TECH4ALL "Tech4Nature AI for Wildlife Challenge"
UGC Campaign Terms and Conditions

The TECH4ALL "**Tech4Nature AI for Wildlife Challenge**" UGC Campaign (hereinafter referred to as the "Campaign") is organized by Huawei Technologies Co., Ltd. (the "Organizer"). Campaign participants (the "Participants") can take part by posting comments or quote tweets featuring their AI-generated artworks, the name of the AI tool used to generate their artwork, and the designated hashtag (#Tech4Nature) under TECH4ALL's social post on X (Twitter). All Participants shall be deemed as having agreed to the following terms and conditions.

Prizes
There will be 10 shortlisted artworks from participants on X (Twitter). 3 artworks will be selected as winners and awarded one HUAWEI MatePad Air (Wi-Fi + 4G, 256GB ROM, 8GB RAM). The 7 remaining shortlisted artworks will be awarded one HUAWEI FreeBuds 5i.

The color of each tablet or wireless earbuds is predetermined and participants will not have the option to select a different color. The prizes will be delivered approximately one to one and a half months following the announcement of the shortlisted artworks.

If the prize is not available for purchase in the shortlisted participant's country, or if it is not available for delivery to the shortlisted participant's country, it will be converted to a cash prize with the equivalent value. In the event of a cash prize conversion, the shortlisted participant will be contacted for their bank and personal information.

Participation Terms

1. Campaign Duration: The campaign begins on May 1, 2024, and submissions must be received by May 22, 2024.

2. Eligibility and Entry Requirements: To participate, entrants must either comment on or quote tweet the TECH4ALL Tech4Nature AI for Wildlife Challenge UGC Campaign featuring their AI-generated artworks that highlight the beautiful side of endangered animals. Each comment or quote must include a sentence expressing the entrant's vision of the world's beauty, incorporate the designated hashtag (#Tech4Nature) and include the name of the AI tool used to generate the artwork. All entries should respond directly to the UGC (user-generated content) announcement post on the TECH4ALL X (Twitter) account.

3. Submission Content: In addition to visual artworks, participants are required to submit a text-based response that includes the designated hashtag (#Tech4Nature) within their comment or quote tweet.

4. Judging: The International Union for Conservation of Nature (IUCN) will be invited to serve as judges to select the shortlists based on the creativity of the submitted AI-generated artworks.

5. Originality and Intellectual Property: Participants must use AI creative tools freely but ensure that all submitted artworks are original. Plagiarism is strictly prohibited and will result in disqualification. If any plagiarized work is found, the original author of the work will be held accountable, and the Participants involved will bear legal responsibility.

6. Content Restrictions: Submissions must not contain any pornographic material, explicit nudity, sexual innuendo, violence, or other objectionable content. Entries violating these guidelines will not be displayed and will be disqualified from the campaign.

7. By entering the campaign, participants agree to these terms and conditions, affirming that all information provided is true and their own work, and accept responsibility for the content of their submissions. If any disputes or liabilities arise due to entries, the organizer reserves the right to hold the creator accountable.

Determination and notification
1. The participants should have set their profile pages to "Public" and allow non-followers to send them direct messages during this campaign.
2. The standard of shortlist selection will be subject to the Organizer's and judges' decisions.
3. The shortlisted participant' social media handle will be announced on TECH4ALL's X (Twitter) account.
4. Shortlisted content will be published on TECH4ALL's X (Twitter) account.
5. Shortlisted content will be edited before publication.
6. The Organizer's decisions regarding all contest matters will be final, and no correspondence will be entered into.
7. In the event of circumstances outside the reasonable control of the Organizer, or otherwise where fraud, abuse, and/or an error (human or technical) affects or could affect the proper operation of this campaign or publication, the Organizer reserves the right to cancel or amend these terms and conditions at any stage but will use reasonable endeavors to minimize the effect on Participants.
8. If any provision of these terms is held invalid by any law, rule, order, or regulation of any government or by the final determination of any court of competent jurisdiction, such invalidity shall not affect the enforceability of any other provisions not held to be invalid.
9. The Organizer will bear no responsibility for the inability to deliver prizes to Campaign shortlisted participants due to Force Majeure events including, but not limited to, COVID-19 or other epidemics, conflict zones, natural disasters, or failed infrastructure.
10. Shortlisted participants should respond to TECH4ALL's social media accounts' DM for information confirmation. If the shortlisted participant does not reply to the Organizer within 30 days, their prize will be forfeited.

Rights of Use
All Participants should have independent, complete, clear, and uncontested copyright of any and all submitted works. They should also ensure that their works do not infringe on any third parties, including but not limited to any Intellectual Property Rights or other proprietary rights and rights of portrait, reputation, and privacy. All legal costs and liabilities arising from the aforementioned clause shall be borne by Participants, and the submission platform and the Organizer shall not be liable for such aforementioned infringements, nor their legal costs or liabilities. By submitting work for this Campaign, Participants accept that the Organizer has the right to use their submissions for campaigns and product and brand marketing for free, including but not limited to using submissions in network media, print media, photography exhibitions, retail stores, roadshows, digital content, out-of-home media, and other marketing activities.