

RULES AND REGULATIONS OF THE DIVERGENT ACADEMY HACKATHON

Please read the information below. Your registration to participate at the Divergent Academy Hackathon means that you have read and accepted the following participation terms and conditions.

The Entry Period and Hackathon dates

Registration to participate in the Hackathon started on Monday 30th of October, 2017 and ends on either: (i) November 15th, 2017 at 20:00; or (ii) when all spaces available become full. All entries will receive a confirmation email, participants must respond and confirm their attendance in order to secure a spot for the Hackathon.

All registered teams are invited at the T-Me Studios address (Gara Herastrau Nr.4C, 1st floor, Bucuresti) on Saturday, November 25th, 2017 at 8:30 AM to sign up, prepare their equipment* and bond with the mentors and the other teams before the official start of the contest.

The Hackathon officially begins on Saturday, November 25th, 2017 at 9:00 AM with the announcement of the theme and ends on November 20th, 2016 at 17:00 or at the conclusion of the judging period, whichever is later.

** should there be any team that needs help with logistics (train tickets to get to Bucharest, PCs to be available for them on location for those that do not have what is needed, access to specific engines etc) please contact Andreea Per, the coordinator of the project at andreea.per@timmystudios.com and we will do whatever is possible to accomodate your needs.*

Programming languages to be used

Teams are allowed to use any programming language they want (Java, C, BASIC, Pascal, PHP, SQL, Python, Ruby, etc). Equally important, teams can develop their projects on any platform they want, finding a good and feasible idea and deciding on the best way to develop it is what matters the most. At least one of the team members should have programming knowledge in order to develop at least part of the idea the team comes up with.

Intellectual Property Rights

All submissions remain the intellectual property of the individuals that developed them.

Protection of Intellectual Property

By submitting an Entry or accepting any prize, you represent and warrant the following: you will not submit content that is copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights,

unless you are the owner of such rights or have permission from their rightful owner to post the content; and the content submitted by you does not contain any viruses, Trojan horses, worms or other disabling devices or harmful code.

Copyright

Participant represents and warrants that he or she is the sole author and copyright owner of the Submission, and that the Submission is an original work of the Participant, or if the Submission is a work based on an existing application, that the Participant has acquired sufficient rights to use and to authorize others; and that the Submission does not infringe upon any copyright or upon any other third party rights of which the Participant is aware, and that the Submission is free of malware.

Eligibility

Divergent Academy has the right at their sole discretion to determine whether an entrant is eligible for the Contest. Divergent Academy may disqualify, at organizer's' sole discretion, Divergent Hackathon entries (including, without limitation, content submitted in connection therewith) that (a) are in violation of third party rights or law or regulation, (b) use inappropriate or explicit language or images, or display content that Divergent Academy finds objectionable.

Winner Selection/Judging Criteria

Winners will be judged based on the following criteria, all being equally important:

1. Innovative nature and the utility of the idea
2. Level of difficulty of the technical solution proposed
3. Level of completion of the project after the 12 hours of coding.
4. Presentation of the project on Sunday afternoon.

The Contest winners will be selected by a panel of 5 judges (experienced IT entrepreneurs and professionals) that will be announced a week before the contest begins.

Prizes

The winner of the hackathon will receive a prize of 1000EUR (sent by bank transfer to the winning team representative no later than a week after the contest ends). Contest prizes are non-transferable by the winner. If you accept a prize, you will be solely responsible for all applicable taxes related to accepting such prize, which will be deducted directly and paid by the organizer.