

EUROPEAN COMMISSION DIRECTORATE-GENERAL FOR RESEARCH & INNOVATION

Directorate TF - European Innovation Council **The Director**

Brussels, 4 Mai 2020 rtd.tf.2(2020)2663744

Prof. Diomidis Spinellis barka.elena@eellak.gr

Sen only by email

Dear Mr Spinellis,

Thank you very much for your letter and for your interest in the #EUvsVirus Hackathon to save lives.

The European Commission is devoted to open science and open innovation. As acknowledged in the Horizon 2020 rules, the European Commission supports open technology platforms, with the belief that it will allow a wide range of stakeholders to benefit from new developments and create further innovations. Following up with this commitment, the European Commission created the European Union Public License (EUPL) that you mention in your letter.

The primary purpose of the #EUvsVirus pan European hackathon is not the development of software. The primary purpose is to gather ideas for solutions that will help get us tackling the most important problems stemmed from the Coronavirus crisis. Challenges in the areas of health and life, business continuity, remote working and education, social & political cohesion, or digital finance. We expect that in some rare cases software will be developed during the hackathon, but this software is unlikely to be a final product ready to be licenced and put in the market. It will be a MVP (Minimun Viable product) which does not preclude the type of licence the developers might want to use. Many steps and efforts will be needed until the moment these projects are finalised and ready for production.

It is being a collaborative effort between more than 20.000 participants and 850 partners, including corporates, SMEs, universities and civil society representatives. We all agree on the importance of being able to enhance existing efforts and to share results, with the ultimate aim to be able to deploy solutions that might help to save lives and fight the effects of this tragedy.

Yours sincerely,

Jean-David Malo [e-signed]