



Hackathon



Shoestring Hackathon – Rules of Engagement V1.0

These rules of engagement define the terms on which we base our cooperation for the duration of the event. Please read the rules of engagement mentioned below carefully before coming for the hackathon:

- The event runs on Saturday 26 October, 8:00am – 7.30pm and on Sunday 27 October, 9:00am – 6:00pm.
- You are participating at this event voluntarily. You are not forced to work for the entirety of the event's duration and time management is entirely up to you and your team. However, team members who do not sufficiently contribute to the team may not be considered for any awards.
- You are allowed to enter and leave the building at any time during the competition, however please let event organisers know if you leave for health and safety reasons.
- Event organisers will be present at all times. In case of questions or problems, please get in touch with them.
- Lunch and dinner will be provided on Saturday 26 October. Lunch and afternoon refreshments will be provided on Sunday 27 October.
- Water and hot drinks will be available during the entire course of the event and these are allowed within the common area only.
- You are allowed to bring your own water bottles into the working rooms. Please be careful with water around electrical equipment.
- Travel to and from the event will not be covered by the event. All travel expenses must be covered by the participants.
- Any intellectual property of the solutions developed during the event belongs to the creator(s). However, the participants consent to the use of the development tutorials for the purposes of the Shoestring project, and to license-free use of the outcomes as project demonstrators.
- Your personal information gathered with regards to the event will be used for purposes of this event only.
- The organisers assume that you agree to photographs and videos recorded during the event unless you let us know before the event starts. Photographs and videos may be used for marketing purposes during the hackathon and for further events.
- The solutions submission deadline is on Sunday 27 October, 16:30 pm. Any late submissions may not be assessed.
- After the solutions submission, each team must showcase their creation in a 3-minute elevator pitch presentation followed by 3 minutes with questions.
- Each team must submit the developed prototype(s), a development tutorial and a pitch presentation slide deck for evaluation.
- The pitch presentation and the submitted results will be assessed by a jury consisting of the Shoestring project members, academic staff and further experts of the field. The decision for the winning teams will be entirely jury-based.
- All participants will receive a participation award during the event. The best-ranked submission per challenge will win a prize. Prizes/participation awards will not be paid out in cash and cannot be exchanged.
- During the event we try our best to create a constructive and supportive environment.
- And last but not least: let's have fun!!!