



# HACKTIVATE

## Rules & Regulations

February 1, 2018

## General

Hacktivate is a 24-hour programming marathon, *i.e.* hackathon, organised by Hackathonners and mainly supported by Centro de Estudantes de Engenharia Informática da Universidade do Minho.

## Organisation

1. It is the responsibility of the Hackathonners, hereinafter referred to as “Organisation”, to ensure the conceptual and logistical mastery of the activity and to define the regulation by which it is governed.
2. The event will run from 9:30 AM of February 10 until 12:30 PM of February 11, 2018 at the campus of the University of Minho located in Braga, Portugal.
3. The Organisation ensures that the facilities have the necessary infrastructure to host the event, and participants are provided with wi-fi, electricity and proper work space.
4. The Organisation delegates to the participants the task of defining, acquiring, and assembling the electronic equipment and software they deem appropriate to achieve the intended goals.
5. The Organisation ensures, free of charge, food (meals, snacks, water and coffee) to all participants, throughout the event.
6. Transportation and accommodation of participants, if necessary, are their responsibility and will not be ensured by the Organisation. However, a dark room is available where participants may rest.

## Participation

1. Students of Portuguese Public or Private Higher Education and newly licensed professionals connected to any area may participate in the event. However, students have priority in obtaining vacancies.
2. Participation in the hackathon is completely free of charge.
3. Participants commit to being present during the entire event.
4. The hackathon is limited to 52 participants.

## Applications and Teams

1. Applications are submitted in the official website until February 7, 2018.
2. Applicants must have a Github account to apply for the hackathon.
3. Teams must be formed with 2 members at minimum and 4 members at maximum.
4. A team is eligible when all members have completed their applications.
5. The application is completed when the required information is provided and the applicant is part of an eligible team.

6. The Organisation is responsible of performing a team selection according to the following criteria, ordered by relevance:
  - (a) Public repositories and contributions in GitHub of each team member;
  - (b) Complete teams (*i.e.*, 4 members) are preferable;
  - (c) Last team update date.
7. The information submitted by the participants is confidential and may only be used by the Organisation.
8. The teams approved for the hackathon will be disclosed until 11:59 PM of February 8, 2018 and participants will be informed by e-mail of the acceptance of their team.
9. The approved teams may cancel their participation by sending an e-mail to the Organisation until February 9, 2018. The resulting vacancies may be allocated to other teams in the waiting list.

## The hackathon format

1. The hackathon is a competitive 24-hour programming marathon, where the central activity is the development of prototypes.
2. The final prototype should be authored by the team presenting it and its development must start only after the event begins.
3. Participants are able to attend talks, participate in challenges and group dynamics as well as other sessions running along with the programming marathon.
4. There are several entities that play the role of mentors in several topics of relevance to the purpose of the activity which may give technical and scientific support to participants.
5. The members of jury may visit teams during the event in order to evaluate the progress of prototype development and technical decisions.
6. After the hackathon, the event ends with presentations of the developed prototypes, a moment for jury deliberation followed by the award ceremony and the closing session.
7. Each team must provide the prototype deliverables to the Organisation and make an oral presentation of the project which lasts for a maximum of 3 minutes.

## Jury and Prizes

1. Jury is formed by a fixed amount of jurors. The final jury will be announced in a timely manner in the official website and messaging tools.
2. The evaluation of the developed and presented projects will be performed both by jury (50%) and participants (50%). Jury will follow a set of criteria provided by the Organisation and participants will vote using a voting tool.
3. The teams of the three winner projects will be awarded the prizes announced in the official website.
4. All participants will receive a certificate of participation. To this end, participants must complete the feedback form provided by the Organisation.

## Intellectual Property

1. The teams shall preserve all intellectual property rights over the projects and presentations developed by them during the event.

## Terms and Conditions

1. The registration in the event implies the reading and acceptance of this document by the participants.
2. Participants also agree to the following conditions:
  - (a) Responsible use of the spaces, not causing damage to the material present in them;
  - (b) The projects presented can not be in any way offensive or derogatory;
  - (c) Projects may not contain proprietary material registered without prior authorisation;
  - (d) Projects must contain original ideas that have not been previously published or presented at other events;
  - (e) Any form of malicious exploitation of systems is expressly prohibited;
  - (f) Any unethical and/or abusive behaviour is prohibited.
3. The Organisation reserves the right to change or cancel the event at any time, notifying the participants at least 2 days before the event.
4. The cancellation of the event does not result in entitlement to any kind of compensation to the participants.
5. Failure to comply with these terms may lead to the declassification of the event.
6. All information received in the submission of interest will be stored in an internal database and may be used for other initiatives.
7. Participants accept the use of the images collected during the event by the Organisation for promoting and publicising the event free of charge.

## Final dispositions

1. The specific cases uncovered by this document shall be governed by the Organisation.
2. This document may be updated by the Organisation at any time before the event.