

# Cognizant Softvision Programmers' Week 2019 - Coding Contest

## Rules of Competition

### I. Organizer

1.1. "Coding Contest" is a competition organized during the event "Programmers' Week 2019" provided by Softvision SRL ("Softvision", "Organizer"), a Romanian company with headquarter in Cluj Napoca, 57-59 Republicii street, Cluj county, fiscal code RO10938454, registered with the Trade Register under no. J12 / 1345/1998.

1.2. Softvision's scope is to support the Romanian IT environment and involve the participants of "Programmer's week 2019" event in challenging tech and coding activities. With this goal in mind, Softvision is organizing the biggest live Coding Contest – Hackathon in Romania to date.

1.3. The concept and format of both the main event "Programmer's week 2019" and of "Coding Contest", including software, files, rules, documentation, discoveries, ideas, inventions (whether or not patentable or reduced to practice), improvements, processes, developments, materials, and data that the participants develop, make, conceive, or devise, and all intellectual property rights related, including, but not limited to, all copyrights, patents, trade secrets, or other intellectual property rights associated shall be owned exclusively by Softvision, subject to the provisions of Law no. 8/1996 on copyright and related rights.

### II. Competition schedule and territory

2.1. The competition takes place on the territory of Romania, and the Intercontinental Hotel in Bucharest, 1<sup>st</sup> floor, Ronda room, located in Bucharest, 4 Nicolae Balcescu Boulevard, District 1, between October 8 and October 20, 2019.

#### 2.2. Schedule phases

No.	Phase	Start date	End date	Location
1	Open call for entry	August 20, 2019	October 10, 2019	Romania
2	Judging of entries	October 13, 2019		Romania
3	Announcement of the detailed challenges to the selected team	October 11, 2019 08:00	October 14, 2019 10:00	Romania
4	Build the concept	October 11, 2019 10:00	October 16, 2019, 24:00	Romania
5.	Assessment of submitted concepts	October 16, 2019	October 18, 2019	Romania
5	Presentation of project	October 19, 2019 9:00	October 19, 2019 11:00	Bucharest, Intercontinental Hotel
6	Coding contest	October 19, 2019 11:00	October 20, 2019 06.00	Bucharest, Intercontinental Hotel
7	Presentation and demo of the application	October 20, 2019 9:00		Bucharest, Intercontinental Hotel

8	Judging of applications	October 20, 2019		Bucharest, Intercontinental Hotel
9	Announcement of Winners	October 20, 2019 19:00		Bucharest, Intercontinental Hotel

**III. General conditions**

3.1. Organizers' and Judges' decisions are final and binding in all matters relating to this competition, including interpretation and application of these rules (without prejudice of any claim that could be filed before the Court). Potential winners may be contacted by organizer via email. The organizer reserves the right, in its sole discretion, to disqualify any individual found tampering with the entry process or entry materials or otherwise interfering with the proper administration of the competition or violating these rules and void all associated entries and/or votes.

3.2. By entering the competition, and to the extent allowed by law, the individuals grant the organizer and their affiliates, licensees, promotional partners, developers, legal representatives, assigns, agents and licensees from the moment of submission of their entry, a worldwide, royalty-free, non-exclusive, sub-licensable, unconditional and transferable license to use, reproduce, adapt, modify, publish, distribute, transmit, publicly perform, broadcast, create a derivative work from, and publicly display (without limitation as to when or to the number of times used), the application submitted, the name, and statements without further review, notice, approval, consideration, or compensation to the individual or any third party in connection with (i) Organizers' and the Judges' evaluation of the submitted application for purposes of the competition and (ii) advertising and promotion via communication to the public or other groups, including, but not limited to, the right to make screenshots, animations and photo clips available for promotional purposes.

3.3. By entering the competition, the individual agrees to comply with the present rules of competition and Softvision's Privacy Policy (<https://www.cognizantsoftvision.com/privacy-policy/>), which are incorporated by reference into these rules. By entering the competition, the individual represent and warrant that he obtained all of the rights, licenses, and permissions in writing from any person who may have helped or participated in the creation of the application submitted; and that the individual entry in the competition conforms to these rules, does not include music, trademarks, logos, or any copyrighted material not owned by the individual (this includes things like company names, music, photographs, works of art, television, movies, or other media) or otherwise infringe or violate the rights of any third party or any other intellectual property rights; is not subject to any third party agreement(s) and no third party consents and/or licenses are required in connection herewith, and that the organizer will not be required to pay or incur any sums to any person or entity, including without limitation, any copyright collecting societies or holders of copyrights, neighboring rights, or moral rights, or persons representing such, and any person acting on their behalf as a result of its use or exploitation of the idea, entry materials or rights therein.

3.4. By entering the competition, the individual represent and warrants that the participation in the competition or any competition related event, will not contain content which promotes violence or harm to another living creature or any other offensive, obscene or inappropriate content; will not include threats of any kind or statements that intimidate, harass, or bully anyone; will not violate any local, state, national or international law; and will not post any content that would encourage or provide instructions for a criminal offense.

3.5. "Coding contest" is open to individuals 18 years of age or older as of August 20, 2019. The organizer reserves the right to verify the individual's eligibility to participate in the competition by validating the id cards of the participants, if any he has any suspicions. The organizer reserves the right to disqualify any

individual, whom it determines in its sole discretion has violated the spirit of the competition or has breached one of this competition rules at any time during the competition.

3.6. In case of any discrepancies between the data provided to the organizer (by any of the participant team members) and reality, the respective participation of the team is invalidated without any need of other formalities.

3.7. The organizer is not obliged to carry the correspondence regarding the requests of the non-winning participants.

#### **IV. Submission terms**

4.1. This is a team contest, so the entry is conditioned by the existence of a team formed of 4 to 6 individuals. The members of the team will use their own laptops to solve the challenges.

4.2. The entrants can sign up for the competition any time during the Open Call For Entry phase.

4.3. Entrants must complete all section of the template on the competition site - [programmersweek.com](http://programmersweek.com):

- *For the registrant:*

- first name;
- last name;
- email address;
- event: - Coding Contest
- Phone number;
- technology;
- experience in the technology field (years);

- *For the team members:*

- name and surname;
- technology;
- experience in the technology field(years);
- email address

4.4. The language of the competition is English. All the submission, challenges details, coding contest, judging will be in English.

4.5. The organizer reserves the right to review the submissions received, and will announce the teams selected to enter into the effective competition. The judging of the entries will focus on at least the following criteria:

- number of team members;
- level of experience of the team;
- technology diversity within the team.

#### **V. Coding Contest mechanism**

5.1. The selected teams will be announced via email on October 14, regarding their acceptance in the contest, and also regarding the details of the 4 challenges of the contest.

5.2. The contest will focus on 4 main topics: CHAT BOTS, AR/VR, IoT , and Machine Learning, as it follows:

- CHAT BOTS - The detailed challenge will be announced to the selected teams.
- AR/VR - The detailed challenge will be announced to the selected teams.
- IoT - The detailed challenge will be announced to the selected teams.
- MACHINE LEARNING – The detailed challenge will be announced to the selected teams.

The teams are able to choose only one of the challenges.

5.3. During the Build of concept phase, the teams will create the strategy, plans and the digital application source code needed to solve the selected challenge. The code will be updated in a GitHub location indicated by the organizer, until October 16, 2019, 24:00.

5.4. During October 17, 2019 and October 18, 2019, the judges will assess the received concepts from the selected teams and will prepare their feedbacks.

5.5. In October 19, 2019, the teams are expected in Bucharest, at Intercontinental Hotel to present the concept build in the previous phase.

The presentation will take no more than 10 minutes.

After the presentation the team will receive the Judges feedback on their work until that point.

5.6. During Coding Contest phase, the teams will finish the digital application conceived, by implementing in the initial code, the final feedbacks received from the judges, in order to solve the selected challenge.

Teams may not seek hints and/or ask for leads during the contest. They may, however, submit questions about the procedure and/or clarification, to the Organizer who will ensure that all teams receive the same information as deemed necessary.

The final code will be updated in in a GitHub location indicated by the organizer, until September 15, 2019, 6:00.

The organizer will provide for this phase mentorship from 15 Senior Professionals during all the “Coding Contest” day, Raspberry Pi, Google Glasses, monitors, VR glasses/Cardboards.

The location provided by the organizer for the “Coding Contest” phase can be used until October 20, 2019, 06:00.

Catering services during the two days of the competition October 19 and 20, 2019 will be free of charge for all the participants.

5.7. On October 20, 2019, the teams will present the proposed solution in order to solve the selected challenge.

The team must present the application through a PowerPoint presentation and also do a live demo of it.

During this phase, each of the participants of the competition can submit one vote in favor of another participating team, with a value of 20% of the final score.

5.8. After the final presentation, the jury will retreat and asses the applications, the votes received from the participant teams and will select the winners.

## **VI. Judging, Scoring and Determining Winners:**

### *6.1 Judging:*

6.1.1 The jury will be composed by a panel of 10 members elected from the Organizer's most trusted professionals from all technologies, as well as business people, members of delivery teams as well as visitors, clients or other business partners of the Organizer.

6.1.2. The Judges will evaluate the submitted solutions based on the following judging criteria:

- Innovation and originality (20%);
- Solving the challenge (20%);
- Technology used, user experience, functioning user interface, design, content clarity (50%);
- Presentation skills (10%).

6.1.3. The Judges may decide, at their sole discretion, to disqualify participants who do not follow the rules of competition. The Judges will determine the manner and process by which eligible entries are assessed in their sole discretion.

#### *6.2. Scoring:*

The final score will be given by the sum of the team's vote (20%) and judges vote (80%).

#### *6.3. Determining the winners*

6.3.1. Six winners will be selected, 3 highest scoring entries will be selected as prize winners and 3 special mentions, for the most Innovative Tech, the most Original Presentation, and Final Product.

6.3.2. In the event of a tie, each member of the judging panel will rank the tying entries and the most highly rated entry based on the aggregate of the judges will be declared the winner.

6.3.3. If a Winner is found not to be eligible or not in compliance with these rules, the entire team will be disqualified and the Judges may select an alternate winner, in its sole discretion, even if the disqualified team has been shown or announced publicly. The Judge's decisions are final and binding in all matters relating to the competition (without prejudice of any claim that could be filed before a court).

### **VII. Prize details**

#### **7.1. Prizes (6):**

The Winners will be awarded the following prizes, of total \$ 70.000 value:

- 1<sup>st</sup> place - \$ 25.000
- 2<sup>nd</sup> place - \$ 20.000
- 3<sup>rd</sup> place - \$ 15.000
- 2 special mentions of \$ 5.000 each

The total prizes are of 70.000\$.

7.2. The prizes are not transferable, assignable. No substitutions by winner. Prizes are subject to change without prior notice at any time.

7.3. Taxes: Receipt of prizes to potential winners is subject to the express requirement that they submit to the organizer all documentation requested, to permit it to comply with all applicable legislation. This will require providing a copy of the ID card to the organizer for tax reporting purposes. All prizes will be net of any taxes the organizer is obliged by law to withhold. The potential winners are responsible for ensuring that (s) he complies with all the applicable tax laws and filing requirements. If a potential winner fails to provide such documentation or comply with such laws, the prize may be forfeited.

### **VIII. Publication of the Rules of Competition**

8.1. The rules of the competition are available, free of charge, on the contest page within the website programmersweek.com. The participants will not be obliged to pay any amounts to the organizer in connection with the contest or to bear other costs than those which allow them to participate in the contest.

8.2. The organizer reserves the right to modify, without requesting the participants' agreement and without any compensation right for them, any of the present rules of competition, such as, but not limited to, the territory of the contest, the conditions for participation in the contest, the start and end date of the contest (including suspending or terminating the competition), the mechanism, the prizes, etc.

### **IX. Limitations of liability**

9.1. Except where prohibited by law the organizer and their affiliates, licensees, promotional partners, developers, legal representatives, assigns, agents and licensees are not responsible for any incorrect or inaccurate entry of information, human error, technical malfunction, lost/delayed data transmission, omission, interruption, deletion, defect, line failure of any telephone, computer or other network, computer equipment, software or any combination thereof, for the inability to upload or download any competition-related materials, or for late, lost, damaged, misdirected, delayed, garbled, incorrect, inaccurate, stolen, damaged, or incomplete entries.

## **X. Similar ideas**

10.1 The participants understand and acknowledge that: (i) the Organizer has access to ideas, stories, designs, film, tape, video, and other materials, and those new ideas are constantly being submitted to it or being developed by their own employees; (ii) many ideas or stories may be competitive with, similar to, or identical to content in the application submitted by the participant and/or each other in theme, idea, plot, format, or other respects; (iii) The participant is not entitled to any compensation as a result of Organizer's use of any such similar or identical material that has or may come to from other sources.

## **XI. Personal data**

11.1. The following personal information will be collected by Organizer in this competition: first name, last name, email address, level of seniority, coding technology.

11.2. The winners of the competition will provide additional personal information, for tax and statements purposes.

11.3. The collected information will be used solely for the purposes of administering the competition and verifying an individual identity. It is every participant's obligation to provide the Organizer with accurate and up to date information. The entries and created application may not be considered if inaccurate or incomplete information is provided.

11.3. Applicant personal information will be treated in accordance with the Organizer's personal data privacy policy found at (<https://www.cognizantsoftvision.com/privacy-policy/>).

11.4. In the event an individual wishes to withdraw from the competition or opt-out from the sharing of their personal information , he can submit a free request to [marketing@softvision.com](mailto:marketing@softvision.com).

## **XII. Litigation**

12.1. Any disputes arising from this rules of competition will be solved amicably. Otherwise, they will be solved by the competent courts from the organizer's headquarters.