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Sinergija 26 nagradna igra-konkurs

Prateći uputsva iz ovih pravila igre, prvog i drugog konferencijskog dana na pauzma možete osvojiti neku od vrednih nagrada.

Prvog dana konferencije možete osvojiti:

- Prva nagrada: Dron- DJI Neo 2
- Druga nagrada: Beko Aparat za espresso
- Treća nagrada: Samsung Galaxy Fit3 fitnes narukvica

Drugog dana konferencije, možete osvojiti jednu od sledećih nagrada:

- Prva nagrada: 3D štampač Elegoo Mars 5 4K Mono LCD Black
- Druga nagrada: Projektor Xiaomi Smart Projector L1 Pro
- Treća nagrada: Sony Bluetooth slušalice
- Nagrada završne ankete - nagrada za učesnike koji popune završnu anketu najkasnije do 16:50 časova, 26.11.2026.

Ukoliko izvučeni dobitnik nije prisutan, pristupiće se ponovnom izvlačenju te nagrade.

Pravila igre

1. Nagradna igra važi za učesnike Sinergije 26 (25. i 26.11.2026) koji su popunili minimum jednu evaluaciju.

2. Nakon svakog predavanja imate mogućnost da popunite evaluaciju o odslušanom predavanju. U jednom vremenskom intervalu/slotu možete odslušati samo jedno predavanje u celosti, stoga će biti uvažena samo jedna popunjena evaluacija po vremenskom intervalu/slotu, čak i ako ih popunite više od jedne.

3. Evaluacije možete popunjavati kroz zvaničnu mobilnu aplikaciju Sinergije 26, ali i na web portalu Sinergije 26 www.sinergija.live kroz korisnički dashboard.

4. Ukoliko učestvujete u nagradnom konkursu koristeći mobilnu aplikaciju Sinergije 26, potrebno je da je preuzmete na svoj pametni telefon. Aplikacija je dostupna na najnovijim verzijama Android i IoS operativnih sistema. Da biste učestvovali na nagradnom konkursu, potrebno je da se ulogujete svojim korisničkim nalogom bilo na mobilnu aplikaciju, bilo na web portal. Na konferenciji je obezbeđen besplatan WiFi Internet.

5. Drugog dana konferencije od 13:00h pa sve do kraja trajanja konferencije, biće dostupna i Nagrada završne ankete o konferenciji. Svi registrovani učesnici koji koji poune ovu završnu anketu o konferenciji, najkasnije do 16:50 časova, 26.11.2026 godine, ulaze u virtuelni bubanj za dobijanje dodatne nagrade. Završna anketa o konferenciji se može popuniti i nakon konferencije (do 20.12.2026) ali neće važiti za nagradni konkurs.

6. Sve popunjene evaluacije uključujući i Nagradu završne, ulaze u "virtuelni bubanj", a srećni dobitnici će biti izvučeni nasumičnim izborom. Preduslov za učešće u nagradnoj igri je da svaki učesnik bude registrovan za konferenciju bilo kupovinom ulaznice, bilo dodeljenom poklon ulaznicom i da na web sajtu konferencije Sinergija 26 izvrši registraciju, odnosno napravi korisnički profil. Uslov da učesnik konferencije dobije nagradu je da prisustvuje izvlačenju u Expo zoni Sinergije 26. Ukoliko taj dobitnik nije prisutan, pristupiće se ponovnom izvlačenju te nagrade.

7. Vreme izvačenja nagrada:

- Prve nagrade će biti izvučene 25.11.2026. na pauzi od 16:40h.

- Nagrade drugog konferencijskoj dana biće izvučene 26.11.2026. na pauzi od 16:50h.

8. Članovi organizacionog tima konferencije i zaposleni u kompaniji Microsoft, kao glavni sponzor konferencije, nemaju prava učestvovanja u nagradnom konkursu.

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Sinergija 26 Prize Draw – Contest Rules

By following the instructions outlined in these contest rules, you will have the opportunity to win one of several valuable prizes during the breaks on both conference days.

Prizes – Day 1

- First Prize: Dron- DJI Neo 2
- Second Prize: Beko Espresso Machine
- Third Prize: Samsung Galaxy Fit3 Fitness Tracker

Prizes – Day 2

- First Prize: 3D printer Elegoo Mars 5 4K Mono LCD Black
- Second Prize: Projector Xiaomi Smart Projector L1 Pro
- Third Prize: Sony Bluetooth headphones

- Final Survey Prize – a prize for participants who complete the final survey by 4:50 PM on November 26, 2026.If a selected winner is not present at the draw, the prize will be redrawn.

Contest Rules

1. The prize draw is open to Sinergija 26 participants (25–26 November 2026) who have completed at least one evaluation form.
2. After each session, you will have the opportunity to complete an evaluation for the session you attended. Since you can attend only one full session per time slot, only one completed evaluation per time slot will be accepted, even if multiple are submitted.
3. Evaluations can be completed through the official Sinergija 26 mobile application, as well as via the Sinergija 26 web portal at www.sinergija.live, through your user dashboard.
4. If you participate in the prize draw via the Sinergija 26 mobile application, you must download the app to your smartphone. The application is available on the latest versions of Android and iOS. To participate, you must log in with your user account, either through the mobile app or the web portal. Free Wi-Fi Internet is provided at the conference.
5. On the second day of the conference, the Final Conference Survey Prize will be available from 1:00 PM until the end of the conference. All registered participants who complete the final conference survey by 4:50 PM on November 26, 2026, will be entered into a virtual prize draw to win the Final Survey Prize. The final conference survey will remain available after the conference until December 20, 2026. However, submissions received after 4:50 PM on November 26, 2026, will not be eligible for the prize draw.
6. All completed evaluations, including the Final Survey, will be entered into a “virtual prize draw”, and the lucky winners will be selected at random. Eligibility: To participate in the prize draw, each participant must be registered for the conference, either by purchasing a ticket or receiving a complimentary one, and must complete registration and create a user profile on the Sinergija 26 conference website.

   Prize collection condition: To receive a prize, the winner must be present at the prize draw, which will take place in the Sinergija 26 Expo Area. If the selected winner is not present, another winner will be drawn for that prize.

7. Prize draw time:

- First-day prizes will be drawn on 25 November 2026 during the 16:40 break.
- Second-day prizes will be drawn on 26 November 2026 during the 16:50 break.

8. Members of the conference organising team and employees of Microsoft, as the main sponsor of the event, are not eligible to participate in the prize draw.