

Online. Female. Code. Hackathon. 2020. Namics.

Rules and Regulations

This document is related to *Online. Female. Code. Hackathon. 2020. Namics.* competition intended for all females in the Republic of Serbia who are interested in software engineering, with the aim to strengthen the position of females in STEM. With that in mind, the Participants at this competition will have an opportunity to gain experience in programming and design and they will be mentored by software experts from Namics software agency. Participants will experience team work while delivering a solution to the assignment and will get a feedback from experienced engineers. Prizes for the best Participants are three tickets for an IT fair and conference in Serbia. Due to the situation with COVID-19 in the Republic of Serbia, *Online. Female. Code. Hackathon. 2020. Namics.* will be organized online.

The competition is free of charge and it will be organized by Namics – A Merkle Company. Further information is provided in the follow-up of this document.

1. Name and organizer

- 1.1. Competition Name: Online. Female. Code. Hackathon. 2020. Namics. (hereinafter: Competition).
- 1.2. Competition Organizer: Namics Ltd. Belgrade (www.namics.com, office: 28 Kralja Aleksandra Boulevard, 11000 Belgrade, Serbia); (hereinafter: Organizer).

2. Date and location provisions

- 2.1. Competition will be held on December 12, 2020 from 8.30 to 21 h.
- 2.2. Competition will be held through an online platform, about which the selected candidates will be additionally informed.
- 2.3. Team members are allowed to work together from the same location.
- 2.4. Each team will communicate through an online chat with their Mentor.
- 2.5. Organizer has the right to change time and place of the Competition.
- 2.6. In case of changing time and place, the Organizer must inform the Participants about the changes.

3. Participation

- 3.1. Participation in the Competition is free of charge.
- 3.2. Participant must have their own laptops in order to participate in the Competition. Organizer doesn't provide laptops for the Competition.
- 3.3. Participation in the Competition is not possible without a prior application.
- 3.4. The right to participate in the Competition have female software engineers (hereinafter: Participant).
- 3.5. When forming team Organizer will follow these Rules and Regulations:
 - 3.5.1. Participants can apply either as individuals, in which case the Organizer is mixing teams for the Competition, or as a formed team.
 - 3.5.2. Team will consist of 3 (three) members.
 - 3.5.3. One Participant can be a member of only one team.
 - 3.5.4. Teams will be working with software engineers from Namics. (hereinafter: Mentor).
 - 3.5.5. Each team will have its own Mentor.
 - 3.5.6. Mentor isn't a team member.
 - 3.5.7. Mentors have a consulting role from the moment of the Assignment announcement.
 - 3.5.8. Mentors will be communicating with Participants and assisting them during the whole Competition.

4. Applications

- 4.1. Application for the Competition will start on November 16, 2020 in 00.00 and will finish on December 6, 2020 in 24.00.
- 4.2. Application for the Competition will be completed by filling in a form on the link: <https://namics.com/en/topics-trends/event/2020/code-hackathon-female-2020-namics>.
- 4.3. By filling in the form the Participant agrees with the Rules and Regulations.
- 4.4. Application is valid only in cases of filling in the form completely.
- 4.5. Organizer will check all applications and will inform all Applicants that their applications have been received. In case the Applicants have any additional questions, the Applicants can contact the Organizer via teambelgrade@namics.com.
- 4.6. Organizer has the right to disqualify any application which is considered to be offensive, inappropriate or in case an Applicant does not follow the rules.

5. Assignment and Solution

- 5.1. Assignment is a task given to the Participants by the Organizer (hereinafter: Assignment).
- 5.2. Assignment topics will be announced on the Meetup.
- 5.3. Solution to the Assignment is every solution developed by the Participant as an answer to the Assignment (hereinafter: Solution).
- 5.4. Solution can have different forms and it can be determined by the Participant.
- 5.5. Every Solution developed during the Competition remains in the possession of the Participant. Organizer is obliged not to use any developed Solutions in part or in whole.
- 5.6. For developing a Solution, the Participants can use the Internet. The Internet can be used as a supporting tool.
- 5.7. For developing a Solution, the Participants can use the programming language of their will.
- 5.8. Participant will have 10 (ten) hours to develop a Solution.

6. Meetup

- 6.1. Definition: Meetup will be organized with an aim to familiarize the Participants and Mentors, to form teams in case there are some individuals or incomplete teams and to explain all doubts about the Competition.
- 6.2. Time: Meetup will be held on December 11, 2020 from 17.30 to 18.30.
- 6.3. Location: Meetup will be organized through an online platform, about which the selected candidates will be additionally informed.
- 6.4. In order to participate in the Competition, the Participant must attend the Meetup.
- 6.5. In case the Participant doesn't attend the Meetup, they won't be able to participate in the Competition. Next best candidate from the base will be invited to participate in the Competition.
- 6.6. Next candidate will be informed till 20.00 on December 11, 2020.

7. Jury and announcing the winner

- 7.1. Experts jury (hereinafter: Jury) will rate developed Solutions.
- 7.2. Experts from Namics software agency will be the members of the Jury. Jury will declare the winner of the Competition.
- 7.3. Jury will rate the Solutions using rating parameters described in Section 8.

8. Rating parameters

- 8.1. Only final Solutions will be rated.
- 8.2. Jury will decide about the winner at its sole direction. The decision cannot be reconsidered, and the Participants and Organizer must accept it as final.
- 8.3. Jury will decide the winner by a consensus.
- 8.4. If the consensus isn't possible, the decision will be made by voting. In case the decision is made by voting, the winner will be the members of the team whose Solution gets the majority of votes.
- 8.5. Criteria for rating the Solutions are originality, applicability and included technical parameters.
- 8.6. Originality applies to the uniqueness of the Solutions compared to the already existing solutions.
- 8.7. Applicability applies to how delivered the Solutions can be used for solving the assigned task.
- 8.8. Technical parameters apply to included users and some type of customized experience (requires backend + frontend) and must have some part of a code that runs (no .ppt presentations, design tools mockups and similar options are allowed).

9. Awards

- 9.1. Namics – A Merkle Company will award the winning team.
- 9.2. Award for the winning team will be tickets for an IT fair and conference in Serbia. Awarded Participants will be informed about the name of an IT fair and conference on December 12, 2020 only after the Competition is finished and they will get their tickets shortly before an IT fair and conference.
- 9.3. Organizer has the right to change the awards.
- 9.4. The awards cannot be to other persons nor they can be exchanged for money.
- 9.5. Award winners will be known on December 12, 2020 only after the Competition is finished.
- 9.6. Names and Solution descriptions of the award winners can be used in media communication.

10. Responsibilities of Organizer

- 10.1. Organizer is obliged not to use in any part, form or for any purpose the Solutions developed by the Participants.
- 10.2. Organizer is not responsible for the activities of the Participants during the Competition.
- 10.3. Organizer is not responsible for the accidents, injuries or any property damages of the Participants during the Competition.

11. Additional information

- 11.1. For any further information contact teambelgrade@namic.com for help.
- 11.2. Organizer holds the right to revise or change the Rules and Regulations document either partly or completely.
- 11.3. Organizer holds the right to suspend, cancel or change the Competition partly or completely in case any technical, commercial, or functional issues emerge.
- 11.4. In case of suspension, cancellation or change of the Competition, the Organizer is due to timely announce the information on cancellation.
- 11.5. Participants' names, surnames and pictures can be use in case of media promotion related to the Competition.
- 11.6. This Competition is subject to the laws of the Republic of Serbia.

12. General Data Protection Regulation (EU-GDPR)

- 12.1. With your permission, your data will be collected, processed, and used for the following purposes: communicate with you for contest-related purposes, include your name and picture in media and social media communication if you are a member of the winning team. Data will be kept in the period of six months.
- 12.2. Your personal data will be collected, processed, and used in the context of the aforementioned objectives in accordance with the General Data Protection Regulation (EU-GDPR).
- 12.3. The collection, processing, and use of your data take place on a voluntary basis.
- 12.4. Furthermore, you can revoke your consent at any time without any adverse consequences. Please send any notice of cancellation to: Namics d.o.o.; Bulevar kralja Aleksandra 28, SRB-Beograd 11000; E-Mail: teambelgrade@namic.com. In the event of cancellation, your data will be deleted upon receipt of your notice.
- 12.5. Further information on data protection can be found on the homepage: <https://namics.com/datenschutz>.