



## **Official Rules & Regulations**

**Imagine Cup**

**2021 Season**

**Version 1**

**October 29, 2020**

## SPONSOR

These are the Official Rules ("Rules") that govern how the Microsoft Imagine Cup Competition operates (the "Competition"). Microsoft Corporation, One Microsoft Way, Redmond, WA, 98052, USA, is the Competition sponsor ("Sponsor").

## DEFINITIONS

In these rules, "Microsoft", "we," "our," and "us" refer to Sponsor and "you" and "yourself" refers to an eligible entrant, or the parent/legal guardian of any Competition entrant who has not reached the age of majority to contractually obligate themselves in their legal place of residence. By entering, you, or your parent/legal guardian if you are not the age of majority in your place of legal residence, agree to be bound by these Official Rules.

## OVERVIEW

The Imagine Cup is a skill-based Competition and will also consist of a prerequisite Sweepstakes as part of Round 1. Open to students around the world, the Imagine Cup Competition seeks to honor the most innovative, accessible, ground-breaking, and appealing software built with Microsoft tools and technology.

The Competition may be structured differently based on the country/region you are representing. Please make sure to read your local country/region competition rules (if applicable) to better understand how to participate in this competition before registering or submitting an entry. If there are any inconsistencies between these Official Rules and your local country/region Competition Rules, these Official Rules will govern.

## ENTRY PERIOD

This Competition starts at 00:01 Greenwich Mean Time ("GMT") on 19 May 2020 and ends in May 2021 ("Entry Period") and will consist of three separate rounds as follows:

<b>ROUND</b>	<b>START DATE (all times 00:01 GMT)</b>	<b>END DATE (all times 23:59 GMT)</b>
<b>Round 1 – Registration and Microsoft Learn Challenge</b>	May 19, 2020	January 22, 2021
<b>Round 2 – Online Semifinals</b>	October 2020	January 29, 2021
<b>Round 2 – Local Events</b>	Varies by region	Varies by region
<b>Round 3 – World Finals</b>	March 2021	April 2021
<b>Round 4 – World Championship</b>	TBD	May 2021

During Round 1 (Microsoft Learn Challenge), entries must be received during the applicable monthly Entry Period to be eligible. Valid entries will carry over to all remaining Round 1 Entry Periods unless selected as a winner.

## Microsoft Learn Challenge Sweepstakes (Round 1) Entry Periods:

START DATE (all times 00:01 GMT)	END DATE (all times 23:59 GMT)
October 14, 2020	October 31, 2020
November 1, 2020	November 30, 2020
December 1, 2020	December 31, 2020
January 1, 2021	January 22, 2021

## ELIGIBILITY

You are eligible to enter if you meet the following requirements at time of entry:

- **You are** at least 16 years of age as of 14 October 2020 and are actively enrolled as a student at an accredited educational institution that grants high-school or college/university (or equivalent) degrees (including home schools) at any time between 19 May 2020 and May 2021; **and**
  - If you are 16 years of age or older but have not reached the age of majority in your legal place of residence, then you should ask your parent's or legal guardian's permission prior to submitting an entry into this Competition.
- **You are NOT** a resident of Cuba, Iran, North Korea, Sudan, Syria, and the Region of Crimea; **and**
  - U.S. export regulations prohibit the export of goods and services to Cuba, Iran, North Korea, Sudan, Syria, and the Region of Crimea. Therefore, residents of these countries/regions are not eligible to participate.
- **You/your business has not** received external funding more than \$50,000 USD; **and**
- **You/your business has not** used paid employee's assistance in creating an Imagine Cup entry at any time between 19 May 2020 and 31 May 2021; **and**
- **You are not** an employee or intern of Microsoft Corporation, or an employee of a Microsoft subsidiary, at any time between 14 October 2020 and 31 May 2021; **and**
- **You are not** involved in any part of the execution or administration of this Competition; **and**
- **You are not** an immediate family member of (parent, sibling, spouse/domestic partner, child) or household member of a Microsoft employee, an employee of a Microsoft subsidiary, or a person involved in any part of the administration and execution of this Competition between 19 May 2020 and May 2021.

### If you are a Microsoft Learn Student Ambassador

(<https://studentambassadors.microsoft.com>) and you meet the eligibility criteria set forth above, you may enter the Competition, but you are prohibited from using Microsoft property, internal resources, and/or the work of Microsoft employees, in connection with the creation or execution of an entry. Very simply, you cannot use any resources which are not also broadly available to all other students. If you have any questions, please [contact us](#).

**If you have previously competed in an Imagine Cup event as a World Finalist or Regional Finalist**, you are eligible to enter but any entry submitted must be substantially new, unique, and different from anything you've brought to the Imagine Cup before.

This Competition is void outside the geographic area described above and wherever else prohibited by law.

## **TEAMS AND MENTORS**

Up to four (4) eligible students may submit a single entry as a team. It is recommended that each team (or individual if competing alone) enlist the services of a mentor. Mentors may be from academic institutions, not-for-profit organizations, or private companies.

- You may have assistance with your project from additional students beyond the four who are your official team. Such assistance is typically in specific disciplines such as graphic design or business plan development. Any such additional students are not considered members of your team for purposes of these rules and they will not be eligible for any prizes, they will not be included in the World Finals award ceremony, nor will they be recognized in official communications such as press releases. Only the four team members you officially register with us are eligible for prizes, award ceremony inclusion, and official communications.
- Team members may come from different academic institutions and from different countries.
- Each competitor may belong to only one team within the competition.
- To compete, each team member should create an account at <https://imaginecup.microsoft.com/> and register for the competition. Once registered, any one of the team members can create a new team and invite the remaining team members to join. The remaining team members must accept the invitations prior to the submission deadline of Round 1 and Round 2 of the competition to be recognized as qualified members of the team.
- If your Team is invited to participate in the World Finals or the World Championship, at least one member of your Team must attend virtually to compete at the World Finals or the World Championship. If your Team is unable to designate at least one member to attend virtually for any reason, then we may disqualify your entire Team and invite the next highest scoring Team to participate.
- Each Team is solely responsible for its own cooperation and teamwork. In no event will Sponsor officiate in any dispute regarding the conduct or cooperation of any Team or its members.

The intent and spirit of the Competition is to test the skills and creativity of the student entrants. Anyone acting as a team Mentor, or in any mentorship role, where allowed (for example, local, regional, or global sponsors), must limit the level of support provided to student entrants to general guidance and must not contribute in any way that may be considered original authorship, or in a way that may enable claims of rights or ownership to the submitted entries. In no event will work-on-behalf of teams or individuals be allowed.

## HOW TO ENTER

To enter Round 1, visit [imaginecup.com](https://imaginecup.com) and register as instructed. You can begin submitting your round 1 entry as soon as you complete the requirements for that round. Submission requirements and deadlines for Round 2 vary from region to region but all will be concluded no later than March 2021.

You cannot compete in the 2021 Imagine Cup if you do not participate in the Learn Challenge (Round 1) and Online Semifinals (Round 2).

You may only submit one (1) entry per round. Beginning with Round 2, if you make multiple submissions, we will use the last one you submitted as your official entry. This does allow you to throw out and replace your project in Round 2, for example, if you decide your initial approach isn't working.

We will disqualify any incomplete or illegible entries that we receive. We are not responsible for entries that we do not receive for any reason, or for entries that we receive but are not decipherable for any reason.

## COMPETITION ROUND DETAILS

Below is an overview of what to expect for each round of the competition.

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### Round 1 – Microsoft Learn Challenge

Get started building your tech skills by completing a Microsoft Learn module in the category you're most passionate about to advance in the competition. Each participating team member must create an account on [Microsoft Learn](https://microsoft.com/learn) and complete the module using that account. Each team member can complete one (1) of any of the eight (8) learning required modules using their Microsoft Learn account.

<b>Earth</b> <ul style="list-style-type: none"><li>• <a href="#">Track wild polar bears with AI</a></li><li>• <a href="#">Classify endangered bird species with Custom Vision</a></li></ul>	<b>Education</b> <ul style="list-style-type: none"><li>• <a href="#">Learn about rocks and how to classify them</a></li><li>• <a href="#">Intro to Python for space exploration</a></li></ul>
<b>Health</b> <ul style="list-style-type: none"><li>• <a href="#">Track global air quality with Azure Maps</a></li><li>• <a href="#">Create an intelligent chat bot</a></li></ul>	<b>Lifestyle</b> <ul style="list-style-type: none"><li>• <a href="#">Publish an Angular, React, Svelte, or Vue JavaScript App with Azure Static Web Apps</a></li><li>• <a href="#">Explore and analyze data with Python</a></li></ul>

For the Microsoft Learn Challenge you will be required to submit the following material

- ☐ **Unique Microsoft Learn Profile URL(s):** to validate that each team member has completed the required Microsoft Learn module(s) – up to four may be submitted (one per team member).

For completing this Challenge, each team will receive one (1) entry into the Microsoft Learn Challenge Sweepstakes for the first URL that is submitted. If additional team members also submit a unique URL, that team will receive one (1) additional entry per unique URL, up to a maximum of four (4) entries per team. URL's that do not link to a valid Microsoft Learn profile or do not show a required completed module will deem the entry ineligible.

**Round 1 Advancement:** Teams that submit at least one (1) valid and unique Microsoft Learn Profile URL that shows that one of the required Microsoft Learn modules has been completed will automatically be promoted to the Online Semifinals within one week of their submission.

### **Round 2 – Online Semifinals and/or Local Events**

If the country your team competes in holds a Local Event for the Competition, Round 2 will be governed by your local event rules and those rules may be structured differently. Please make sure to review your local event rules (if applicable) for a list of materials your Team is required to submit in addition to those requirements listed here.

In the Online Semifinals there are four competition categories you can choose to build a project for:

- **Earth:** solutions for climate change, agriculture, and in green tech
- **Education:** innovate to change the way students across the globe learn
- **Healthcare:** tackle issues in treatment, diagnosis, accessibility, and more
- **Lifestyle:** projects that shape how we game, play, and live

You may only select one (1) of the category types to assign your entry to. Once your Round 2 entry is submitted and the deadline has passed your category selection is locked and cannot be altered. If the competition organizers feel your entry is better suited for a different category, your entry may be re-assigned. During Round 2, you may be invited to deliver the following materials:

- ☐ **Project Proposal** to compete against other students from around the world in the Online Semifinals. This should be a Microsoft Word or PDF document no longer than ten pages, or a PowerPoint presentation no longer than twenty slides, which explains your project and your team: Who your team is; what your project does; who your project is for; and how you will bring your project to market.
- ☐ **Presentation Video** – 3 minute pitch and demo video as if presenting live to judges
- ☐ **Software** usable by the judges.
- ☐ **Software Instructions** document explaining how to use your software.

Additional requirements for the live presentation, project proposal, software, and instructions all appear later in these rules in the “Content and Technical Requirements” section.

**Round 2 Advancement:** Teams in the Online Semifinals will be evaluated by judges using the scoring criteria given later in these rules. The Online Semifinals will result in no more than forty (40) teams that will advance to Round 3. If the country your team competes in held a Local Event, up to two (2) of the forty (40) slots will be allocated to winners of the Local Event as selected by the Semifinals judges.

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### **Round 3 – World Finals**

All teams who advance to Round 3 will be invited to compete in a virtual World Finals event.

Round 3 competitors must have the following materials prepared for the World Finals:

- ☐ **Live Presentation** of your project to a panel of judges at the World Finals. This presentation should explain your project and your team: Who your team is; what your project does; who your project is for; and how you will bring your project to market.
- ☐ **Software** working proof of concept for a live demo evaluation by the judges.

**Round 3 Advancement:** The judges at the World Finals event will choose the top three (3) teams from each of the four categories. The top team from each category will advance to Round 4. No other team rankings will be released.

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### **Round 4 – World Championship**

All teams who advance to Round 4 will compete in a virtual World Championship.

Round 4 competitors must have the following materials prepared for the World Championship

- ☐ **Live Presentation** of your project to a panel of judges at the World Championship. This presentation should explain your project and your team: Who your team is; what your project does; who your project is for; and how you will bring your project to market.
- ☐ **Software** working proof of concept for a live demo evaluation by the judges.

**Winning Round 4:** The judges at the World Championship will choose the first place team. No other team rankings will be released.

### **WINNER SELECTION AND NOTIFICATION**

**Round 1 –** From October 2020 until January 2021, we will select five (5) winning teams each month on the last day of the month from among all teams who submitted an eligible entry into

the Microsoft Learn Challenge. By the close of the Challenge, twenty (20) teams in total will have been selected.

### **Judging Round 2 and Round 3 – National and Global Semifinals, and World Finals**

In rounds 2 and 3 each entry will receive a score of 1-100, based on the following criteria. Entries are re-evaluated at each round based on the latest version of the software, so your continued development progress may raise your next score.

<b>Criteria</b>	<b>Description</b>	<b>Weighting</b>
<b>Technology</b>	<ul style="list-style-type: none"><li>• <b>Does the project make effective and appropriate use of the major features of its chosen platform(s)? Were there significant platform features or even platforms the project could have benefitted from but failed to utilize?</b> (20 points)</li><li>• <b>Does the project include innovations in technical design and/or implementation?</b> (10 points)</li><li>• <b>Does the project include innovations in user experience?</b> (5 points)</li><li>• <b>Does the project have a professional degree of production in terms of performance, user interface, visuals, and audio?</b> (5 points)</li></ul>	<b>40%</b>
<b>Diversity, Inclusion, &amp; Accessibility</b>	<ul style="list-style-type: none"><li>• <b>Does the team adequately address how the needs of all users with regards to gender, ethnicity, disability segment, or other diverse characteristics were considered to make their project inclusive and accessible?</b> (10 points)</li><li>• <b>Does the team leverage external reviews for their project such as customer surveys, focus groups, beta-testers, subject-matter experts, or potential investors? Are review participants representative of the entire intended user base?</b> (5 points)</li><li>• <b>Has the project been tested for accessibility to ensure that it is usable by everyone?</b> (5 points)</li></ul>	<b>20%</b>
<b>Innovation</b>	<ul style="list-style-type: none"><li>• <b>Does the project create a new category of product or service?</b> (5 points)</li><li>• <b>Does the project clearly and meaningfully innovate beyond existing products or services?</b> (10 points)</li></ul>	<b>15%</b>
<b>Concept</b>	<ul style="list-style-type: none"><li>• <b>Does the project have a clear target market or audience?</b> (5 points)</li><li>• <b>Does the project address a clear need, problem, or opportunity and is the solution clearly explained?</b> (5 points)</li></ul>	<b>15%</b>



	<ul style="list-style-type: none"> <li>• <b>Is the project's purpose and basic functionality easily understood?</b> (5 points)</li> </ul>	
<b>Feasibility</b>	<ul style="list-style-type: none"> <li>• <b>Does the team have a credible plan for getting their project to market in terms of business model, any required partnerships, or other factors?</b> (5 points)</li> <li>• <b>Does the project have a reasonable chance of success in its appropriate market given the team's existing plan?</b> (5 points)</li> </ul>	<b>10%</b>

### **Judging Round 4 – World Championship**

Each entry will receive a score based on some or all of criteria above and may also include a public voting element. Exact criteria, including how voting will take place and voting limitations (if applicable) will be published before World Championship. If public voting is used in any way to determine scores, it is prohibited for any person to obtain votes by any fraudulent or inappropriate means, including offering prizes or other inducements in exchange for votes, automated programs or fraudulent i.d's. Microsoft reserves the right to void any questionable votes.

In the event of a tie between any eligible entries, an additional judge will break the tie based on the judging criteria described above. The decisions of the judges are final and binding. If we do not receive a sufficient number of entries meeting the entry requirements, we may, at our discretion, select fewer winners than the number of Contest Prizes described below. If public vote determines winners, it is prohibited for any person to obtain votes by any fraudulent or inappropriate means, including offering prizes or other inducements in exchange for votes, automated programs or fraudulent i.d's. Microsoft will void any questionable votes.

#### **Notifications:**

- Winners will be notified via the contact information provided during entry no more than 7 days following judging with prize claim instructions, including form submission deadlines. If we require that you affirmatively accept an invitation to further compete or claim a prize, and the notification that we send is returned as undeliverable, or you are otherwise unreachable, we may disqualify your team and extend an invitation to the next highest scoring team/entrant.
- If there is a dispute as to the identity of a particular entrant, we will consider the entrant to be the authorized account holder of the email address provided at time of sign up.
- If you are selected as a potential winner, we may require you to sign an Affidavit of Eligibility, Liability and Publicity Release and W-9 tax form (for U.S. residents) or W-8BEN tax form (for non-U.S. residents).
- If you have not reached the age of majority in your legal place of residence, we may require your parent or legal guardian to sign all required forms on your behalf.

- If you do not complete the required forms as instructed and/or return the required forms within the time period listed on the winner notification message, we may disqualify you and select the next highest scoring Team/entrant.

## PRIZES

**Round 1:** Twenty (20) winning teams will be selected (5 teams per monthly Entry Period) to each receive \$250 USD to be divided equally among each officially registered member of team at time of winner selection.

**Round 2:** Each Local Event may offer prizes at the discretion of the local Microsoft representatives representing that competition. The existence, nature, and conditions of such prizes are subject to the rules of each Local Event. Every team who advances to round 3 will receive:

- Microsoft Azure Credits
- Mentoring from a Microsoft employee i.e. Startup Advocate or Cloud Advocate

**Round 3:** At the World Finals there will be one winning team selected for each of the four (4) categories. At least one member of the team must be present virtually to win. (Mentors and associates will not be awarded any portion of the monetary prize winnings.)

- **The four (4) teams selected to advance to Round 4 will receive:**
  - \$10,000 USD, to be divided equally among each officially registered member of the Team and Microsoft Azure Credits
  - Advance to Round 4 and compete for the World Championship prize
  - Mentors to the team are not eligible for prizing
- **The two (2) runner-up teams will receive:**
  - \$2,500 USD, to be divided equally among each officially registered member of the Team
  - Microsoft Azure Credits

**Round 4:** At the World Championship one (1) winning team will be selected. At least one (1) member of the team must be present virtually to win. (Mentors and associates will not be awarded any portion of the monetary prize winnings.)

- **World Champion:**
  - \$75,000 USD, to be divided equally among each officially registered member of the Team
  - Microsoft Azure Grant
  - Mentorship call with Microsoft CEO Satya Nadella

All prizes are stated in U.S. dollars, but we, or our local subsidiary or designated agent (on our behalf), may award a cash prize in the official currency of the winner's country of residence based on the exchange rate on the date of payment. Unless otherwise indicated in the specific

Competition rules, all cash prizes will be divided equally among all officially registered members of a Team.

If you are confirmed as a winner:

- You may not exchange non-cash prizes for cash or any other merchandise or services. However, if for any reason an advertised prize is unavailable, we reserve the right to substitute a prize of equal or greater value; **and**
- You may not designate someone else as the winner. If you are unable or unwilling to accept your prize, we may award it to the next highest scoring Team/entrant; **and**
- If you accept a prize, you will be solely responsible for all applicable taxes related to accepting the prize; **and**
- If you are otherwise eligible, but have not reached the age of majority in your legal place of residence, then we may award the prize to your parent/legal guardian on your behalf; **and**
- Unless otherwise noted, all prizes are subject to their manufacturer's warranty and/or terms and conditions; **and**
- Mentors of winning teams are not awarded any cash prizes in association with their participation in Imagine Cup.

**Important note about cash prizes:** All cash or bank checks must be deposited within 90 days of the validity date printed on the check. If the check expires, you will not be reissued a new one.

## **CONTENT AND TECHNICAL REQUIREMENTS**

The following content and technical requirements apply to all Imagine Cup projects beginning with Round 2.

All Projects must be developed to require Microsoft Azure.

You may also use other Microsoft platforms such as Visual Studio, Kinect for Windows SDK, .NET Framework, XNA, Bing maps API, etc., as well as third-party game engines, libraries, and middleware provided you obey their licenses, but none of these are required. As long as your project requires Microsoft Azure to operate, your project meets this requirement.

In addition, all entries must meet the following requirements for the Live Presentation, Project Proposal, Software, and Software Instructions:

### **Live Presentation**

The Live Presentation is three-minute PowerPoint overview of your team and project accompanied by a live stage demonstration of your project. This presentation should explain your project and your team: Who your team is; what your project does; who your project is for; and how you will bring your project to market. The Live Presentation must meet the following criteria as well as any other criteria set forth by your National Final and/or the World Finals:

1. You are responsible your project to be fully installed on suitable hardware for the demonstration.
2. Your presentation must clearly address each of the **Judging Criteria** outlined above.
3. The accompanying PowerPoint must be in the English language and you must conduct your presentation in English. If a translator is needed, you are responsible for procuring one. Microsoft staff cannot serve as translators for your team. It is acceptable for mentors to serve as translators, but they must only translate the spoken words of team members and not make a presentation on behalf of the team.
4. The project you demonstrate must be a working proof of concept demonstratable to judges.
5. Any or all of your team members may participate in the presentation, but all are not required to participate. It's permissible for a single team member to deliver the entire presentation.

### **Presentation Video**

The Presentation Video is a video recording of your Live Presentation and must abide by the same requirements as the Live Presentation except that there will be no questions from the judges. In addition:

1. Your video must simulate the experience of a judge viewing a Live Presentation.
2. Place your video camera where a judge might sit and then perform your presentation to the camera.
3. You may not move the camera during the presentation, nor may you edit the video in any way except to trim the beginning and/or ending so the video only includes the presentation itself.
4. It must be no longer than three minutes in duration.
5. As in a live presentation, you may present slides and project demonstrations, but you may not edit those elements into the video afterwards – they must all be used live during the recording.
6. You may approach the camera to demonstrate aspects of your project up close just as you might to a live judge.
7. You must provide a publicly accessible URL where the video file can be viewed by our judges – we suggest you share the video via Microsoft OneDrive.

### **Project Proposal**

This is a Microsoft Word or PDF document no longer than ten pages, or a PowerPoint presentation no longer than twenty slides, which explains your project and your team: Who your team is; what your project does; who your project is for; what platform features your project uses; and how you will bring your project to market. It is the written equivalent of the Live Presentation in terms of the material it covers. Your Project Proposal must meet the following criteria:

1. Your presentation must clearly address each of the **Judging Criteria** outlined above.
2. Your document must be in English.

3. It must be no larger than 100MB.
4. It must be in either DOC, DOCX, PPT, PPTX, or PDF formats.
5. You may compress your document in a ZIP file for submission.

## **Software**

We need to be able to use your app in order to judge it! The Software is defined as an installable and usable software project in the appropriate format for your chosen platform(s).

### **Software must meet the following requirements:**

1. Your software must be in one of the following formats for installation depending on its platform.

**Windows:** A standard SETUP.EXE or an .MSI Windows Setup application to install your app on a Windows PC. If your project is a Universal Windows Platform (UWP) App, submit it as an .appx app package file with all associated files required for installation, including the PowerShell script; you must also sign the app package by following the instructions given [here](#).

**Mobile Device:** A standard setup file for deployment to iOS or Android devices.

**Microsoft Azure:** The web tier of your project must be deployed to Microsoft Azure and you must supply the full URL to your site and/or services. If your project includes client software, then those components must meet the platform requirements above. If your project includes an embedded component, then you must submit a console application that simulates the data flow and interaction between your web tier and the embedded device. The console application must be submitted as an \*.exe.

In all cases, you may submit any or all of your files compressed in a ZIP file.

2. If your solution uses Artificial Intelligence or Machine Learning you may be asked to provide an anonymized dataset sample that will factor into judging at the event as a condition of participating in the World Final.
3. The app executable must be no more than 3GB. No source code is permitted, and apps will be disqualified if they are submitted as development projects.
4. If your app includes and/or requires external device support, you must include this as a requirement in the Software Instructions document.
5. If your app includes and/or requires touchscreen/slate capabilities, you must include this as a requirement in the Software Instructions document.
6. If your app includes and/or requires Mixed Reality support, you must include this as a requirement in the Software Instructions document.
7. It is acceptable to support multiple languages in your app as long as English is one of the represented languages.

## **Software Instructions**

The Software Instructions document is an electronic document that informs the judges and prospective users how to setup and use your app.

**The Software Instructions must meet the following requirements:**

1. The instructions must be submitted as either a document in .DOC, .DOCX, .PDF, .PPT, or .TXT file formats or a graphic image as a .JPG file.
2. It must be submitted in English.
3. It must list all requirements for using the app such as Kinect, webcams, Mixed Reality devices an internet connection, Xbox game controllers, guest account login/password, or anything else that a judge must have to use your software.

**GENERAL STANDARDS FOR ENTRIES**

In addition to the requirements listed above, all entries must meet the following general standards:

- Your entry must be your own original work. If elements of your entry contain video, please note the video must be solely the work of the team, including but not limited to, the actual filming, editing, graphic design, etc.; **and**
- You must have obtained any and all consents, approvals, or licenses required for you to submit your entry; **and** You must not have used Microsoft property, internal resources, and/or the work of Microsoft employees, in connection with the creation or execution of an entry; **and**
- The content of your entry and any supporting materials must be acceptable for all viewing audiences. We will automatically disqualify any entrant that submits any entry or supporting materials that contain content that we, in our sole and absolute discretion find obscene or offensive, violent, defamatory, disparaging or illegal, or that promotes alcohol, illegal drugs, tobacco or a particular political agenda, or that communicates messages that may reflect negatively on the goodwill of Microsoft.

**Important note about Copyright:** Your team's entire entry must only include material (including source code – both open source and third party sourced, user interface, music, video or images) that you own or that you have permission from the copyright/trademark owner to use. Your team's entry may not include copyrighted materials (such as source code, user interface, background music, images or video) unless you own or have permission to use the materials. Ownership is not defined as purchasing a CD at a music store for replay, playing a copyright recording on your guitar or repurposing an application's user interface - your team's entry will be disqualified if copyrighted materials, including but not limited to these examples, are a part of your entry without appropriate licensing or permissions. If you do use permissible copyrighted materials, you must include the permissions information by citing the artist/creator and license information as per the respective Competition Rules. Note that even material released under sites such as Creative Commons, common open source code licenses, and other similar licensing may need permission or acknowledgement as per the specific license. Note: your team's entry will be disqualified if permissions information is not included as per the requirements in the specific Competition Rules.

**Important note about Hardware:** If your project includes a hardware component, you are not expected to provide that hardware to the judges for judging.

For any stage of the judging process that does not include a virtual presentation, you may explain your complete solution through your submission documentation. Any submitted software, however, should simulate hardware-related data and functionality so that your software can at least be evaluated for user experience design, platform compatibility, and so forth. If elements of your solution cannot reasonably be simulated, describe those omissions in your submission and work around those areas as best you can to enable the judges to evaluate as much of your project as is possible. For any virtual presentations, your solution must be complete and functional and be ready for demonstration for evaluation by the judges.

**Important note about Health Related Solutions:** Your entry may include suggestions or ideas for products, devices, or services that have not been evaluated or approved by Microsoft, including, but not limited to, health related products or devices, however you are solely responsible for any and all legal or regulatory clearances or approvals required to commercialize your entry. You are also solely responsible for the design, development, and implementation of your entry and for providing end users with appropriate warnings pertaining to use of the entry. You are solely responsible for any personal injury that may occur as a result of your entry being used, including (without limitation) any such injuries to end users.

**Important note about Connectivity/Authentication Requirements:** If your project incorporates some form of remote connectivity requiring authentication that our judges cannot perform then attempt to simulate as much of your functionality as is reasonable to enable the judges in early rounds to evaluate your software. You should also describe any simulations and omissions in your submission so the judges understand and can evaluate accordingly. If you compete in the World Finals or the World Championship, however, it is imperative that the judges be able to evaluate your solution as a working proof of concept so please make arrangements and preparations as necessary to support that evaluation should your team become a World Finalist.

We reserve the right to disqualify or reject any entry that we, in our sole and absolute discretion, determine does not meet the above criteria. If, in any Competition, we do not receive a sufficient number of entries meeting the entry requirements, we may, at our discretion, select fewer than the designated number of winners. The decisions of the judges are final and binding in all matters related to the Competition.

**Important note about cheating:** If someone cheats, or a virus, bug, bot, catastrophic event, natural disaster, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled (also referred to as force majeure) affects the fairness and/or integrity of this Competition, we reserve the right to cancel, change, or suspend this Competition. This right is reserved whether the event is due to human or technical error. If a solution cannot be found to restore the integrity of the Competition, we reserve the right to select winners from among all eligible entries received before we had to cancel, change or suspend the Competition.

If you or your Team attempts to compromise the integrity or the legitimate operation of this Competition, or if we have reason to believe that you or your Team have compromised the integrity or the legitimate operation of this Competition by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, we may seek damages from you to the fullest extent permitted by law. Further, we may disqualify you, and ban you from participating in any of our future Competitions, so please play fairly.

## **USE OF ENTRIES**

Other than what is set forth below, we are not claiming any ownership rights to your entry. However, by submitting your entry, you:

- Are granting us an irrevocable, royalty-free, worldwide right and license to: (i) use, review, assess, test, and otherwise analyze your entry and all its content in connection with this Competition; and (ii) feature your entry and all its content in connection with the marketing, sale, or promotion of this Competition (including but not limited to internal and external presentations, tradeshow, and screen shots of the competition entry process in press releases) in all media (now known or later developed); **and**
- Agree to sign any necessary documentation that may be required for us and our designees to make use of the rights you granted above; **and**
- Agree to assist us and the Sponsors in the creation of case studies or white papers (together "Studies") detailing your entry or entries. Studies will not include any confidential participant information. Upon your approval of the Studies' accuracy, you agree to give us and the Sponsors permission to display the Studies including trademarks, logos, and other identifying information contained therein, on our and the Sponsors websites and in other documentation. This documentation may take various forms, including printed materials, online articles, video, audio, and other digital recordings; **and**
- Understand and acknowledge that the Sponsor may have developed or commissioned materials similar or identical to your submission and you waive any claims you may have resulting from any similarities to your entry; **and**
- Understand that we cannot control the incoming information you will disclose to our representatives in the course of entering, or what our representatives will remember about your entry. You also understand that we will not restrict work assignments of representatives who have had access to your entry. By entering this Competition, you agree that use of information in our representatives' unaided memories in the development or deployment of our products or services does not create liability for us under this agreement or copyright or trade secret law; **and**
- Understand and acknowledge that Sponsor does not endorse, approve, recommend, warrant or guarantee, and provides no opinion, recommendation, or advice regarding the accuracy, integrity, quality, safety, efficacy, suitability, or use of such entry, including but not limited to use of the entry for health, medical, or patient care purposes; **and**
- Understand that you will not receive any compensation or credit for use of your entry, other than what is described in these Official Rules.



Please note that during and after this Competition your entry may be posted on a website selected by us for viewing by visitors to that website. Entries posted on a website are provided "as is". This means that we disclaim all express and implied warranties about your entry and in no case will be liable for any damages or injury that accompany or result from the use, distribution, licensing, and/or sale of any entries. We are not responsible for any unauthorized use of your entry by visitors to this website.

While we reserve these rights, we are not obligated to use your entry for any purpose, even if it has been selected as a winning entry.

Personal data you provide while entering this Competition will be used by Microsoft and/or its agents and prize fulfillers acting on Microsoft's behalf only for the administration and operation of this Contest and in accordance with the [Microsoft Privacy Statement](#).

If you do not want to grant us these rights to your entry, please do not enter this Competition.

### **OTHER CONDITIONS**

By entering this Competition you agree:

- To abide by the Official Rules; **and**
- To release and hold harmless Microsoft, and its respective parents, subsidiaries, affiliates, employees and agents from any and all liability or any injury, loss or damage of any kind arising from or in connection with this Competition or any prize won; **and**
- That Microsoft's decisions will be final and binding on all matters related to this Competition; **and**
- That, by accepting a prize, Microsoft may use your proper name and state, country, or region of residence online and in print, or in any other media, in connection with this Competition, without payment or compensation to you, except where prohibited by law.

### **GOVERNING LAW**

This Competition will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of this Competition.

These Official Rules do not, nor do they purport to, limit, exclude or modify any non-excludable statutory guarantees as provided under the *Competition and Consumer Act 2010* (Cth), or any other warranties (whether express or implied) under any Australian state or federal legislation which cannot be excluded.

### **WINNERS LIST**

A full list of all winners will be published within 30 days following the 2021 World Championship