

Industry 4.0 Hackathon

House Rules for participation

Date : 12th to 13th October 2019

Location : APU Cybersecurity Zone

Prize

Champion - RM 5000.00

First Runner-Up - RM 3000.00

Second Runner-Up - RM 2000.00

1. Be Kind & Respectful

Industry 4.0 Hackathon is dedicated to offering a safe space where people of all backgrounds can gather, embrace differences, and innovate together! Be kind and respectful towards your fellow hackers – that means we do not tolerate any harassment, racism, sexism or discrimination of any kind. Teams may not interfere with the progress of other Teams.

2. Teams & Who is eligible

Each team consists of 2 - 4 members and the registration is FREE. Participants must be an adult at least 18 years old who is legally able to join in & **MUST BE** Registered University Undergraduate Student. Participants should attach a letter from the university to verify the active student status for each member in the team.

3. Build & Present

To actually build something and be ready to present your hack! The presentation must not deviate from your accepted submission. Teams with a different presentation to their submission idea will be disqualified. Please keep in mind our theme for the event that is "Industry 4.0"

4. Code, Graphics, Music, & Other Resources

To ensure all contestants start the Hackathon on even footing, we ask that all code, graphics, sound and other assets are created during the Hackathon. However, you can plan, brainstorm, and create wireframes prior to the event! Exceptions to this rule are the usage of public domain images, open source libraries, or any assets with creative commons licensing. This rule will be enforced strictly. Teams found violating this rule will be disqualified and not eligible for prizes. If your team qualifies for prizes, the team will be subject to a code review to ensure fairness.

5. APIs, Libraries, & Open Source

We encourage you to make use of any other open source platform. Build something amazing using these great resources.

6. Track Your Project

Use Git or an alternative platform to keep track of your code. This is great practice and will be useful to show that your code is brand new.

- All code must be placed in Github.
- Anything in Github must be incorporated into a Power Point or Google presentation.

7. Ownership

All teams retain full ownership of what they build during the Hackathon. However, the items loaned must be returned.

8. Food and Beverage

We will be providing Food and Beverage throughout the event. Don't worry, there will be ample for everyone.

9. Travel and Accommodation

Do bring along your sleeping bags and pillows as you feel necessary. Please note that the campus grounds will be locked down after 10 p.m. daily, so do plan ahead. Also, all your travels to and from the Hackathon will be on your own expenses.

10. Hardware and Software

Participants must bring hardware and/or software necessary to participate (e.g. laptops, phones, etc), including any necessary chargers. There will be electrical outlets available on a first come, first serve basis. Processor used must be Intel Aeon Up Board, and this will be provided by the organizer.

11. Determination of Winners.

Winners will be judged based on the following criteria:

- direct relevance to the core problem/addressing the core problem
- uniqueness of the recommended solution; and
- ease of implementation (e.g. feasible to implement within one year).

13. Happy Hacking

Hack, make new friends, and have an amazing time! We understand hackathons can be stressful so don't forget to take breaks, eat healthily, and really enjoy the event.

The Organizer's decision regarding any aspect of the Hackathon is final and binding, and no correspondence will be entered into about it.

THE ORGANISER MAY TERMINATE OR SUSPEND THE COMPETITION AT ANYTIME AT ITS SOLE AND ABSOLUTE DISCRETION. SUCH TERMINATION OR SUSPENSION WILL NOT GIVE RISE TO ANY CLAIM BY THE APPLICANT. THE ORGANISER RESERVES THE RIGHT NOT TO AWARD PRIZE(S) IF IN ITS OPINION NONE OF SUBMISSIONS RECEIVED IS OF SUFFICIENT MERIT.