



Philadelphia
Museum of
Art

Intellectual Property:

Who owns the code that my team writes?

Software code developed during the event are the property of the creators. By registering and entering a submission, you grant the Museum an irrevocable, nonexclusive, royalty-free license to use and distribute all other expressions of the ideas represented by the code or apps developed during the hackathon. You also agree that the Museum may explore such ideas with you or on its own. We encourage participants to open source their projects to both share the work with the greater community and promote innovation in this area.

What about rights of other third parties?

You agree that you will not submit content that is copyrighted, protected by trade secret or subject to any intellectual property or other proprietary rights, including privacy and publicity rights. To the extent your content includes copyrighted materials, you are responsible for securing any necessary permissions or other rights. If the Museum becomes subject to claims or damages resulting from your work, you will be responsible for them.

Are there any other restrictions on the content of our work product?

You agree that your work will not include content that is unlawful, obscene, defamatory or libelous. You also agree not to post advertisements or solicitations of business. You also agree that all content you submit will not contain any viruses, Trojan horses, worms or other disabling devices, malware or harmful code. If the Museum becomes subject to claims or damages resulting from your work, you will be responsible for them.

Can I use the Philadelphia Museum of Art's name with future uses of the code and other product we develop?

If you present your work product away from the Museum, you should describe it as "developed at the Power of Art Hackathon hosted by the Philadelphia Museum of Art" but you agree not to use the Museum's name in any other context or format.