



University BOSS

RULES OF THE U-BOSS COMPETITION

General information

1. The goal of the U-BOSS competition (the Competition) is to test business skills of higher education level students, as well as their soft skills such as strategic thinking, data analysis, decision making, etc.
2. The Competition is organized with the use of Revas Business Simulation Games.
3. The competition is organized by [Revas - Business Simulation Games](#) (the Organizer) (Revas Sp. z o.o. with headquarters in Rzeszów, Romanczuka 3 Street, 35-302 Rzeszów, Poland).
- 4. Participation in the competition is entirely free of charge.**
5. The winning teams from all regions (Europe, North America and India) receive prizes (vouchers for \$50 for every member of the winning team).
6. Language of communication in the competition: English.
7. The competition is run entirely online.
8. All dates are given in the GMT time zone.
9. All information about the competition can be found at <https://www.revas.online/uboss/>

Who can participate in the U-BOSS competition?

1. The competition is intended for higher education level institutions in Europe, North America and India.
2. Higher education institutions are institutions offering undergraduate/master courses (students 18+).
3. Every institution can submit only 1 team. If the institution consists of more than 1 campus (for example 3 campuses in 3 different cities), it is possible to register 1 team per 1 campus.
4. We do not accept teams from Russia and Belarus.

How is the Competition organized?

1. The task of the Competition's participants will be to manage virtual travel agencies and compete with other teams that operate on the same market.
2. The competition is organized with the use of Travel Agency (Revas Business Simulation Games).
3. All teams will be assessed on the basis of the cumulative scorecard available in the simulation. See more about it in [the Simulation Guide](#).

How to register the team for the Competition?

1. Registration process: October 1, 2022 – October 20, 2022
2. Registration process is conducted through the registration form available on the website of the Competition: <https://www.revas.online/uboss/>.
3. The institution registers a team consisting of 1-3 students and 1 lecturer (business teacher who will be team's supervisor).
4. The condition of admitting the institution to the Competition is the correct completion of the registration form, done by the supervisor of the team, on the website of the Competition, that is <https://www.revas.online/uboss/>.
5. The registration can be done either by the team supervisor or the students.
6. Only correctly filled out forms, that is with personal data of the supervising lecturer, 3 students and the institution, will be admitted for the Competition.
7. **The order of registrations** decides about admitting the institution to the Competition.
8. The number of teams participating in the competition is min. 30. The Organizer reserves the right to change the number of teams which depends on the number of applications and technical possibilities.
9. Registrations will be confirmed electronically (through e-mail).
10. After the registration process is finished, the Organizer will create a list of institutions admitted to the competition.
11. The list of teams admitted to the Competition will be posted on the website and the information will be sent to participants electronically (through e-mail).
12. The supervisor can change team members during the Competition. In such case, they are obliged to immediately inform the Organizer about it. If it is necessary to change the supervisor (the lecturer), the institution is obliged to immediately inform the Organizer.

Course of the Competition

1. Duration of the competition: 5 weeks (October-November 2022).
2. Registered teams will be divided into virtual markets consisting of max. 10 teams.

3. Participants of all markets will lead their companies in the simulation for 7 rounds (virtual months) as follows:
 - a) Stage I - The first 2 rounds participants play together with a certified Revas Business Simulation Games Instructor.
 - b) Stage II - Participants play the next 5 rounds on their own. According to the Schedule, participants have a week to submit their decisions from every round.
4. Details about Stage I:
 - c) Stage I will take place on October 20, 2022.
 - d) Duration: 3 hours. The exact time of the Stage I will be determined after the admission of the competition teams in order to ensure that all teams are able to participate (according to their time zones).
 - e) Participation of all teams in Stage I is obligatory. The presence of supervisors of the teams is not obligatory.
 - f) Stage I is not a trial game. It is part of the Competition. All teams will receive links to the webinar room.
 - g) During Stage I, a certified Revas Business Simulation Games Instructor will:
 - i) discuss in detail the course and rules of the competition,
 - ii) explain the decisions of Round 1, after which the teams will make those decisions,
 - iii) explain the decisions of Round 2, after which the teams will make those decisions,
 - iv) discuss the results of Round 2,
 - v) discuss further course of the competition.
5. Details about Stage II:
 - a) During Stage II teams, in accordance with the Schedule of the Competition that can be found on the Competition's website, make decisions on their own in rounds 3-7.
 - b) At the beginning of every week there will be a briefing with the Instructor in order to explain the decisions to be made that week as well as to discuss the results of the previous round and answer questions.
6. When the last decision round is completed, the final ranking will be generated from the system. For each region there will be a separate ranking.

What are the prizes?

1. The winners of the Competition (both students and lecturers) will receive diplomas, e-certificates and prizes.
2. All participants will receive e-certificates.

How will my personal data be processed?

1. The personal data administrators of the UBOSS competition is Revas Sp. z o.o. with headquarters in Rzeszów, Romanczuka 3 Street, 35-302 Rzeszów and the institution registering the participants. Personal data of the Competition's participants are disclosed to Revas Sp. z o.o. and processed according to the Regulation of the European Parliament and of the Council 2016/679 of April 27, 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data and repealing Directive 95/46/WE (General Data Protection Regulation) as well as the Regulation of May 10, 2018 about personal data processing (under Art. From 2019, para. 1781), in order to organize and ensure transparency of the Competition .
2. The Organizer will be collecting the following details:
 - a) Name and surname,
 - b) E-mail address,
 - c) Name of the participants' institution,
3. Phone number (only in the case of supervising lecturers).
4. Providing personal data indicated in the registration form is voluntary. However, it is one of the conditions of participating in the Competition.
5. The Organizer, in order to securely process the personal data of students and lecturers, introduces the obligation to obtain consent for the processing of personal data prior to their registration. Before registering the team, the lecturer must obtain the consent of the students to participate in the competition and the processing of their personal data for the purpose of organizing the Competition.
6. The participants of the Competition have the right to access their personal data, rectify it and delete it (except for when the details must be processed due to legal requirements or for the purpose of investigating/establishing/defending against possible claims). Withdrawal of the consent to the processing of personal data is tantamount to resignation from participation in the Competition.
7. Personal data will not be transferred to third parties.
8. More about the processing of personal data can be found on the website: <https://www.revas.online/en/privacy-policy/>

Final provisions

1. The Organizer is not responsible for technical problems that may occur on the part of the participants and, as a consequence, make it difficult or impossible to participate in the game. In the event of technical problems with any team, such an event does not interrupt the process of the Competition.
2. During the Competition and the announcement of the results, the Organizer can make photographic documentation (screenshots) for documentation and promotional purposes. Participants agree to photographing and recording as well as to unpaid use of their image by the Organizer only in the context of the Competition, including, among others, by placing screenshots on their websites and social networks, as well as providing the above-mentioned materials to media representatives who will be able to use them for publication.

3. In matters not covered by these rules, the provisions generally applicable in the country of the Organizer shall apply.
4. The Organizer reserve the right to amend these Rules. The changes may not relate to key provisions, but may relate in particular to the dates, schedule or organization of individual stages due to the emergence of circumstances that the Organizer could not have foreseen earlier (the so-called Force Majeure.)