



Hackathon 2020 : Humanity and Social Justice

1. Eligibility

- **AGE:** Students must be 7 years to 18 years old.
- **LOCATION:** Online
- **TEAMS:** Students can compete as individuals, or in teams of up to four (4) students.
 - Any team with more than four (4) students is not eligible to compete.
- **ONE ENTRY PER PERSON:** Students may only submit ONE app.

2. Online Registration

All participants must register as an **individual**. On your project submission is where you will be asked to list all team members if part of a team.

Students need:

- a personal email address and phone number
- a parent or guardian's contact information.
- \$10 to cover registration fee

3. App Parameters

- **CHALLENGE:** The app has to deal with addressing Humanity and Social Justice.
- **PLATFORM:** The app can be on any platform of your choosing as long as it easily allows you to do the video demonstration for your submission
- **PROGRAMMING LANGUAGE:** Use any programming language: C/C++, Objective C, Java, JavaScript, Python, Swift, "block code", etc. **Any tools that don't allow any type of coding will not be accepted.**
- **FUNCTIONALITY:** The app must have some degree of functionality to be competitive.
- **CONTENT SUITABILITY:** The app *cannot* be indecent, defamatory, in obvious bad taste, demonstrate a lack of respect for public morals or conduct, depict hatred, defame, or threaten a specific community in the society or incite violence. Contain pornography,

obscurity or sexual activity are prohibited. The app must not violate the Intellectual Property, common law or privacy rights of other parties.

- **ORIGINALITY:** The app must be original and solely owned by the Contestant such that no other party has any rights or interest, whether known or unknown.

4. Online Submission

After the Submission Period has ended, the Submission cannot be modified in any way.

If competing as a team, one teammate should make one submission by including the other team members information. The most critical component is the demonstration video, which is detailed below.

DEMONSTRATION VIDEO (max 3 min)

Students must create a demonstration video with the following information:

- The name(s) of each participant
- The name of the app
- Clearly explain the purpose of the app
- Explain the app's target audience (who the app is intended for?)
- The tools and coding languages used to create the app
- Show how the app works
- The video should be no more than 3 minutes long. Video submissions which do not adhere to the time constraints may be penalized by the judges at their discretion. **This is not a video-creation competition.** However, the judges view the demonstration video to learn about the app. The video should be as clear and compelling as possible.
- Here is an example of a [video submission](#).

Upload the completed video to [YouTube](#) (Must be at least 13 years old), [Vimeo](#) (Must be at least 16 years old), or any other video-hosting site. *Otherwise you will need parental consent to upload a video on the platform of your choice if you don't meet the age restriction.*

Important: The video must be set to "public".

QUESTIONS

In addition to the demonstration video, the team will need to answer a series of questions similar to the following on the Google Form with your submission:

1. What is the title of your app?

2. Explain the app's purpose in one sentence.
3. Short Description: What inspired you to create this app?
4. Short Description: What is your app trying to accomplish?
5. What technical/coding difficulty did you face in programming your app, and how did you address this technical challenge?

5. Deadline

The Hackathon will accept submissions from June 15th – August 2nd: **11:59 pm Central Standard Time, Sunday, August 2nd, 2020.**

6. Exit Survey

You will find the exit survey as the last section on the Google Form during your submission. The data helps us improve our Hackathon.

7. Winner Selection

1. Demonstration Videos and Submission Answers will be reviewed and evaluated by Judges.
2. Awards will be judged based on the following criteria:
 - a. Quality of the idea (including creativity and originality)
 - b. Implementation of the idea (including user experience and design)
 - c. Demonstrated excellence of coding and programming skills.
3. The Judges have the right to request access to the App and source code to verify that the App functions and operates as stated in the Submission Form. Failure by a Contestant to honor such a request will result in the Submission's immediate disqualification.
4. Judges will be fair and impartial. A judge may elect to recuse him or herself from judging a Submission, if in the judge's sole discretion it is not appropriate for him or her to judge that particular Submission because of a past or current relationship with that particular Contestant. A Submission will not be at a disadvantage if one or more judges recused himself or herself.

8. Prizes

- The winners of individual app and team app will be featured on the [CodeCrew website](#) and at the [CSforALL Summit](#) for this upcoming Fall 2020.
- There will also be additional prizes which will be announced at a later time. Please continue to check the [CodeCrew website](#) for updates on prizes.

9. Entry Conditions and Release

By entering, participants agree to the following conditions and release:

Each Contestant agrees to comply with and be bound by these Official Rules and the decisions of the CodeCrew, and/or the Competition judges which are binding and final in all matters relating to this Competition.

10. Publicity and Intellectual Property

Except where prohibited, participation in the Competition constitutes participant's (or their parent's) consent to CodeCrew's use of winner's name, likeness, photograph, voice, opinions and/or hometown and state for promotional purposes in any media, worldwide, without further payment or consideration.

Contestants will own the intellectual property rights to their Submission, but will grant CodeCrew rights to:

- Post the Submissions online;
- Make the Winners available to CodeCrew for communication and media purposes; and
- Utilize the Submissions for noncommercial purposes after the conclusion of the Competition Submission Period.

11. General Conditions

1. CodeCrew reserves the right to cancel, suspend and/or modify the Hackathon, or any part of it, if any fraud, technical failures or any other factor beyond CodeCrew's reasonable control impairs the integrity or proper functioning of the Hackathon, as determined by CodeCrew in its sole discretion. CodeCrew reserves the right in its sole discretion to disqualify any individual or Competitor they find to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or any other promotion or in an unsportsmanlike or disruptive manner.
2. Any attempt by any person to deliberately undermine the legitimate operation of the Hackathon may be a violation of criminal and civil law, and, should such an attempt be made, CodeCrew reserves the right to seek damages from any such person to the fullest extent permitted by law. CodeCrew's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

12. Limitations of Liability

CodeCrew nor its affiliates and partners are not responsible for:

1. Any incorrect or inaccurate information, whether caused by entrants, printing errors or by any of the equipment or programming associated with or utilized in the Hackathon;
2. Technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in phone lines or network hardware or software;
3. Unauthorized human intervention in any part of the entry process or the Hackathon;
4. Technical or human error which may occur in the administration of the Hackathon or the processing of entries; or
5. Any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from entrant's participation in the Hackathon or receipt or use or misuse of any prize.

If for any reason an entrant's Submission is confirmed to have been erroneously deleted, lost, or otherwise destroyed or corrupted, entrant's sole remedy is to provide another Submission.

13. Privacy

CodeCrew collects personal information from you when you enter the Hackathon. CodeCrew will be guided by FERPA regulations with collected personal information.

14. Administrators

CodeCrew K-12 Team
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