



REGULATIONS & TERMS AND CONDITIONS

Porto, April 2019

Uma iniciativa:



Coordenada por:



Com o apoio de:



This document contains all the basic information and rules of the 2019 edition of HACKACITY Porto, referred from now on as **Hackacity**. It is indispensable that all participants read the entire document in order to understand how Hackacity will function, and take the best out of the experience. All the rules in this document must be applied throughout the whole duration of Hackacity.

Goal of the Event

1. Hackacity has the goal to improve the data that is generated in the city of Porto, through its availability, which allows the future development of solutions that can improve the lives of the citizens.
2. At this event, it is proposed to the participant to build tools, analysis and models, based on the on the public data available from the city of Porto, that can generate the development of useful solutions for the city and its citizens.
3. The goal of the event is to stimulate the discovery of new patterns, that are valid, potentially useful and comprehensible.
4. At the end of Hackacity, each team should present the work developed during the event to the Jury which should address the goals of the Event.

Registration and Eligibility

1. The registration to the Hackacity is voluntarily and can be done individually or as a team. It is only possible to register through the form available on the Hackacity website.
2. Only participants 18 years or older are allowed to register;
3. Hackacity will take place on the 3rd of April of 2019 and the deadline for the registration is defined on the registration form.
4. The participation in Hackacity will be done in teams of 4-5 elements.
5. In case of a team registration, the participant must fill-in the data for all the team members.
6. In case a team has less than 5 elements, there could added one or more elements to the team
 - a. The teams will be created by the organisation based on the answers of the registration with the criterion of diversity (experience, background, etc...).
7. The number of registrations is limited and the criterion for acceptance is by the registration date and time;
8. In case a registration is done as a team, the registration is considered complete when all the team members have completed the registration;
9. The organizer must confirm the validation of the received data of each participant through email;
10. Remote participation is not allowed;

- a. During the Event there could be presence checkpoints. These checkpoints can be done at any time and throughout the event.
11. The participant acknowledges that the registration and participation in Hackacity is free of any charge.

Cancellation Policy

1. The participant has the right to cancel his/her registration, which should be done by contacting the organising team at hackacity@portodigital.pt.
2. In case of withdrawal of any participant, the organisers can decide that a team must be readjusted by adding a new element or can even be disqualified.

Pre-Competition

1. After the registration has been validated, an invitation will be sent to the official communication channel, the DSPT (Data Science Portugal) slack. All participants must join the DSPT slack.
2. One week before the competition a private channel for each team will be created on the DSPT Slack where the team will be able to communicate amongst each other and to start discussing the problem.
3. The team's first task will be to define a name for the team and announce it on the team's slack channel.
4. During the week before of the event, information regarding the competition, such as the description of the data, will be sent to the DSPT Slack.

Agenda and Competition Duration

1. The duration and the program of Hackacity is available on the website;
2. The organisers reserve the right to change the program without any warning;

Data

1. The data that will be available at Hackacity will be related to the city of Porto and will be made available by the Porto City Hall.
2. The organisers are responsible to give access to all the data and its documentation to all teams. The documentation will include all the information about the data, the access information and possibly some sample code.

3. The data might be incomplete and be presented in different formats.
4. The team may use external source of data, as long as that data is publicly accessible. This data can only be used to complete the data already provided by the organisers.

Competition

1. All the team members must be present at the venue of Hackacity during the whole duration.
2. During the competition, all teams will have access to mentors that can help if necessary.
3. The organisers will use all possible effort that all the requirements are met for the good functioning of Hackacity.

Evaluation

1. The projects developed must use the data provided by the organisers.
2. All eligible projects will be evaluated by jury panel selected by the organisers.
3. A prize will be awarded to three teams.
4. The participant and its team will only present on stage the project developed during Hackacity and have an opportunity to receive a prize if:
 1. The data used was provided by the organisers;
 2. All the team members have been at the venue of Hackacity during its whole duration;
 3. The solution proposed is original and doesn't violate any intellectual property;
 4. The team has complied with the present regulation.
5. The projects will be evaluated under the following criteria:
 1. Practical usefulness of the presented ideas;
 2. Clarity of the conclusions presented;
 3. Quality of the reasoning of the conclusions;
 4. Originality in the application of methods, models and algorithms;
 5. Contribution of the team to the improvement of data (identifying problems / proposals of improvement);
 6. Evolution of the team's work during Hackacity.
6. The organiser can change the eligibility and evaluation criteria up until 7 days before the event without any notification.
7. In case it is needed, the Jury will pre-select teams that will present on stage, which will happen one hour before the presentations.
 1. The selection will be done through a meeting between the jury and mentors.

Prizes

1. The prizes will be announced on the Hackacity website and the organisers have the right to substitute the prizes up until the day of the event without any warning .
2. No prizes will be distributed if no project is eligible.

Rules of Conduct

1. The organisers aim to provide a creative, fun, cooperative and innovative environment. For this, it is extremely important that each participant acts in a cordial and respectful manner.
2. The consumption of alcoholic beverages will be controlled and limited during Hackacity.
3. It is forbidden to smoke or consume similar product in the space where Hackacity will take place. For obvious reasons, it is also forbidden the use of any illegal drugs or medications.
4. The use of obscene language, abusive or threatening behaviour towards other participants will not be tolerated.
5. During the event, any activity found to be suspected should be reported immediately to a member of the organisation.
6. The organisers reserve the right to expel any participant that does not respect these regulations.

Intellectual Property

1. The participant accepts that all ideas, projects and collaboration between the participants of Hackacity are Intellectual Property of the participant or the team that presents them (the Author).
2. The participant will not use any original idea or its information to generate revenue without the authorization of the Author.
3. The participant agrees to not disclose any information about an original idea or its information without the authorization of the Author.
4. The Intellectual Property and the work developed before, during and after the event belongs to the participant and its team.
5. The organisers are obliged to confidentiality, unless authorized otherwise by the team.

Equipment and Commodities

1. The organizers will provide a space for the development of the activities planned for the event.
 - a. This space will be properly identified during the course of the activity.
 - b. Participants will be able to use this space during the opening hours of the event.
2. Participants agree that the facilities and infrastructures dedicated to the event will be used exclusively to carry out the participation in Hackacity.
3. The teams will have access to Wi-Fi and data from the city of Porto to support the development of the projects. They should bring computers and other equipment that they find relevant.
4. Meals are included in the program.

Personal Information

1. Personal information provided to the organizers will not be shared with third parties.
2. The DSPT Slack and e-mail will be the predominant means of communication used to send communications, newsletters and / or announcements.
3. The participant undertakes to cooperate with the organisers by responding to questionnaires and providing comments on the event and the evolution of its project.

Personal Property

1. The Hackacity organizers are not responsible for the loss or damage to the participant's personal property.

Final Dispositions

1. Participation in Hackacity implies acceptance of all the terms of the present regulations.
2. The organizers reserve the right, for reasons of force majeure, to amend the present regulations.
3. All cases not mentioned or not clearly stated in the present regulations shall be assessed and decided by the organizers and / or the Jury, depending on the circumstances.

The organizers wish that all participants can take full advantage of Hackacity: To learn as much as possible, contribute to a smarter city, share knowledge and experience and, above all, have fun.

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