World Data League
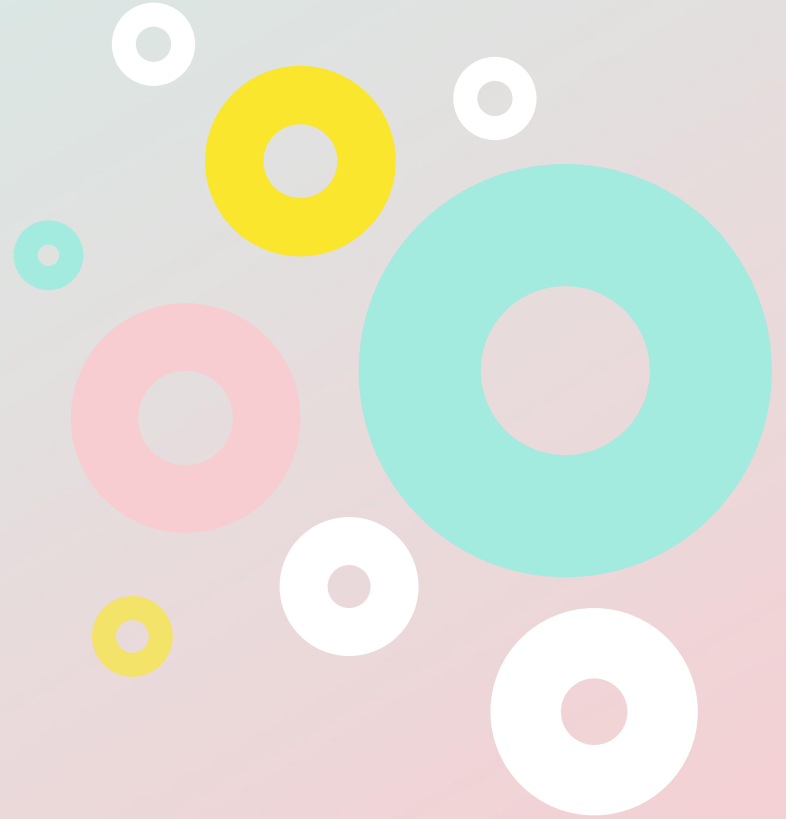
Participant Guidebook 2023 v.1

WDL.

Overview

First of all - HUGE CONGRATULATIONS for being part of the World Data League 2023. We are so excited to have you joining us on this quest to find the best data scientists by solving social-oriented problems. The journey you just started will lead to making a real impact with results we can all be proud of!

During the following months, you'll compete as a team, from the comfort of your homes, using your own computers and wi-fi. However, we hope that the global situation will allow for the finals to take place in person in Portugal.

There is a lot of information to pass on to you, so please hang tight as we cover the highlights.

Are you ready for the competition? The countdown has already begun and the excitement is growing every day!

We remain at your service,
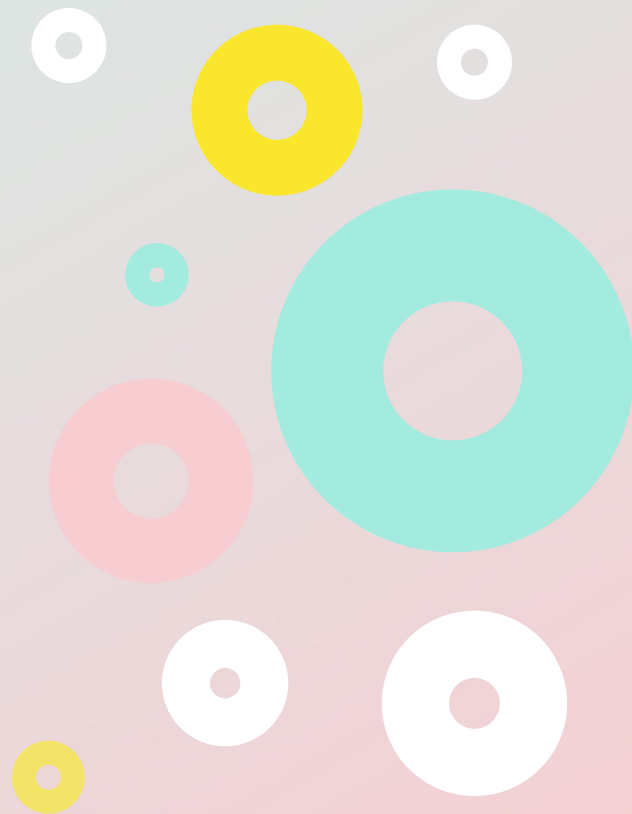
The World Data League Team

WDL Rule Book

Every competition has rules and regulations and [World Data League](#) is no different.

Please take the time to familiarise yourself with the do's and don'ts of the event in our
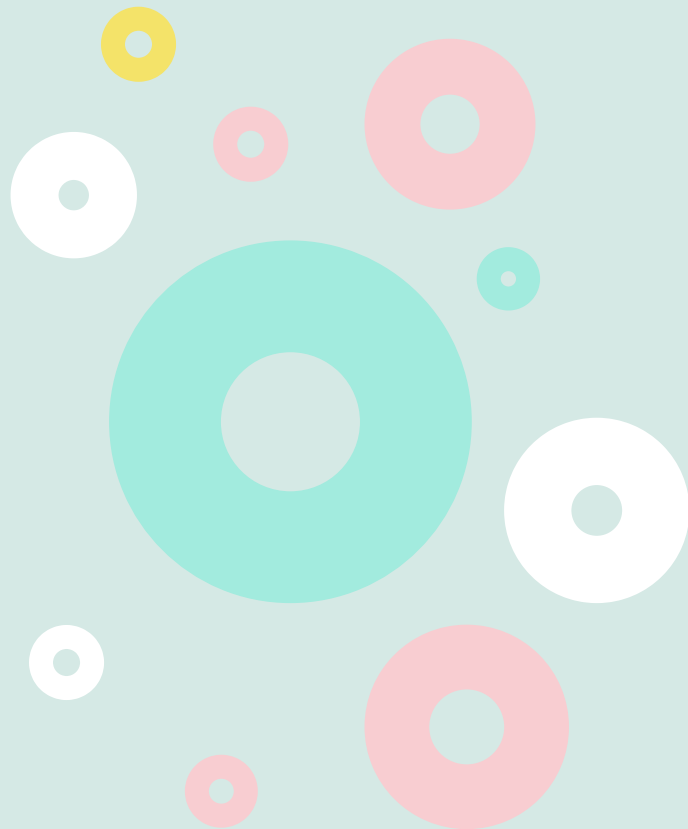
RULE BOOK

Platforms

1. Discord

We created the WDL Discord server to help people come together with the same purpose: love for data science. It can be an amazing place for people to connect from all around the world and create a great work and friend network!

To ensure that everyone has a good experience on our Discord server, we want to establish a few (obvious) guidelines:

- Do not organize, participate in, or encourage harassment of others. Disagreements happen and are normal, but continuous, repetitive, or severe negative comments may cross the line into harassment and are not okay.
- Do not make threats of violence or threaten to harm others.
- Do not evade user blocks or server bans. Do not send others viruses or malware.

If you come across a message that appears to break these rules, please report it to us. We may take a number of steps, including issuing a warning, removing the content, or banning the accounts and/or servers responsible.
This list is not exhaustive and WDL reserves the right to remove users who do not comply with repeated requests from the organization team to change their behavior

Below you can find the WDL Discord channels. Please try to comply with the purpose of each channel so we can have all the information well organized and easy to find.

#Channel	Type/ Limitations	Who?	Purpose
#wdl-welcome	Public/Text	Everyone	Say hello to all in the Community.
#wdl-helpdesk	Private/Text	Participants	Clarify doubts regarding the competition format, agenda, or deadlines.
#wdl-announcements	Private/Text Only WDL team can send messages	Participants Experts	Announce league leaderboard. Reminders for competition challenge deadlines.
#wdl-challenge-support	Private/Text	Participants Topic Entities	Clarify questions about the challenge scripts and datasets with the topic entities.
#wdl-mentoring	Private/Text	Participants Mentors	Mentors/Experts answer technical questions regarding the topic/challenge.
#wdl-[team's name]	Public/Text	Team Pool of mentors	Each team and assigned mentor has a private channel to discuss league related topics. It's encouraged that the communication between the team and mentor be conducted in this channel.
#wdl-general	Private/Text	Everyone in the competition	Introduce yourself and get to know everyone. Fun and networking activities are going to be announce here. All topics are welcome.

Note 1: The WDL Team is present in all the channels
Note 2: The #wdl-[team's name] channels will be available once the league starts

2. Live Sessions

Throughout WDL, we will be hosting several live sessions - more details will be shared in the Schedule section. Access to these live sessions will be given through our Discord, where the link to the live feed will be shared.

By accessing the link, you will be able to watch the live feed.

All live sessions will have one or more rounds of Q&A sessions where you have the chance to ask questions to the speakers by posting questions in the live comment box. These questions will be filtered by the host and get asked live by order of preference.

3. Submission Platform

The submission platform is where:

- All challenge solutions will be submitted by your team.
- You will find leaderboard updates.
- The jury will evaluate your submissions.
- You may check all competition deadlines.

DASHBOARD

Your first view in the Submission Platform will be the Dashboard. The WDL timeline sits at the top of the Dashboard, where you can scroll back and forth between the dates.

Below that, you'll find each of the Phases - one card for each, all color-coded:

- White background with yellow label, for the ongoing phase.
- White background with pink label, for the upcoming phases.
- Transparent background with pink label, for the finished phases.

World Data League 2022

Stage 1 — Evaluations in progress

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Starts: February 23, 2022 05:35 GMT+1
Submissions end: February 24, 2022 03:56 GMT+1
Evaluations end: February 25, 2022 19:35 GMT+1

CHALLENGES SUBMISSIONS CHECKPOINT SCORES
LEADERBOARD

Stage 2 — Not started

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Starts: March 20, 2022 05:35 GMT+1
Submissions end: March 22, 2022 05:35 GMT+1
Evaluations end: March 28, 2022 05:35 GMT+1

CHALLENGES SUBMISSIONS CHECKPOINT SCORES
LEADERBOARD

3. Submission Platform

When a Phase Opens, the Phase topic and available challenges will be visible. When a Phase ends, a new option **Score** appears at the bottom of the card, where you can select to view a detailed overview of your evaluation, including your final score and jury feedback. A new option **Leaderboard** will also appear, where you can click to view the leaderboard for that phase. Click on the open phase to see more.

PHASES

Clicking on a phase will take you to a separate page to view the available challenges and submit your solution. Here you are able to download the complete Challenge Description (.pdf), the Notebook Template (.ipynb) and the Executive Summary Template (.md).

Stage 1

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

Challenges

Challenge 1

Lorem markdownum precari *illum*, sua mei tumultus poscentem nostroque ex ulla vellet ut vultu arvo. **Relicta** unam, timor tuos undas etiam visa dei serpunt arvo nodosa eburnea nec proles ipse, inpatiens, artes. Adit spemque amplectitur salute crimine umbra simul intellectumque aversa nolet et parte praesens profundum!

Victrix dedignata perque incubuit reposco, admirantes, Aeacon aurum et. Hastae siqua utque? Is est: poterat unum do hamo! In mutet est, committere erat repugnat vivo dare vibrant, rogata. Arsit **ubi meo Caesaris** potens.

- Amat verbaque Eumenides oculis
- Dixerat sicut ab dolens redeant ad iaculi
- Penetrale salutifera caput

Challenge X

Lorem markdownum precari *illum*, sua mei tumultus poscentem nostroque ex ulla vellet ut vultu arvo. **Relicta** unam, timor tuos undas etiam visa dei serpunt arvo nodosa eburnea nec proles ipse, inpatiens, artes. Adit spemque amplectitur salute crimine umbra simul intellectumque aversa nolet et parte praesens profundum!

Victrix dedignata perque incubuit reposco, admirantes, Aeacon aurum et. Hastae siqua utque? Is est: poterat unum do hamo! In mutet est, committere erat repugnat vivo dare vibrant, rogata. Arsit **ubi meo Caesaris** potens.

- Amat verbaque Eumenides oculis
- Dixerat sicut ab dolens redeant ad iaculi
- Penetrale salutifera caput

Submission

Your team has submitted a notebook, a video and an executive summary at Feb. 23, 2022, 5:49 p.m. by Participant 1.
If you wish you can submit again, but be aware that only **latest submission will be considered.**

Challenge

What challenge does this submission solve?

Jupyter Notebook

Browse...   No file selected.

3-min video pitch

Browse...   No file selected.

MP4 Video (< 100MB)

Executive Summary

Browse...   No file selected.

Executive Summary (< 25MB)

SUBMIT

Leaderboard
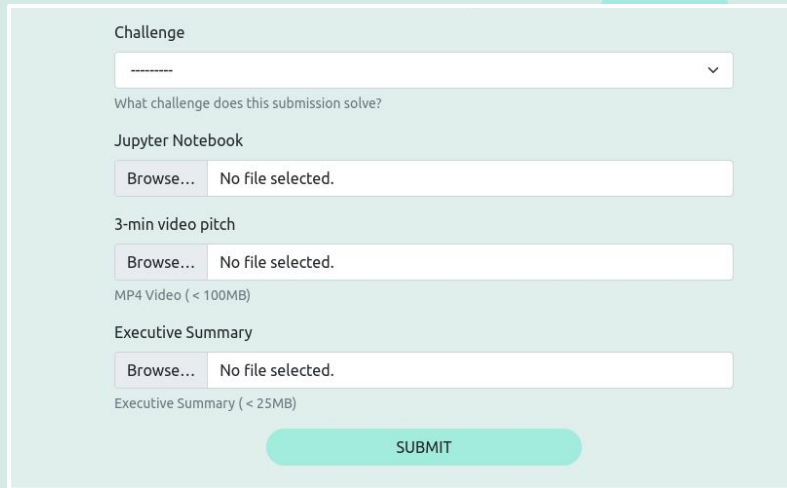
#	Team	Points
1	Team 1	10

3. Submission Platform

When you're ready to submit your solution, use the 4 boxes at the bottom of the page to do so. First, select the challenge for which you are submitting. Then upload your notebook, video pitch and executive summary. A message will appear saying that your submission was received and you may now preview all your deliverables.

On this page, you are able to view the score you received for that specific phase, along with feedback from the judges. This allows you to make improvements from one phase to the next as you collect real feedback from the judges evaluating your submissions.

You may also check the leaderboard for the current phase.

Challenge

[--------- ▼]

What challenge does this submission solve?

Jupyter Notebook

[Browse...] [No file selected.]

3-min video pitch

[Browse...] [No file selected.]

MP4 Video (< 100MB)

Executive Summary

[Browse...] [No file selected.]

Executive Summary (< 25MB)

[SUBMIT]

3. Submission Platform

LEADERBOARD

From any page of the platform, you may select the option Leaderboard on the top menu to view your position and points status.

Leaderboard

#	Team	Points
1	Team 1	10

Our experts

Throughout the competition, Mentors will be available to assist you as you navigate the challenges. Each team will be assigned one Mentor and will be able to talk to them privately in #wdl-[team's name] private channel and schedule a mentoring video call (according to the Mentor's availability) with them. The Mentors have limited availability, so be sure to schedule your meetings in advance.

Each Team must schedule at least one meeting (Checkpoint) during the First Phase.

If you submit your solution without completing the required Checkpoints, there will be a **50% points penalty** on your First Phase score.

A **#wdl-mentoring** Discord channel has been set up where participants can reach out for specific technical questions.

You can meet the brilliant minds who will mentor and evaluate at the World Data League by clicking the link below..

EXPERTS

Our Partners

You must be wondering who helped make this amazing competition possible. Please meet the Partners who are playing a key role in delivering the very second edition of the World Data League.

PARTNERS

League Phases & Challenges

WDL is organised in 3 stages: First Phase, the Semi-Finals and the Finals. Each Stage tackles a different topic related to the UN Sustainable Goals.

The top-15 Teams of the leaderboard will be invited to participate in the semi-finals and the best 5 Teams will access the finals.
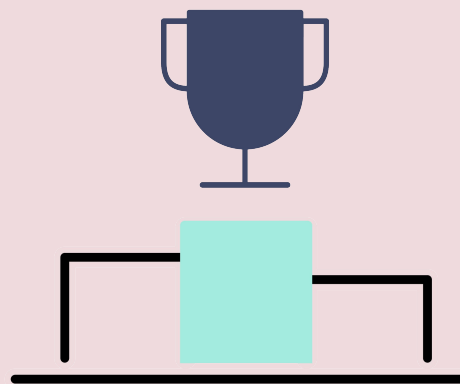How each stage works as indicated below.

Phase 1

At the beginning of each Stage, we will announce the available challenge. There will be 3 weeks to solve this challenge.

Roughly 1 - 2 weeks after Phase 1 has begun, you will have a Team Checkpoint **with a mentor**. This mandatory checkpoint consists of a mentoring session but your work will not be evaluated at this point. Failure to schedule and attend the mentor checkpoint will result in a 50% points penalty for your phase one submission. **It is your responsibility to schedule the checkpoint** and be mindful that mentors might not be available on short notice. The checkpoint can last from 20 to 30 minutes, but it is completely up to you and the availability of the mentor to make it longer.

Phase 1

Semi-Finals

The best 15 teams from the Phase 1 will compete for a spot in the finals.

The top 5 teams of the Semi-Finals will move on to compete in the finals. There is no **obligatory** checkpoint in the semi-finals but we highly encourage holding at least one meeting with your assigned mentor.
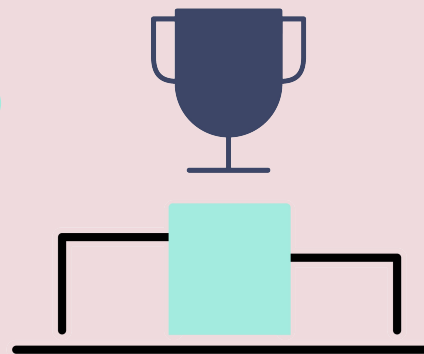
SEMI-FINALS

Finals

The finals will get a bit more intense! You will have 2 weeks to work on the challenge at hand. Besides the required deliverables, you will also present your solution to a panel of domain experts. **You must attend the pitch training session (if applicable) before the final pitch**.
Ideally, the presentations will happen at a live or hybrid event in Portugal, although the feasibility of this event is still being studied and will be announced up until the end of the first phase.

FINALS

Prizes

2

ND PLACE

2.500€

1

ND PLACE

5.000€

3

ND PLACE

1.000€

Excellency pool prize

In the First Phase and Semi-Finals, there will be a prize pool of **3000€** - per stage - to be split proportionally across the teams with over 225 points.

Social Impact Award

The Social Impact Award (**500€**) will be attributed to the team with the highest social impact score between First Phase and Semi-Finals.

Challenge Submissions

The challenge is submitted via 3 main deliverables:

The Pitch

Executive Summary
([template here](#))

Jupyter Notebook
([template here](#))
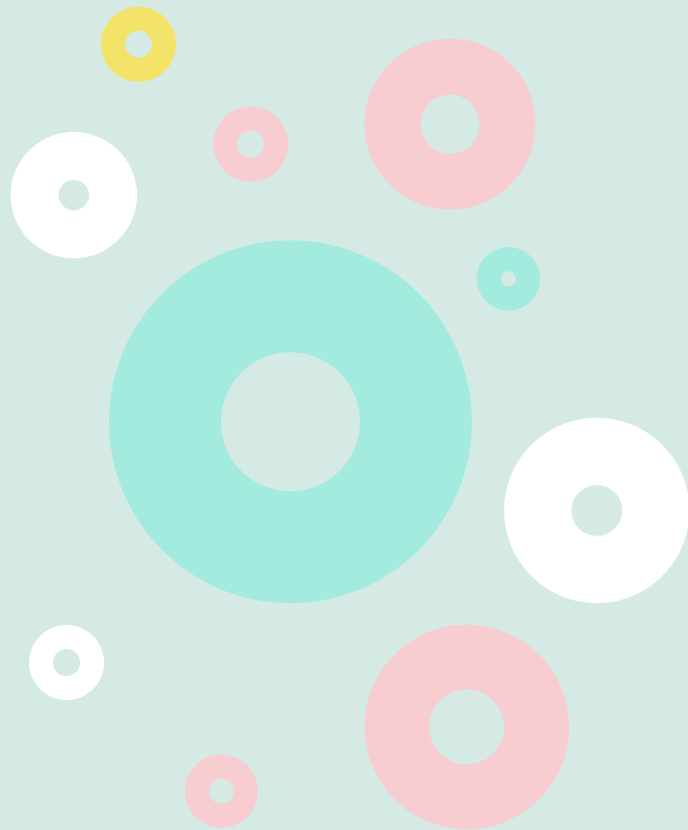
Pitch

<u>Max. Length:</u> 3 minutes (the jury will only evaluate the first 3 minutes)

<u>Content:</u> The 3 minute-long video should be a summary of your executive summary. It will give context to the jury on what to expect to read in the executive summary and when looking at the code.

A typical pitch might have the following structure:
1. The problem is A (small context of the problem)
2. We decided solve the problem by B (mention briefly which algorithm you used)
3. We had the result which is C
4. The model can be used to build D
5. By implementing the model it will have an impact of E on F

<u>Visual support:</u> The most important thing about the pitch is the message, but if you see visual aid is necessary, specially to show graphics - Feel free to add them!

Executive Summary

The executive summary is to be submitted in Markdown format (.md file) following the template. You cannot change the headers but should remove the text in the template. You can also add any lower-level headings.

In the case you want to use images, please reference those to your jupyter notebook.

Read and follow the instructions on the template.

Jupyter Notebook

This is where you build your solution and prove it actually works! The jupyter notebook is to be submitted in a Jupyter format (.ipynb) file following the template. You can remove any text but do not remove the headings that are not optional.

You can add subheadings of a lower level.

Read and follow the instructions on the template.

Schedule

Take a look below at the schedule starting on March 1st and be sure to mark your calendars.

Phase 1

Virtual doors open at 18:00 for all live events

22 - 31 March	ongoing	Team Badge Activity
30 March Thursday	18:00 - 20:00	WDL Kick-Off WDL Show Phase 1 Launch Phase 1 Fireside Chat
5 April	TBD	Q&A with Topic Entities
20 April Thursday	13:00	End of Phase 1

All times reflected are GMT, times and content are subject to change

Semi-Finals

Virtual doors open at 18:00 for all live events

3 May Wednesday	18:00 - 19:30	WDL Show Semi-Finals Winner Semi-Finals Launch Semi-Finals Fireside Chat
24 May Wednesday	13:00	End of Semi-Finals

All times reflected are GMT+1, times and content are subject to change

Finals

Virtual doors open at 18:00 for all live events

2 June Friday	18:00 - 19:30	WDL Show Semi-Finals Winners Finals Launch Finals Fireside Chat
23 June Friday	13:00	End of Finals

All times reflected are GMT+1, times and content are subject to change

Activities

We will have a fun get-to-know activity at the beginning of the League so everyone in the WDL community can get started making connections.
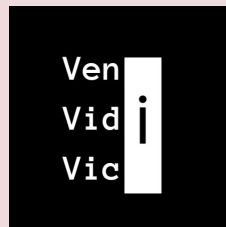During the League, there will be career related activities.
Activities are not required but they are a great way to catch a breath from thinking about challenges, get to know our awesome partners and help your career.

Team badge activity:

Certainly you have a favourite movie, series, cartoon or game. Is there any "family" that your team is similar to? We encourage you to introduce yourself on #wdl-general Discord channel, explain your choice and make it your own team badge. Your team badge will be representing your team in Discord.
Here are some team badges from previous editions to inspire you.

Tips and Tricks
to get to the Finals!

- Talking about tasks in teams: **Teamwork is very important** here. The top teams in previous editions all said that team coordination and collaboration is important. Make sure you know how to **divide your tasks well**.

- Storytelling: The deliverables all should have a **logical flow** which **allows the jury to understand** your solution to the fullest and why it would work.

- Do not assume that the person who will read your report and code has full context. **Give proper context** for each code block.

- **The number of charts =/= from the number of points you will get**. Include a couple in the main part of your code, but if you'd like to include many similar charts, add the rest to the annex and just mention that they are there and they are similar.

- You do not need to be a viz-kid and make awesome visualizations in your reports, but **do not forget the basics**: Labels and captions. **Make sure that reading the visualisation is easy**.

Tips and Tricks
to get to the Finals!

- You might have also tried a lot of things that did not work. List them in your jupyter notebook in the main section but move the code to the appendix.

- We saw many good solutions, but many of them were not communicated clearly. **Take your time to write the executive summary**.

- **Clean your notebook**: Make sure that unnecessary prints are not there.

- Make sure that your jupyter notebook is **runnable**.

- Take breaks to **clear your head**. We know you are 100% devoted to winning but having some time to gain perspective might help your end solution.

- **Know your audience**: understand who the judges are and think about what might be important in a solution from their perspective.

WDL Team

This is us. Some of us have several years of experience in organizing tech events. Others are passionate about social impact and sustainability. Together, we believe we can use data to make the world a better place.

Fabiana Oliveira
Head of Communication and Design

Organizing tech events by day. Volunteering and learning new things by night.

Miguel José Monteiro
Co-Founder | Head of Operations

Data Product Manager at a MedTech startup by day. Accelerating the data for social impact movement by night.

Leonid Kholkine
Co-Founder | Head of Competition

Allround coder and pursuing a Ph.D. in Data Science / Machine Learning by day. Organizes data science and tech initiatives by night.

Rui Mendes
Co-Founder | Head of Finance

Works on the sustainability of social impact projects by day. Gathers people together around tech and data science by night.

Margarida Abranches
Head of Community

Supports BI solutions for the Healthcare system by day. Promotes social equality to bring communities together by night.

Aleksandra Borkowska
Community Manager

Project Manager in MarTech by day. Event organizer and bookworm by night.

WDL Team

This is us. Some of us have several years of experience in organizing tech events. Others are passionate about social impact and sustainability. Together, we believe we can use data to make the world a better place.

Celso Santana
Designer

Designer in a digital marketing startup by day. Tries to use design to make what surrounds us easier, enjoyable, and sustainable by night.

João Martins
Web Developer

Builds and maintains web projects by day. Builds and maintains other types of web projects by night.

Tamara Fingerlin
Data Scientist

Developer Advocate helping people to write better data pipelines by day. Writing poetry and lucid dreaming by night.

Let's do this!

www.worlddataleague.com

participants@worlddataleague.com

Our social networks

WDL.