

UQ Virtual Hackathon

Terms and Conditions

- 1 By entering this promotion, you accept these Terms and Conditions.
- 2 Instructions and information on how to enter this promotion form part of these Terms and Conditions.
- 3 The promoter is The University of Queensland (ABN 63 942 912 684) of St Lucia, Queensland, 4072 ("**Promoter**").

Eligible entrants

- 4 To be eligible to enter this promotion, you must:
 - (a) be over 18 years of age;
 - (b) a student currently enrolled at:
 - (i) The University of Queensland (UQ)
 - (ii) University of Exeter (UoE)
 - (iii) Technical University of Munich (TUM)
 - (iv) Nanyang Technological University
 - (v) Technical University of Denmark (DTU)
 - (vi) University of British Colombia (UBC)
 - (vii) National University of Singapore (NUS)
 - OR young alumni from The University of Queensland (graduated the last 3 years, 2017-2019)
 - (c) have proficient English language skills
 - (d) enter the competition as part of a group, minimum of 2 people, maximum of 5
- 5 Entrants must ensure that they are legally eligible to enter the event under any laws applicable to you in your jurisdiction of residence or otherwise
- 6 The Promoter retains the right, at its absolute discretion to:
 - (a) decline to accept any entry which, in its reasonable opinion, does not comply with these Terms and Conditions.
 - (b) end the promotion to any further registration applications prior to the registration closing date due to reaching competition capacity.

How to enter

- 7 Entry will be open from 12.00AM AEST on Friday 12th June 2020 and closes at 11.59PM AEST on Wednesday 8th July 2019 ("**Entry Period**"). Entries received outside of the Entry Period will not be accepted.
- 8 To enter, you must, during the Entry Period:

- (a) visit <https://ventures.uq.edu.au/virtualhackathon> and register as an individual with details of your group
 - (b) pay a one-off registration fee of AUD\$10 per person upon registering. All ticket sales will be donated to [UQ's COVID-19 Research Fund](#)
- 9 To be eligible for the prize, you must:
- (a) submit a video pitch addressing the Judging Criteria described below and 'video pitch requirement' below by Wednesday 29 July 12.00PM (AEST) and following the requirements below
 - (i) Video pitch requirements:
 - (A) No longer than 3 minutes in length
 - (B) Must be delivered in English
- 10 You will receive one entry into the promotion per group by performing the activities described above. You may not enter the promotion more than once.
- 11 All entries become the property of the Promoter.

Judging

- 12 This promotion is a game of skill. Chance plays no part in determining the winners.
- 13 Judging will be made up of two components:
- (a) First, the judges will undertake a shortlisting process of all eligible entrants based on the video pitch.
 - (b) Second, shortlisted applicants make their final pitch live on zoom, where the judges will decide the winners. Winners will be announced live on zoom
 - (c) Additionally, there will be a 'People's Choice' winner from the shortlisted applicants presenting on zoom, determined by the viewing audience via zoom polling
- 13.1 In the event that more than 20 final pitches videos are submitted, there will be an additional round of shortlisting before the judge's shortlisting completed by UQ Ventures senior staff members.
- 14 The Promoter will select a panel of suitable judges
- 15 The judges will score all valid entries individually on their merits, for the shortlisting round including using the following criteria:
- (a) **Relevance and Innovation (20%)** Does the product/solution address one of the set hackathon challenges? How innovative is the solution?
 - (b) **Feasibility & Completeness (20%)** Is the project feasible to implement in the community? How fully has the idea been implemented?
 - (c) **Design and Usability (30%)** How good is the design, user experience, and ease of use of the solution? How quickly can it be put to use?
 - (d) **Impact and Scalability (30%)** Does the product/solution have the ability to make a difference in the community? Is it scalable for a larger geographic extent and the broader community? Is it scalable for global implementation or growth?

- 16 The judges will score all valid entries individually on their merits, for the final pitch round including using the following criteria:
- (a) **Relevance and Innovation (20%)**
Does the product/solution address one of the set hackathon challenges? How innovative is the solution?
 - (b) **Feasibility & Completeness (20%)**
Is the project feasible to implement in the community? How fully has the idea been implemented?
 - (c) **Design and Usability (20%)**
How good is the design, user experience, and ease of use of the solution? How quickly can it be put to use?
 - (d) **Impact and Scalability (30%)**
Does the product/solution have the ability to make a difference in the community? Is it scalable for a larger geographic extent and the broader community? Is it scalable for global implementation or growth?
 - (e) **Pitch delivery (10%)** How the pitch was delivered? Is the message clear and concise? Does the problem statement is well defined and explained? Does the solution answer the problem stated? Is the pitch engaging?
- 17 The audience voting for 'People's Choice' will be via polling on zoom, by an audience vote with the judges deciding in the event of a tie based on the criteria in the judges' opinion.
- 18 The Promoter will send notification to the shortlisted teams by Friday 31st July 10am (AEST). The shortlisted teams will then make their final pitch live via zoom on Friday 31st July 2pm (AEST).
- 19 The Promoter's decision in relation to any aspect of the promotion is final and the Promoter will not enter into any correspondence regarding the result of the promotion.
- Prize and notification of winners**
- 20 The winning group will receive (prize is per team):
- (a) First place - AUD\$7,000 prize money
 - (b) Second place - AUD\$2,000 prize money
 - (c) Third place - AUD\$1,000 prize money
- 21 Prizes are not transferable and cannot be taken as cash (except for the cash aspect).
- 22 The Promoter will announce the winning group at the live pitch event. A member of the group must be present at the time of the announcement.
- 23 If any prize becomes unavailable for any reason, the Promoter may substitute a prize of equal or greater value.
- 24 Each winning team member must supply bank details for the cash prize transfer. The total prize money for each winning place will be spilt equally amongst team members
- 24.1 The Promoter accepts no responsibility for any tax implications, transfer fees or the exchange rate applicable for prize money. Any implicated fees associated with money transfer (include exchange fees) will come from the prize money

Intellectual property

- 25 You confirm and promise that your entry is original and does not infringe the intellectual property rights of any third party. You agree that the Promoter has an unrestricted, irrevocable, transferable, right and licence to use and modify your entry including for promotional purposes without the payment of any further fee or compensation or further reference to you, and that the Promoter can authorise other people to do any of these things. If requested by the Promoter, you agree to sign any further documentation required by the Promoter to give effect to this arrangement. To the extent permitted by law, you unconditionally and irrevocably consent to the Promoter modifying your entry as described in this clause, agree that the Promoter is not required to attribute you as author of the entry, and consent to any other act or omission that would otherwise infringe any moral rights in your entry.

Withdrawal from promotion

- 26 You may withdraw from the promotion at any time before notification of the winners by notifying the Promoter on +61 7 3343 2740 or in writing via email or Slack. If you withdraw from the promotion, the Promoter will remove your entry and will not use your details or entry for media or promotional purposes. If you withdraw from the promotion, you will no longer be eligible to win a prize.

Miscellaneous

- 27 Entries which, in the opinion of the Promoter, are incomplete, incorrect or incomprehensible, contain defamatory or offensive content or infringe intellectual property rights are not eligible to win and may be removed from the promotion and the relevant entrant will be disqualified.
- 28 The Promoter may, in its absolute discretion, disqualify you if, in the opinion of the Promoter, you breach these Terms and Conditions, engage in dishonest or unethical conduct in relation to the promotion, manipulate, tamper or interfere with the conduct of the promotion, do not comply with the entry process, or conspire with others to gain an unfair advantage. The Promoter may audit you if it suspects you of having engaged in such breach or conduct.
- 29 The Promoter may request information from you relevant to entry or participation in the promotion, such as proof of residency or age. The Promoter may, in its absolute discretion, disqualify you if you provide insufficient information, false information or fail to provide information.
- 30 The Promoter is not responsible for any late, lost or misdirected entries.
- 31 The Promoter is not responsible for any delays, problems or technical malfunction of any telephone network or lines, computer systems, computer equipment or software, technical problems or traffic congestion on the Internet or at any website, or any combination thereof, including any injury or damage to your or any other person's computer related to or resulting from entering this promotion. If such problems arise, then the Promoter may modify, cancel, terminate or suspend the promotion.
- 32 To the extent permitted by law, the Promoter is not liable for any loss, damage or injury whatsoever (including, but not limited to, indirect or consequential loss) resulting from this promotion, including the taking of prizes.
- 33 If, for any reason, this promotion is not capable of running as planned, including war, terrorism, state of emergency or disaster, infection by computer virus, bugs, tampering, unauthorised intervention, fraud, technical failures, or any other causes beyond the control of the Promoter which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this promotion, the Promoter reserves the right in its sole discretion to cancel, terminate, modify or suspend the promotion.
- 34 All costs associated with entering the promotion are your responsibility.

- 35 You acknowledge that the promotion is in no way sponsored, endorsed, administered by or associated with Facebook, Twitter or any other social media platform.
- 36 You acknowledge that any information that you provide in connection with this promotion is provided to the Promoter and not to Facebook, Twitter or other social media platform.
- 37 You must release Facebook, Twitter and other social media platforms and their associated companies from all liability arising in respect of the promotion.
- 38 You understand and agree that the Promoter may collect personal information from you when you enter the promotion, and use it for the purpose of running the promotion (which may include disclosure to third parties for the purpose of processing and conducting the promotion), for promotional purposes surrounding this promotion, as well as other purposes, as set out in the Promoter's Privacy Policy (located at <https://ppl.app.uq.edu.au/content/1.60.02-privacy-management>). For further information on how the Promoter deals with your personal information, please refer to the Promoter's Privacy Policy.