

BEST Hacking League Regulations

§1 GENERAL PROVISIONS

1. These BEST Hacking League Regulations (hereinafter "Regulations") set out the rules and the conditions under which the BEST Hacking League event is held, hereinafter referred to as "Hackathon".
2. The event is organized by the BEST Student Association, with headquarters at the address: pl. Politechniki 1, p. 142, 00-661 Warsaw.
3. Hackathon will take place on 21-22 April 2018 in Warsaw in the building Center for Innovation Management and Technology Transfer at the Polytechnic Warsaw.
4. The goal of Hackathon is to create a technological solution helping in science and / or improving knowledge transfer and promoting skills digital in society.

§2 RULES AND CONDITIONS OF PARTICIPATION

1. Participation in Hackathon is voluntary, free and open. participant an event can be a natural person with legal capacity, which on the day of Hackathon is under 26 and has a current status student. (hereinafter "Participant").
2. Hackathon teams with a minimum of 2 (two) can participate a maximum of 6 (six) Participants, of which at least half of the members team must be students of the Warsaw University of Technology. (hereinafter "Team").
3. Each Team can take part in one of two categories: "Software" or "Hardware".
4. The condition for participation in Hackathon is to complete and submit the form online application available at <http://besthackingleague.pl/>. Both individual and team entries are accepted.
5. Entries on behalf of the Team shall be made by a Participant authorized to make this activities by other Team members. At the same time Participant the applicant of the Team ensures that all Participants who are part of the Team they have accepted the Regulations and agree to the processing of their data personal by the Organizer for purposes related to the carrying out The competition and the transfer of prizes and receiving e-mail correspondence with information about Hackathon.
6. Participants making an individual notification have the opportunity to be independent get together in the team until the official start of Hackathon via the Organizer. If you do not create a compatible team from paragraph 2.2, the Organizer has the right to refuse to participate in Hackathon.
7. Subscriptions for Hackathon are ongoing from March 29, 2018 to April 18, 2018. and are maintained on the website <http://besthackingleague.pl/> by filling in form.
8. Depending on the number of applications, the Organizer reserves the right to limit the number of places in case the number of Participants reported exceeded 100 people per category. In this situation, the Participants will be selected on the basis of the application form.
9. Participants organize their own computer equipment on their own participate in Hackathon.
10. Participants take full responsibility for personal property (including equipment

- computer) and are obliged to look after it. The organizer does not bear liability for possible losses and damage.
11. The Organizer provides for participants participating in the "Hardware" category additional equipment that they can use to implement their projects.
A list of available equipment will be available on the website <http://besthackingleague.pl/>.
 12. Participants using devices and equipment provided by the Organizer Hackathons are obliged to take care of this equipment and in case of any failures to immediately report them to the Organizers.
 13. Participants are responsible for the used equipment provided by Organizer and in justified cases can be attracted for financial liability for possible losses and damage.
 14. The participant concludes that there are no health contraindications that he can participate in Hackathon. The organizer is not responsible for this title.
 15. The participant is responsible for the damage done to him / her on the premises where Hackathon will be held.
 16. Team Name must not contain profanity, offensive content, slogans fascist, Nazi, communist and other similar, prohibited by Polish law.
 17. Participants are required to appear at the venue of the event in the given time.
 18. There is no possibility of remote participation in Hackathon.
 19. Participants are free to choose the technologies in which they will create competition projects.
 20. It is allowed to prepare the concept and assumptions of the created in advance software and graphics that will be used in the software or in his presentation. Preparation of code fragments is not allowed. Design it must be entirely created during the Hackathon.

§3

HACKATHON'S RUNNING

1. Hackathon will follow the schedule on the page at least 7 days before the start date of Hackathon.
2. The organizer during the Hackathon will provide: Internet access, power supply electric, additional equipment for participants of the "hardware" category, catering and drinks.
3. In the remaining scope, each Participant is obliged to use from your own equipment.
4. Before presenting the final solution, the Participants shall deposit them in any an open digital repository.

§4

CHOICE OF WINNERS

1. After completing the presentation of the projects, the jury appointed by the Organizer will choose three best works in each category by voting.
2. In the "Software" category, the following assessment criteria are distinguished with the maximum number of points to obtain:
 - 1) innovation and inventiveness of the proposed solutions - 15 points
 - 2) the degree of project implementation - 20 points
 - 3) usability - 10 points
 - 4) aesthetics and appearance - 10 points

- 5) development and business potential of the application - 10 points
 - 6) compatibility with the Hackathon theme - 10 points
3. In the "Hardware" category, the following criteria are distinguished together with the maximum the number of points to obtain:
- 1) innovation and inventiveness of the proposed solutions - 15 points
 - 2) the degree of project implementation - 20 points
 - 3) usability - 10 points
 - 4) development potential of the project - 10 points
 - 5) quality of project documentation - 10 points
4. Each Jury member evaluates competition entries individually within each from criteria highlighted for a given category on a scale from 1 to the maximum number points possible to obtain under a given criterion provided for in paragraph 4.2 and 4.3. The final rating is the sum of points awarded by each Jury member within each criterion.

§5

INTELLECTUAL PROPERTY

1. Owners of all intellectual property rights to created projects Hackathon is their authors.
2. The participant certifies that he is the author or co-author of all works carried out during Hackathon and that these works do not violate any rights of third parties.
The participant declares that he is liable for claims of third parties directed to the Organizer that would arise in connection with the violation of rights copyright.
3. The organizer reserves the right to publish the solutions of the Participants on the website <http://besthackingleague.pl/> for educational purpose

§ 6

SUBJECT

1. The participants of the "Software" category are required to create a solution technology and programming that meets at least one of the following criteria: increases the efficiency of learning, improves the quality of education in schools and universities, promotes digital skills in society, it facilitates learning for people with learning difficulties or people with disabilities, improves communication and transfer of knowledge in groups such as students, teachers, researchers and in between them or in any way helps in the learning process and / or improve the system education.
2. The task of the "Hardware" category Participants is to design a prototype a smart device that can react in a certain way to a changes in its environment and / or can be configured using remote mechanism. Participants in the project can use any of their own equipment and equipment provided by the Organizers. In addition, each team taking part in the "Hardware" category she is required to describe her project and to document the stages of its formation.
3. Compliance with the subject matter is taken into account during project evaluation.
4. All teams can present themselves in the final evaluation of the projects, even if their solution is not consistent with the Hackathon theme.

§ 7
COMPLAINT

1. The Jury's verdict is final and indisputable. Participants are not entitled to appeals from the Jury's verdict.

§ 8
FINAL PROVISIONS

1. These Regulations enter into force on 29/03/2018.
2. In justified cases, the Organizer reserves the right to change provisions of these Regulations.
3. The organizer is not responsible for any cancellation or change of date Hackathon, and all claims in this respect are excluded.
4. By submitting participation in Hackathon, the Participant accepts and undertakes to comply with the provisions of these Regulations.
5. Any violation of these Regulations, in particular, the application false personal data or violation of applicable laws the right authorizes the organizer to exclude the Participant from participation in Hackathon.
6. The participant agrees to the processing of his personal data in the form name, surname and e-mail address and lends its image to materials published by the Organizer. Processing of personal data Participants will be held on the basis of the Act of 29 August 1997 on the protection of personal data (Journal of Laws of 2002 No. 101 item 926 with later d.).
7. People under the influence of alcohol or intoxicants and people posing a threat to public order, they are forbidden to enter the area, where Hackathon takes place.
8. Application for participation in the Competition means that the Competition Participant has read the content of these Regulations and accepts it.