Shoestring Hackathon – Rules of Engagement V1.1

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 online on Saturday 12 February 2022, 9:00am – 7.00pm and Sunday 13 February 2022, 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.
- Event organisers will be present at all times via online channels. In case of questions or problems, please get in touch with them.
- 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 13 February, 15:30 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 (see preparation guidance) live screen-shared or in a pre-recorded video followed by 3 minutes with questions.
- Each team must upload: 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 assessed teams will receive a participation award at the end of the event. The best-ranked submission per challenge will win a prize nominated in Amazon vouchers. 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!!!

Preparation guidance for a good 3 minutes presentation v1.0

1. Introduce yourself briefly (team name and challenge name)
2. Describe your solution:
    o How did your team address this challenge? (provide enough technical detail to understand technical feasibility but try to keep it brief)
    o How is your solution low cost, open-source and off-the-shelf compliant?
    o How else manufacturing SMEs could potentially benefit from your solution? (think out of the box!)