programme, applicant agrees to grant to the Hong Kong Housing Authority a non-exclusive, perpetual, irrevocable, worldwide, royalty-free, fully paid-up licence (with the right to sub-licence to the Hong Kong Housing Authority’s related parties, subsidiary companies, service providers, agents and partners) to use, reproduce, copy, adapt, modify, edit, publish, display, communicate to the public, distribute, license and make use of the Material (or any part of it) as the Hong Kong Housing Authority consider appropriate including but not limited to for the purposes of administering the Programme, judging/review, demonstration/showcasing, reporting, publication on the Hong Kong Housing Authority’s channels, marketing/promotional activities, trial, research, procurement, own use, further development for commercial, research or educational purpose and/or all related purposes. If the Material involves any third-party rights, the Applicant shall at, its own expense, cause or procure such third party to grant to the Hong Kong Housing Authority a similar licence (with the right to sub-licence to the Hong Kong Housing Authority’s related parties, subsidiary companies, service providers and partners) under this Clause 10.4.
- 10.5. Applicant agrees to waive all rights to bring claims against the Organisers or any member of the Organisers in the event of any disputes concerning any infringement of his intellectual property rights arising out of or related to this Programme.
- 10.6. Applicant agrees that the Organisers may exercise the rights granted under Clause 10 with or without attribution to the applicant and/or any author(s), and may make such reasonable edits or adaptations as the Organisers consider appropriate.

- 10.7. For the avoidance of doubt, the licence granted under Clause 10.3 or Clause 10.4 does not constitute any sale, transfer or assignment of any right, title or interest (including any intellectual property rights) in the Material to the Organisers.
- 10.8. The Organisers may take photos and/or make video recordings of the event for record purposes and/or promotion of future events. By participating in the Programme, the applicant and its officers, employees, agents, all the related parties (where applicable) consent to being photographed and/or video-recorded and permit the Organisers to use such images for internal records, educational, marketing and commercial purposes (including promotional material). Intellectual property rights of the said photos and video recordings belong to the Organisers.

11. Probity Policy for Applicants

- 11.1. To ensure the openness, fairness and integrity of the Programme, each Applicant shall:
- a) Comply with the Prevention of Bribery Ordinance (Hong Kong Legislation – Cap. 201) and advise its employees, agents, subcontractors and other personnel who are in any way involved in its application (the “Personnel”) that they shall comply with the same, and that they are not allowed to offer, solicit or accept from any person any advantages as defined in the Prevention of Bribery Ordinance in relation to the application;
 - b) Not offer or give or agree to give any person employed by the Organisers, or any members acting on its behalf, any gift, or favour during the Programme or as an inducement or reward for such person’s doing or forbearing to do or for having done or forborne to do any act in relation to the Programme for showing or forbearing to show favour or disfavour to any person in relation to the Programme;
 - c) Promptly declare and notify the Organisers in writing of any potential or actual conflicts of interest upon becoming aware of the same. “Conflicts of interest” shall include (but are not limited to) any situation where the private interest of an applicant or its Personnel, conflict or compete, or may be expected to conflict or compete, with the role, duties and/or impartiality of such applicant or personnel under the Programme (e.g., any relative of any directors and/or employees working in the Organisers);
 - d) Abide by the principles of openness, fairness, and competitiveness in the procurement of any goods/services in connection with the Programme.
 - e) Take all necessary measures (including by way of a code of conduct or contractual provisions) to ensure that its Personnel are aware of and comply with the requirements under this policy; and
 - f) When doing business overseas and/or set up legal entities in foreign locations to support local operations, all applicants are required to comply with anti-bribery laws and regulations in other jurisdictions when conducting business there or where applicable.

- 11.2. It is an offence in law to obtain property/pecuniary advantage by deception or assisting persons to obtain property/pecuniary advantage under the Programme. Any person who does so may be liable to legal proceedings.
12. Compliance with the Laws of Hong Kong
- 12.1. Applicants in the Programme must comply with all laws of the Hong Kong (including the Basic Law and the Law of the People's Republic of China on Safeguarding National Security in the Hong Kong Special Administrative Region ("National Security Law").
13. Warranties and Indemnity
- 13.1. By submitting an application, the applicant warrants that:
- It has provided true, full and accurate information to the Organisers.
 - It has complied and will comply with the provisions of this Guide.
- 13.2. The Applicant shall indemnify the Organisers against all liabilities, costs, expenses, damages and losses (including but not limited to any direct, indirect or consequential losses, loss of profit, loss of reputation and all interest, penalties and legal costs and all other reasonable professional costs and expenses) suffered or incurred by Organisers arising out of or in connection with any breach of the Guide, including but not limited to any breach of the warranties contained in this Clause 13.
14. Governing Law
- 14.1. The validity, performance and construction of the provisions of the Guide shall be governed by the laws of Hong Kong and be subject to the exclusive jurisdiction of the courts of Hong Kong.
15. Third Party Rights
- 15.1. No third party may enforce any provision of the Guide by virtue of the Contracts (Rights of Third Parties) Ordinance.
16. Enquiries
- 16.1. For enquiries about the Programme, please email to smartqs@cyberport.hk

Evaluation Criteria (Initial Proposal)

(i) Assigned Challenges

Criteria	Weighting
Problem Understanding & Scope Alignment • Demonstrates a clear understanding of the problem statement and QS workflows/pain points. Shows strong alignment with the intended scope, with clearly defined assumptions, deliverables and use cases	30%
Technical Feasibility • Presents a practical and robust technical approach (e.g. data inputs, model/architecture, integration and security considerations) that can be delivered within the Programme timeline. • Demonstrates the ability to leverage relevant AI tools and Artificial Intelligence Supercomputing Centre (AISC) computing resources effectively, with a clear implementation plan and risk mitigation measures.	30%
Innovation & Creativity • Integrates existing technologies in a unique and innovative manner to improve QS processes, accuracy and/or productivity. • Demonstrates differentiated value versus current practices/solutions and potential for scalable adoption or broader application.	25%
Team Structure & Capability • Establishes an appropriate team structure with clearly defined roles and relevant competencies. • Demonstrates capability and commitment to execute the proposed plan, including collaboration effectiveness and delivery readiness.	15%

Evaluation Criteria (Initial Proposal) (Cont'd)

(ii) Open Challenges

Criteria	Weighting
Relevance & Impact • Demonstrates strong relevance to QS industry needs and clear alignment with the Programme objectives/use cases. • Articulates expected impact (e.g. efficiency gains, accuracy improvements, risk reduction and/or user experience enhancement) with measurable outcomes where practicable.	30%
Innovation & Creativity • Integrates existing technologies in a unique and innovative manner to improve QS processes, accuracy and/or productivity. • Demonstrates differentiated value versus current practices/solutions and potential for scalable adoption or broader application.	30%
Technical Feasibility • Presents a practical and robust technical approach (e.g. data inputs, model/architecture, integration and security considerations) that can be delivered within the Programme timeline. • Demonstrates the ability to leverage relevant AI tools and AISC computing resources effectively, with a clear implementation plan and risk mitigation measures.	25%
Team Structure & Capability • Establishes an appropriate team structure with clearly defined roles and relevant competencies. • Demonstrates capability and commitment to execute the proposed plan, including collaboration effectiveness and delivery readiness.	15%

Evaluation Criteria (Hackathon)

(i) Assigned Challenges

Criteria	Weighting
Accuracy & Traceability • Demonstrates that outputs are accurate, consistent and fit for the Assigned Challenge use case • Provides traceability of results, including clear linkage to source inputs (e.g. clause/document references, calculation basis, assumptions, versioning), and transparent explanation of how outputs are generated.	30%
Technical Achievement • Demonstrates a working prototype with sound system design and stability under realistic scenarios. • Shows implementation depth and engineering quality and effective use of AI tools and AISC computing resources where applicable. • Submission of Final Proposal with the demonstration of the System Design and Specification covering functional requirements, system architecture, core algorithms and data pipelines, hardware and software requirements, testing framework and methodology, scalability roadmap.	30%
Innovation & Creativity • Demonstrates thoughtful design choices that add value (e.g. human-in-the-loop review, smart prompts/guardrails etc), and potential for scalability or extension to adjacent QS scenarios.	25%
Team Capability & Submission Quality • Delivers a clear, coherent and well-structured written slides. • Includes sufficient materials to assess the work (e.g. architecture overview, workflow, test approach, demo evidence and key results.) • Provide clear “how to review” information (e.g. access details, setup/run steps if applicable) and scope, assumptions, limitations. • Demonstrates strong team collaboration and readiness for adoption. • Attendance of training workshops	15%

Evaluation Criteria (Hackathon) (Cont'd)

(ii) Open Challenges

Criteria	Weighting
Relevance & Impact • Demonstrates strong relevance to QS industry needs and clear alignment with the Programme objectives/use cases. • Shows defensible differentiation versus existing tools or common approaches and potential to scale or extend to adjacent QS/industry scenarios.	30%
Innovation & Creativity • Integrates existing technologies in a unique and innovative manner to improve QS processes, accuracy and/or productivity. • Demonstrates differentiated value versus current practices/solutions and potential for scalable adoption or broader application.	30%
Prototype Quality & Technical Execution • Presents a functional prototype that demonstrates the end-to-end workflow, including key features, usability, and stability under representative scenarios. • Demonstrates sound technical design and engineering choices with appropriate use of AI tools where applicable. • Submission of Final Proposal with the demonstration of the System Design and Specification covering functional requirements, system architecture, core algorithms and data pipelines, hardware and software requirements, testing framework and methodology, scalability roadmap.	25%
Team Capability & Submission Quality • Delivers a clear, coherent and well-structured written slides. • Includes sufficient materials to assess the work (e.g. architecture overview, workflow, test approach, demo evidence and key results.) • Provide clear “how to review” information (e.g. access details, setup/run steps if applicable) and scope, assumptions, limitations. • Demonstrates strong team collaboration and readiness for adoption. • Attendance of training workshops	15%

Evaluation Criteria (Final Presentation)

(i) Assigned Challenges

Criteria	Weighting
Accuracy & Traceability • Demonstrates that outputs are accurate, consistent and fit for the Assigned Challenge use case • Provides traceability of results, including clear linkage to source inputs (e.g. clause/document references, calculation basis, assumptions, versioning), and transparent explanation of how outputs are generated.	30%
Technical Achievement • Demonstrates a working prototype with sound system design and stability under realistic scenarios. • Shows implementation depth and engineering quality and effective use of AI tools and AISC computing resources where applicable.	30%
Innovation & Creativity • Demonstrates thoughtful design choices that add value (e.g. human-in-the-loop review, smart prompts/guardrails etc), and potential for scalability or extension to adjacent QS scenarios.	25%
Team Capability & Presentation • Delivers a clear, coherent and well-structured presentation and demo and handles Q&A effectively. • Demonstrates strong team collaboration and readiness for adoption.	15%

Evaluation Criteria (Final Presentation) (Cont'd)

(ii) Open Challenges

Criteria	Weighting
Relevance & Impact • Demonstrates strong relevance to QS industry needs and clear alignment with the Programme objectives/use cases. • Shows defensible differentiation versus existing tools or common approaches and potential to scale or extend to adjacent QS/industry scenarios.	30%
Innovation & Creativity • Integrates existing technologies in a unique and innovative manner to improve QS processes, accuracy and/or productivity. • Demonstrates differentiated value versus current practices/solutions and potential for scalable adoption or broader application.	30%
Prototype Quality & Technical Execution • Presents a functional prototype that demonstrates the end-to-end workflow, including key features, usability, and stability under representative scenarios. • Demonstrates sound technical design and engineering choices with appropriate use of AI tools where applicable.	25%
Team Capability & Presentation • Delivers a clear, coherent and well-structured presentation and demo and handles Q&A effectively. • Demonstrates strong team collaboration and readiness for adoption.	15%