

# HACKATHON - TERMS AND CONDITIONS

Sponsored by askui ("**Sponsor**").

THE HACKATHON IS VOID WHERE PROHIBITED BY LAW. BY PARTICIPATING, YOU AGREE TO THESE TERMS AND CONDITIONS.  
NO ENTRY FEE.

## **The Hackathon details are as follows-**

Start Date: March 3rd, 2023 (Friday)

Submission Deadline: March 10th, 2023

Result Date: March 17th, 2023 (Friday)

Theme: Beyond The Browser

Entry: Free

## **Eligibility:**

The Hackathon is free and without any purchase obligation but under registration subject to the following minimum conditions:

1. To have the age required by law in their country of residence to enter these hackathons;
2. Who are invited by sponsors to participate in the Hackathon.

Participation in the Hackathon constitutes Participant's full and unconditional agreement to and acceptance of these Terms and Conditions ("**Terms**"). The term "you" refers to you, the "**Participant**".

Employees of Sponsor and its respective parent companies, affiliates, subsidiaries, advertising, promotion, fulfillment or other coordinating agencies, individuals providing services to Sponsor through an outsourcer or temporary employment agency during the Hackathon period, and their respective immediate family members and persons living in the same household, are not eligible to participate in the Hackathon.

## **Participation:**

You can participate as an individual, or reach out to the organizers of the Hackathon (the "**Organizers**") if you want to participate as a team. Participants may only submit one Entry.

1. Incomplete Entries may be disqualified.
2. Each Participant must supply their own laptop to participate.

## **Software:**

Sponsor will provide to each individual approved to enter the Hackathon: limited access to askui libraries, for use solely in connection with the Hackathon.

## **Prizes and Evaluation:**

A total of €900 in rewards will be given with the following distribution:

- First prize: €500
- Second prize: €300
- Third prize: €100

Prizes will be given after the evaluation performed by a Jury based on the criteria below.

Every criteria will have a score from 0 to 10 points.

- Creativity/Concept 25% - We'll evaluate your idea to see if it is disruptive or innovative
- Impact 20% - We want to understand the value that your idea will bring to society or the specific organization. Is it far-reaching, does it help a particular organization already, or do they expect to see the impact in the coming months?
- Technology 25% – We'll evaluate your solution on how effectively and efficiently you've used askui library and if you've integrated it with the ecosystem of other technologies.
- Completion 20% - How complete is the solution? Have you delivered what you aimed to?
- Presentation 10% - We will assess if your presentation is precise.

Note: You need to be realistic about what can be accomplished in the time frame.

## **Privacy:**

1. The Organizers have the unrestricted right to use your likeness, image, voice, opinions, and appearance, and also any images of your projects, developments, materials and belongings made at or brought to the Hackathon, captured through video, photographs or other media during the Hackathon for the express purpose of creating promotional material (the "Images"), for the purposes of use in websites, promotional materials, publications and other media of any of the Organizers, whether in print or electronically (the "Materials"). The foregoing right includes permission to copyright, use, re-use, publish, and republish Images in which you may be included, intact or in part, composite or distorted in character or form, without restriction as to changes or transformations, in conjunction with your own or a fictitious name, reproduction in color or otherwise, made through any and all media now or hereafter known;
  - a. The Organizers shall solely own the Materials in which you or your Images, in whole or in part, may appear, including copyright interests, and you have no ownership rights therein;

- b. You give all clearances, copyright and otherwise, for use of your Images, and waive any moral rights that you may have in the Materials in which you or your Images may appear. The rights granted to the Organizers herein are perpetual and worldwide. For greater certainty, you agree that your images may continue to be used after the completion of the Hackathon;
  - c. You relinquish any right that you may have to examine or approve the Materials in which you or your Images may appear or the use to which they may be applied; and
  - d. You hereby release, discharge and agree to save harmless each and all of the Organizers from any liability by virtue of any blurring, distortion, alteration, optical illusion, or use in composite form of the Images whether intentional or otherwise, that may occur or be produced in the recording of the Images or in any subsequent processing thereof, as well as any publication thereof, including without limitation any claims for libel or invasion of privacy.
2. You agree that the Organizers may share your registration details, LinkedIn/Github profiles, details of your Hackathon submission, and other information obtained from you in the course of, or relating to, the Hackathon with the Sponsors, and acknowledge that such Sponsors may contact you during and after the Hackathon. By participating in the Hackathon, you are providing your express consent to communications by the Organizers and Sponsors (including email communications, both marketing and informational) respecting the products and services of the Organizers and Sponsors, and future events.

## **Winner's List:**

Winners will be announced on the 17th of March in the closing ceremony and the Sponsor's social media handle. Winners will then be contacted personally with further information in order to receive the prize amount.

## **Hackathon Code of Conduct**

This hackathon is dedicated to providing a safe and comfortable environment and harassment-free experience for everyone, regardless of the following:

- gender
- gender identity and expression
- age
- sexual orientation
- disability
- physical appearance
- body size
- race
- ethnicity

- nationality
- religion
- political views
- previous hackathon attendance or lack of
- computing experience or lack of
- chosen programming language or tech stack

We do not tolerate harassment of hackathon participants in any form. Sexual language and imagery is not appropriate at any hackathon venue, this includes the following.

- hacks
- talks, presentations, or demos
- workshops
- any parties associated to the hackathon
- social media
- any other online media

Each participant undertakes to comply with all applicable laws.

Individual participants will not submit any work product or content that is copyright protected, patented or represent any sort of a trade secret or otherwise is subject to any other third-party rights, including intellectual property rights or other proprietary rights, privacy and publicity rights or is subject to confidentiality, unless the participant is the owner of such rights or has permission from the rightful owner or owners to use and present the content to the public for the purposes of participation in the Hackathon.

The work product and all parts must not contain viruses, malware, Trojan horses, worms, or other disabling devices or harmful code.

Hackathon participants violating these rules may be sanctioned or expelled from the hackathon without a refund (if applicable) at the discretion of the hackathon organizers.

If you notice any violation of this Code of Conduct or find otherwise suspicious behavior or have any concerns, please contact a member of the hackathon organizing committee immediately.