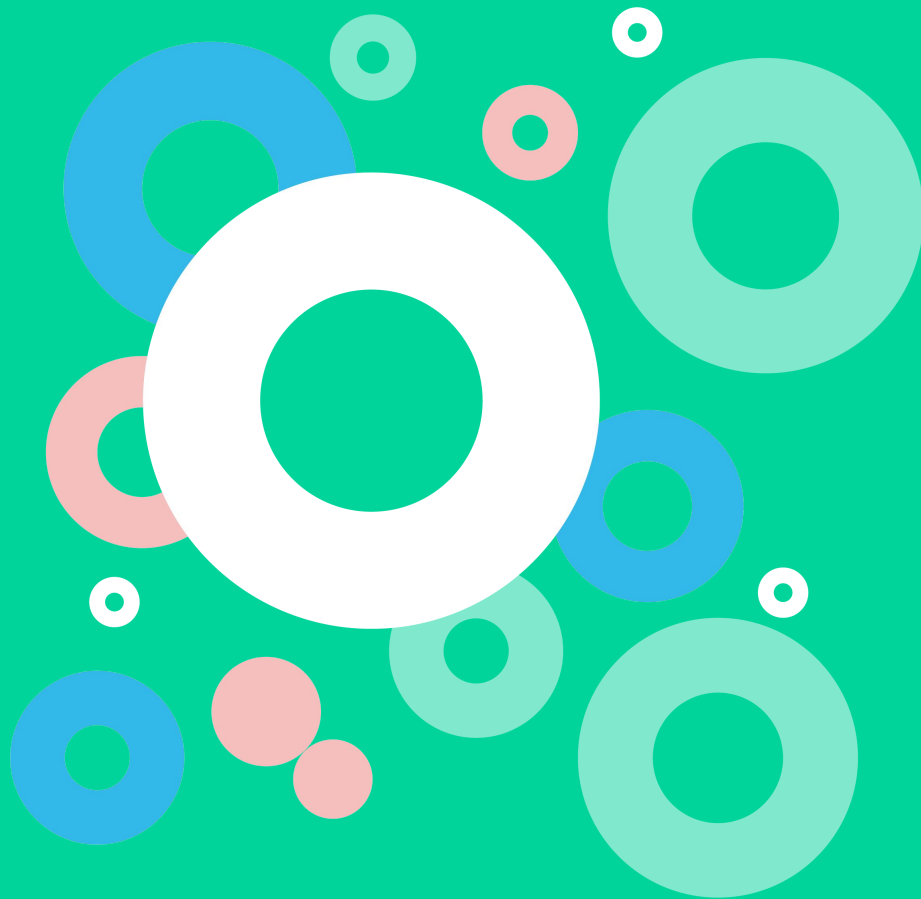


World Data League

Participant Guidebook 2021_{v.1.1}





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Overview

If you're reading this, a HUGE CONGRATULATIONS is in order for being accepted to the inaugural World Data League competition. We are excited to have you joining us as we embark on this quest to find the best data scientists by solving social-oriented problems. This journey ends by making a real impact with results we can all be proud of!

First and foremost, Thank You for participating in our first competition. This last year has certainly been challenging for all of us and while we ideally would love to have this entire competition in person (or at least the Finals), Covid-19 doesn't make that possible. So this year the entire competition, start to finish, is virtual. That means you'll compete, with your teams, from the comfort of your homes, using your own computers, wifi, and home offices.

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

We've had the great privilege to email with many of you already and look forward to meeting you all online.

Are you ready? 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

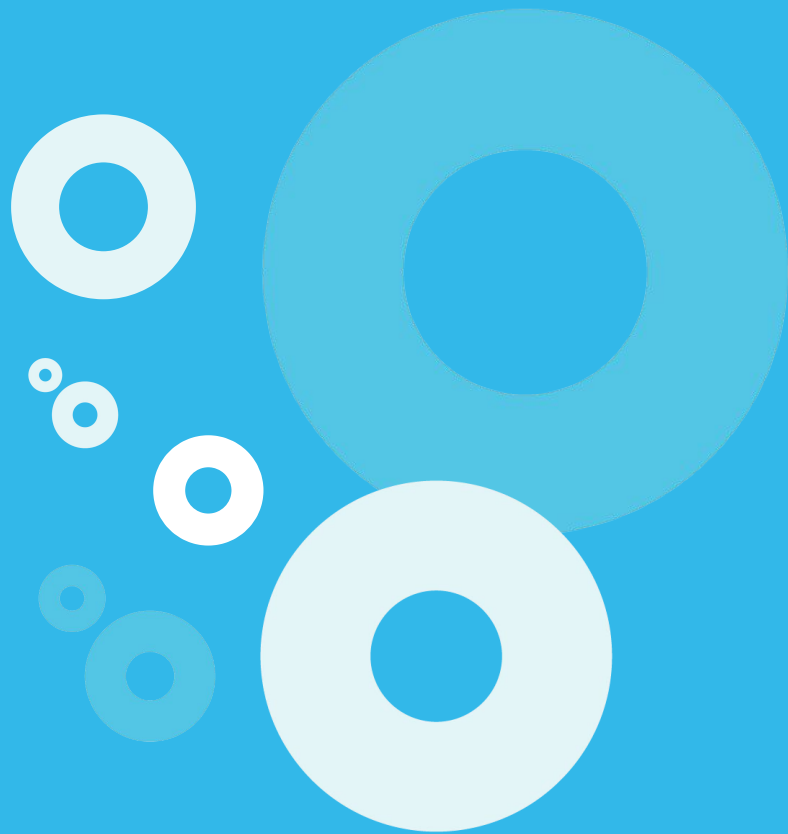
Every competition has rules and regulations and [World Data League](#) is no different.

Please take the time to familiarize yourself with the do's and don'ts of the event in our World Data League Rulebook.

OPEN RULE BOOK

Platforms

Over the course of the next four months, you'll primarily use three main platforms: Discord, Airmeet, and our Challenges submission platform. Please see an overview of each of these below.



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 or friend network!

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

1. 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 send unwanted, repeated friend requests or messages, especially if it's been made it clear a fellow participant is not interested in interacting.
2. Do not make threats of violence or threaten to harm others.
3. 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.

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 organised and easy to find.

#Channel	Type/ Limitations	Who?	Purpose
#wdl-open-community	Public/Text	Everyone	Share information (articles, datasets, courses, etc), and relevant events within the Data Science community.
#wdl-participants	Private/Text	WDL team Participants	Exchange memes, funny stories and play games to get to know all the teams.
#wdl-helpdesk	Private/Text	WDL team Participants	Answer questions regarding the competition format, agenda, or deadlines.
#wdl-announcements	Private/Text Only WDL team can send messages	WDL team Participants Mentors/Juri	Announce stages/league leaderboard. Reminders for competition challenge deadlines.
#wdl-mentoring	Private/Text	WDL team Participants Mentors	Mentors answer technical questions regarding the topic/challenge.
#wdl-[team's name]	Private/Text	WDL team Team	Each team has a private channel to discuss league related topics.
#wdl-activities	Public/Text	Everyone	Reminders and updates for activities and activity leaderboard.

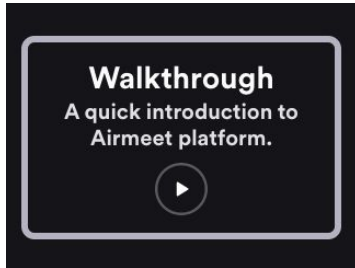
Airmeet

Airmeet is the World Data League virtual event platform where all the live events will take place (e.g. network meeting, opening and closing sessions). Please note: registration is not automatic, so you will need to register.

REGISTER AIRMEET

Registration will be open on April 2nd.

Once you are registered and signed in, click on View Details for the first event to enter. A box will appear in the lower right hand corner: Walkthrough: a quick introduction to Airmeet platform.



Clicking on this will bring up the Airmeet Guide for Participants video.

COMPLETE YOUR PROFILE

Don't forget to complete your profile and show us your best smile

Note: The Designation field is your job title.

RECEPTION

Here you'll find the overview information of the virtual event.

SESSIONS

A complete schedule of all events will appear here.

LOUNGE

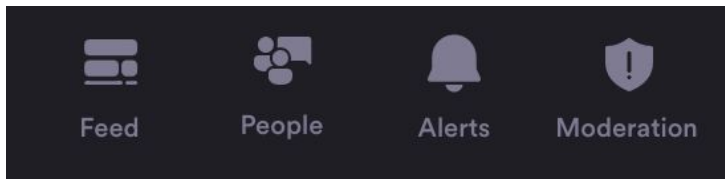
Visit the lounge before and after sessions and during breaks for networking and some fun ice-breakers. There will be a number of tables/rooms to visit with a variety of topics to choose from.



Be sure to give this a watch for an overview of navigating the platform.

ARENA

Have a visit with our Partners in their booth and be sure to say Thank You for helping to make World Data League happen. You'll find a menu bar in the upper right corner of your screen showing several key areas to be aware of:




Feed: here you can interact with the WDL team and participants in group chat

People: discover and connect with other participants

Alerts: check here for announcements from the WDL team

Moderation: if you see abusive content or behavior, please report it here

NEED A BIT HELP?

Should you require additional help, please click on the  icon to access the Airmet help center. You may also contact the WDL team through the support buttons found at the bottom of the help center window.

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

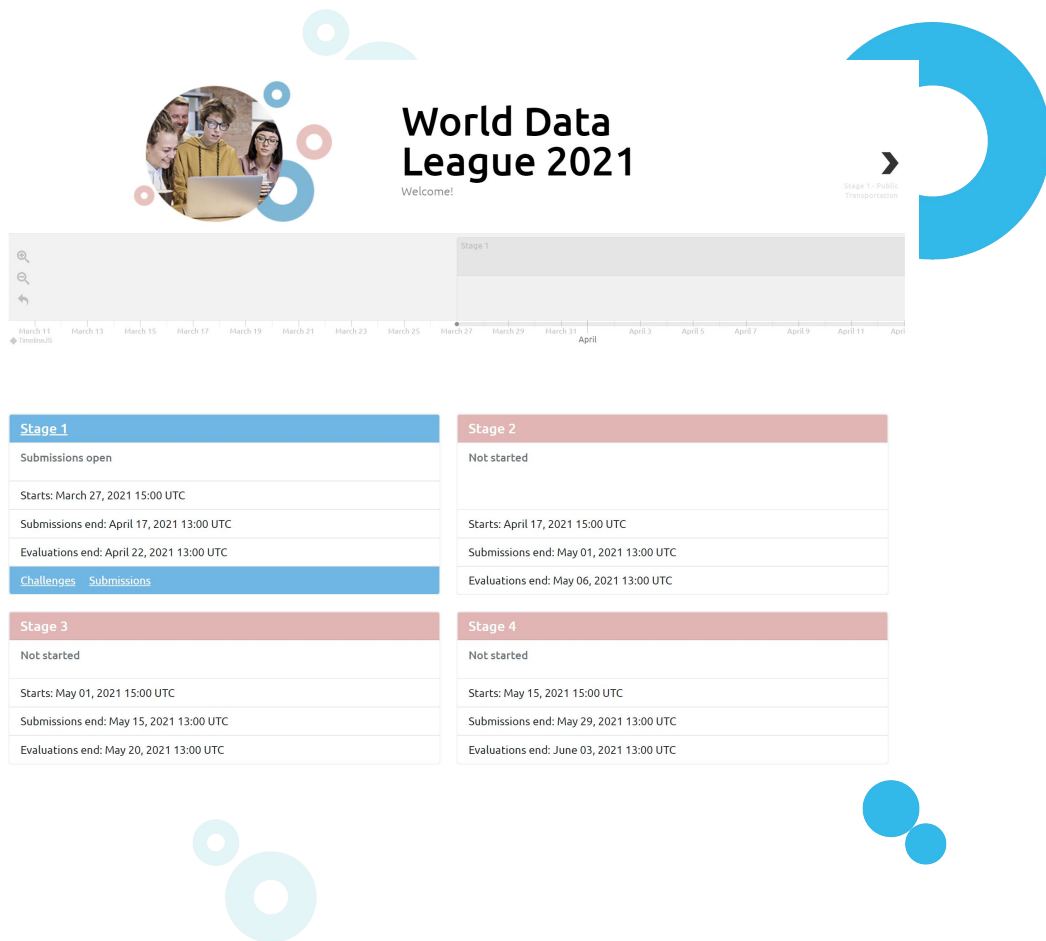
Your first view in the Submission Platform will be the Dashboard. The WDL timeline sits at the top of the Dashboard, where you can scroll back and forth between the dates.

Below that, you'll find each of the Stages - one card for each all color coded: blue for the ongoing stage, pink for the upcoming stages and grey for the finished stages. When a Stage opens, the Stage topic and available challenges will be visible. Click on the open Stage to see more.

When a Stage ends, a new option Score appears at the bottom of the card, where you can select to view a detailed overview of your evaluation, providing your final score and jury feedback. A new option Leaderboard will also appear, where you can click to view the leaderboard for that stage.

STAGES

Clicking on a stage 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) and the Notebook Template (ipynb). The challenge description provides more detail about the context, outcome and data associated with the challenge. The notebook template will be your coding basis and the main resource judges will use to evaluate your submission - make sure it runs and it is well documented.



SUBMISSION

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

Submission

Challenge	Notebook	Video
<input type="text" value="-----"/>	<input type="button" value="Choose file"/> <input type="button" value="No file chosen"/>	<input type="button" value="Choose file"/> <input type="button" value="No file chosen"/>
What challenge does this submission solve?	Jupyter notebook smaller than 5MB	MP4 smaller than 100MB
<input type="button" value="Submit"/>		

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

You may also check the leaderboard for that stage.

LEADERBOARD

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

WDL 2021 - Stage 1 Leaderboard

Team	Total
WDL Masters	300
WDL Leets	299

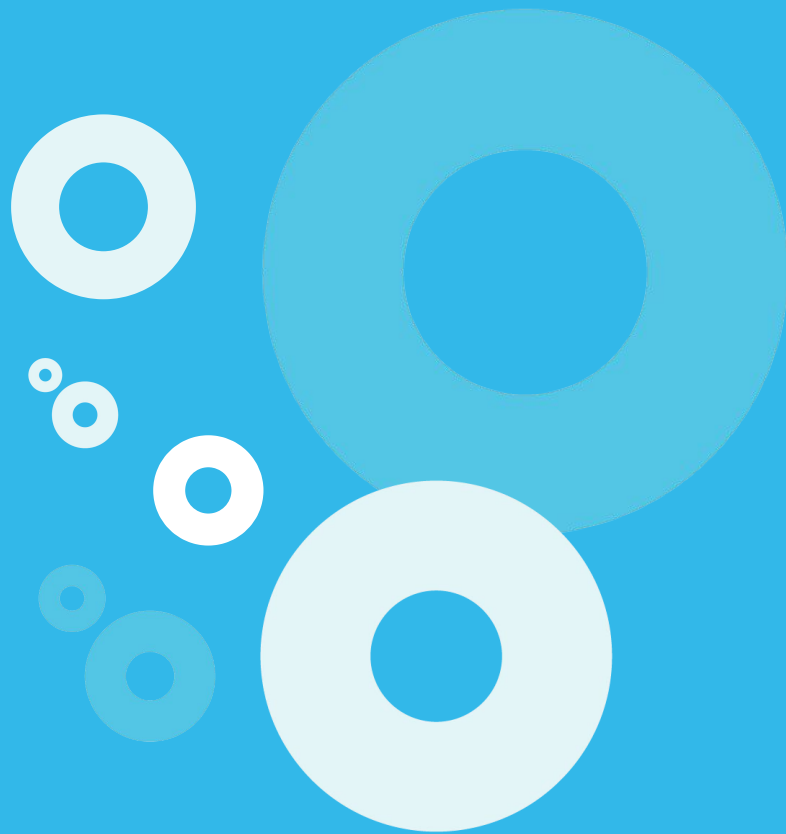
Your Mentors

Throughout the competition, Mentors will be available to assist you as you navigate the challenges.

A **#wdl-mentoring** Discord channel has been set up where participants can reach out to a pool of Mentors and ask questions. Please consult the [Mentors Schedule & Skills](#) after April 3rd to view Mentor availability.

Each team may also schedule a personalized mentoring video-call (private or with multiple teams according to the Mentor's availability) with a Mentor. Each Mentor has limited availability, so be sure to schedule your meetings in advance.

Updates will be announced via Discord.



PLEASE MEET YOUR MENTORS

The mentors list may be found on the WDL website and online on Discord

[Alina Petukhova](#)

[Bernardo Caldas](#)

[Boris Tchikoulaev](#)

[Bruno Coelho](#)

[Clarisse Magarreiro](#)

[Daniel Moura](#)

[Filipa Rodrigues](#)

[Gilberto Titericz](#)

[Inês Teixeira](#)

[Jacek Kustra](#)

[Jorge Martinez Rey](#)

[Manuela Almeida](#)

[Marcel Motta](#)

[Miguel Batista](#)

[Nuno Paiva](#)

[Pedro Chaves](#)

[Pedro Sarmento](#)

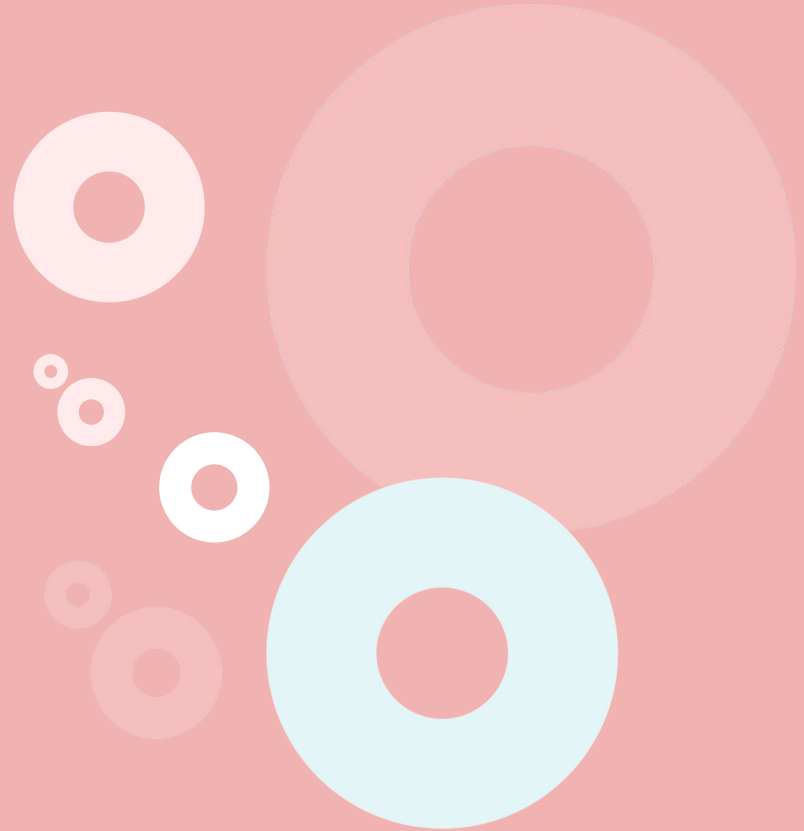
[Ricardo Vitorino](#)

[Rodrigo Coutinho](#)

*mentor list is subject to change at any time

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 first World Data League competition.



CORPORATE

You'll probably find some familiar names among our corporate partners and patrons.

Corporate Partners: [Siemens](#) and [Basecone](#)

Corporate Patrons: [OutSystems](#), [Fidelidade](#), and [PSE](#)

SPONSORS

This edition of the World Data League is supported by [ScaleUp Porto - Call for Activities](#) and [Fundação Calouste Gulbenkian](#)

TOPIC ENTITIES





[ScaleUp Porto](#), [Nova Cidade - Urban Analytics Lab](#), [OpenWeather](#), [PSE](#) and [CycleAI](#) joined the WDL as providers of data and challenges

TECHNICAL PARTNERS

As technical partners, [Oracle](#) and [RCInput](#) are also part of this adventure.

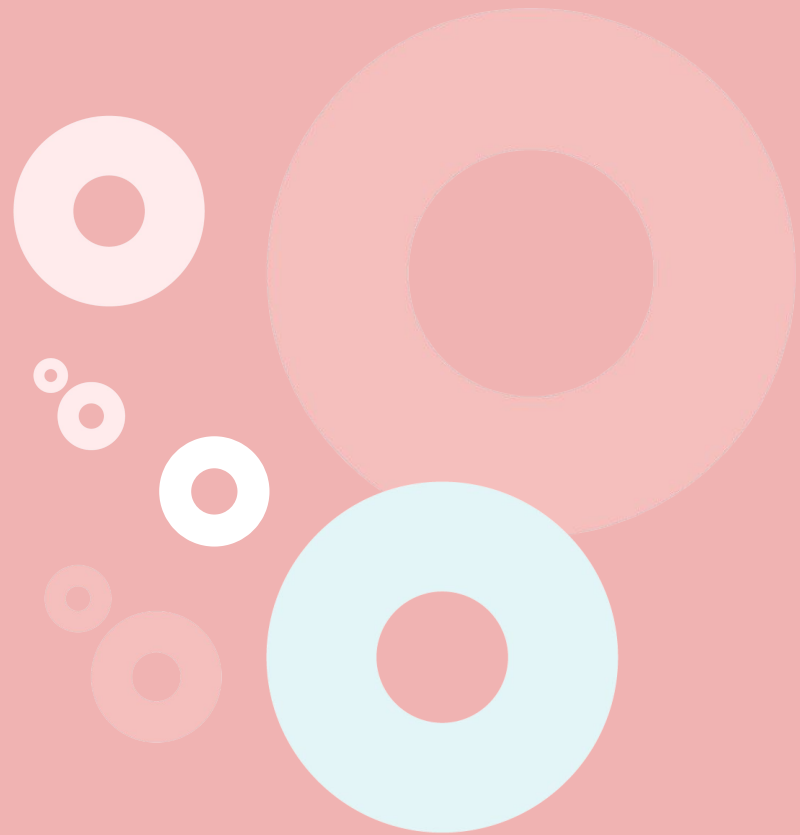
COMMUNITY PARTNERS

This first edition of the WDL counts on 13 community partners:
1 from Africa, 9 from Europe, and 3 global communities.

-  [Africa Data Science Summit](#)
-  [Antwerp School of AI](#)
-  [Women in Data Science](#)
-  [Hungarian Natural Language Processing Meetup](#)
-  [Amsterdam Data Science \(ADS\) Meetup](#)
-  [Data Science for Social Good Portugal](#)
-  [Data Science Portugal - DSPT](#)
-  [Data Visualization Lisbon](#)
-  [R-Ladies Madrid](#)
-  [So Good Data](#)
-  [AI FYI](#)
-  [Data Talks](#)
-  [ODSC](#)

League Stages and Challenges

The League is made up of 4 stages. Each Stage tackles a different topic inside data-driven cities. This year we have chosen the following subtopics: Public transportation, Cycling, Traffic and Environment.



BEGINNING OF THE STAGE

At the beginning of each Stage, we will announce the available Challenges. Each team may only choose one Challenge to solve. You indicate, so There is no deadline to choose the Challenge and you must indicate the challenge you've chosen at the time of submission.

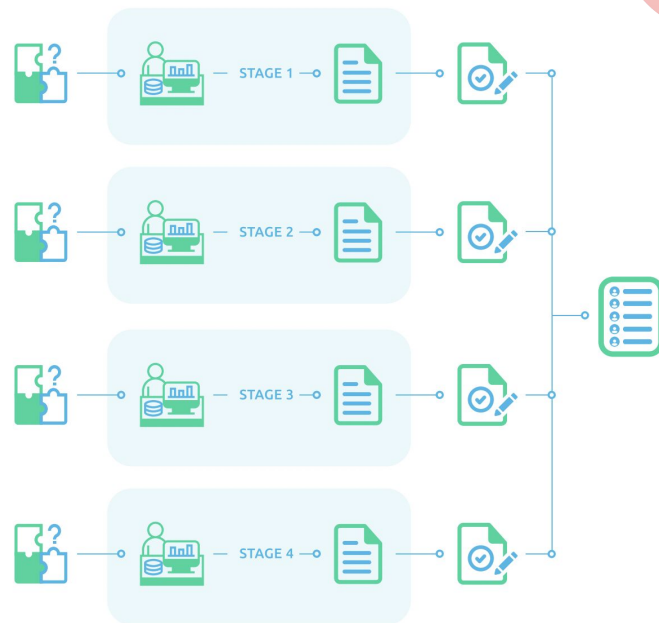
One week after the Stage begins (half-way through every Stage), you will have a Stage Team Checkpoint. This consists of completing a form (estimated time: 30 minutes, but it will most likely take you less time) where you will be asked to give a quick status report of your work. This consists of:

- Summary of your solution - very brief and doesn't need to provide too many details
- Blocking points and/or concerns - we will do our best to address them
- Likelihood of submitting a solution to the Stage (1-5)

The purpose of the Stage Team Checkpoint is bidirectional communication: first, for you to update us on your work progress; second, so we can identify your need for help to unlock problems.

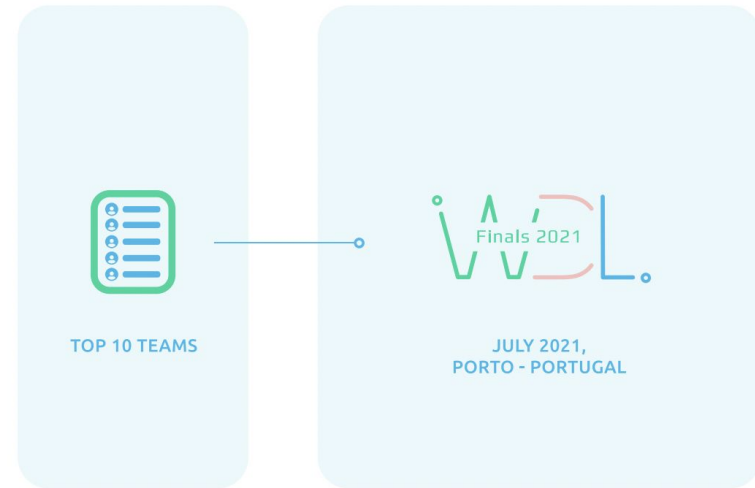
At the end of each Stage, the jury has one week to evaluate the solutions. After the evaluation, the total number of points will be added to the team's points. At the end of the 4th Stage, the top 10 teams will gain move on to the finals.

Don't forget: Only the best three (3) results will count towards the leaderboard.



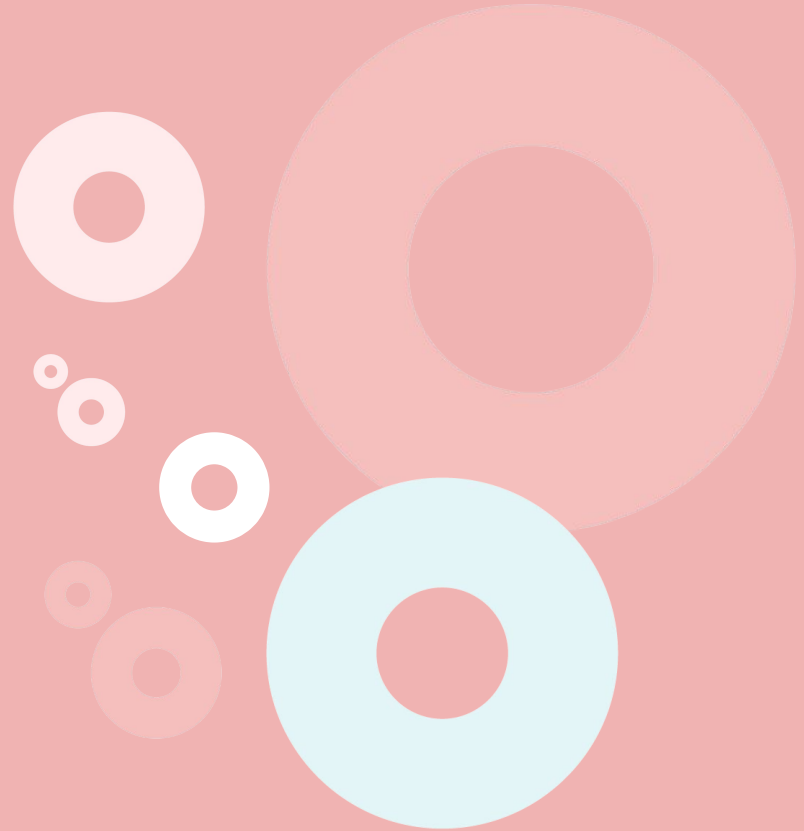
FINALS

In an ideal world, we would hold the finals as an intense in-person event. As this is currently not possible, the finals will be an online intensive event from the beautiful city of Porto on the first weekend of July (1-3 July). The event will happen from Thursday until Saturday.



Challenge Submissions

The most important part of the competition! This is what you will be evaluated on and will determine if you proceed to the grand finale (ooh fancy!). This is just a small summary of the important bits, so we recommend that you read the Rule Book more details and the fine print. During the competition you will be required to submit two (2) deliverables: A Jupyter notebook; and a one minute video.





SUBMISSION TEMPLATE

You will be provided a submission template in the format of a Jupyter Notebook, which can be found on the Submission platform. It is very important that you follow this template.

VIDEO SUMMARY

This is a very short and to the point video of one minute, summarizing the following:

- the problem
- your solution
- the results and the impact you think this has

Visual aids are optional.



EVALUATION CRITERIA

You work will be evaluated on the following criteria:

- 20% Product: understanding the needs of the end-user and if your proposal solves that problem
- 20% Business: understanding if the solution serves the business purpose, it's applicability and impact
- 40% Technical Skills: overall technical evaluation of the solution from a data science point-of-view
- 20% Soft-Skills: essentially - your communication skills :)

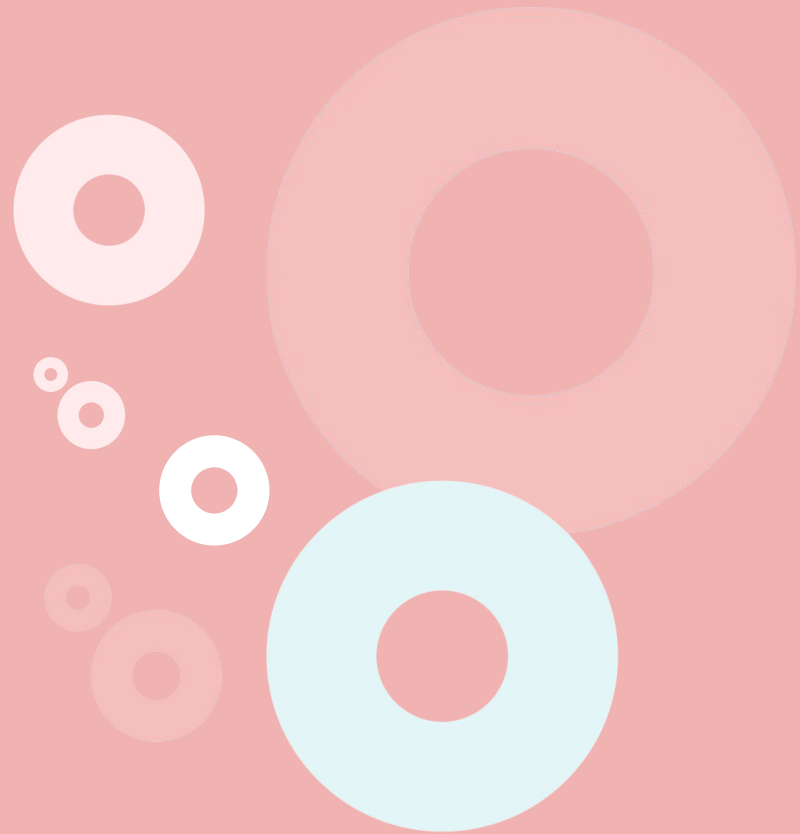
TOP TIPS

Here are a few suggestions to help you along the way:

- Be creative in your solution! Think of how you can use certain approaches in an unusual way for example.
- Consider business constraints: understand the challenge well and identify any business constraints regarding this challenge. For example - there could be legal constraints in placing cameras throughout a city. Mention the constraints you are considering in the report.
- Don't (always) go for the easy challenge. We will give a percentage of bonus points for the challenges that have less submission.
- Work as a team: The time is very short, our suggestion is that you distribute tasks well amongst the team.

Schedule

Take a look below at the schedule starting on April 3rd and be sure to mark your calendars.



STAGE 1 Virtual doors open at 13:00 for all live events

3 April - Saturday	14:00 - 16:00	WDL Opening Session Stage 1 Opening Session Break & Networking Roundtable subtopics WDL Closing Session
5 April - Monday	14:00 - 16:00	Workshop
5-9 April	ongoing	Get-to-Know-You Activity on Discord
10-15 April	ongoing	Scavenger Hunt

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

STAGE 2

Virtual doors open at 13:00 for all live events

17 April - Saturday	14:00 -16:00	Stage 1 Closing Session Break & Networking Stage 2 Opening Session Roundtable subtopics WDL Closing Session
19 April - Monday	14:00 - 16:00	Workshop
24 April - Saturday	14:00 - 16:30	Opening Session Lightning Round w/Jury & Mentors Break & Networking Announcement of Activity Winners & Leaderboard Announcement of Stage Winners & Leaderboard WDL Closing Session
25 April - Sunday	15:00 - 16:30	Quiz Time

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

STAGE 3

Virtual doors open at 13:00 for all live events

1 May - Saturday	14:00 -16:00	Stage 2 Closing Session Break & Networking Stage 3 Opening Session Roundtable subtopics WDL Closing Session
3 May - Monday	14:00 - 16:00	Workshop
8 May - Saturday	14:00 - 16:30	Opening Session Lightning Round w/Jury & Mentors Break & Networking Announcement of Activity Winners & Leaderboard Announcement of Stage Winners & Leaderboard WDL Closing Session
8 - 13 May	ongoing	Puzzle Challenge

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

STAGE 4

Virtual doors open at 13:00 for all live events

15 May - Saturday	14:00 - 16:00	Stage 3 Closing Session Break & Networking Stage 4 Opening Session Roundtable subtopics WDL Closing Session
17 May - Monday	14:00 - 16:00	Workshop
22 May - Saturday	14:00 - 16:30	Opening Session Lightning Round w/Jury & Mentors Break & Networking Announcement of Activity Winners & Leaderboard Announcement of Stage Winners & Leaderboard Closing Session
22 May - 1 June	ongoing	Team Video Challenge

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

CLOSING LEAGUE

Virtual doors open at 13:00 for all live events

29 May - Saturday	14:00 - 16:30	Stage 4 Closing Session Virtual Party!
5 June - Saturday	14:00 - 16:45	Opening Session Roundtable w/Jury & Mentors Break & Networking Announcement of Activity Winners & Leaderboard Announcement of Stage Winners & Leaderboard League Closing Session

ROAD TO FINALS

19 June - Saturday	14:30 - 17:00	Opening Session Break Workshops (2) Closing Session
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All times reflected are GMT+1, times and content are subject to change

FINALS

1 July	14:00-18:30	Opening Session Challenge Description Video Presentation of the Challenge Break Roundtable (2) Break Closing Session
2 July	Full Day	Work Day Checkpoint
3 July	14:00-16:00	Countdown to the end Presentations and Q&A Break Winners Announced Closing Session

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

Activities

A fun activity will be announced at the beginning of every stage. Points will be awarded per activity and will be announced at the end of each stage and tracked on a leaderboard throughout the competition.



Activities are not mandatory, but we hope you will take advantage of the great opportunity for team building, plus winning some cool prizes in the process. The Activity schedule is as follows:

GET-TO-KNOW-YOU ACTIVITY | 5 - 9 April

Have you ever played Two Truths & A Lie? What a better way to learn more about your peers! Each day 10 teams will share, in the #wdl-participants Discord channel, two truths and one lie about their own team. We encourage the opposing teams to ask questions and to vote on the answer you think is a lie. Can't wait to find out all your dark secrets! Should be great fun!

SCAVENGER HUNT | Stage One: 10-15 April

A fun and engaging activity to learn a bit more about the World Data League and partners, work together as a team, and find clues along the way. Get your detective hats on and prepare to find answers to clues.

QUIZ TIME | Stage Two: 25 April

Test your knowledge on all things Data Science, pop culture, geography, technology and more! Teams will go head-to-head in this fast paced friendly competition.



PUZZLE CHALLENGE | Stage Three: 8 - 13 May

Each team receives a series of challenges. As each challenge is completed and submitted, a puzzle piece is placed on the board until a picture is complete. Here's the twist - you'll have a time limit to complete your challenges and those not completed will be put into a community pool for other teams to steal and complete to win more points.



TEAM VIDEO CHALLENGE | Stage Four: 22 May - 1 June

You'll want to be thinking about the Team Video Challenge right away. This one is going to be fun! As the competition progresses, take note of your favorite moments because we want you to create a 30-second team video highlighting those moments. All team members must be present in the video, so get creative and show us what ya got!

Please note: all dates and activities are subject to change



Did we mention there are Prizes too?

Prizes in your teams choice of Amazon or Mastercard gift cards as follows:

1ST PLACE - €250

2ND PLACE - €150

3RD PLACE - €100

Additional prizes may be available for each activity as the competition progresses.

Our Social Media

Updates will be posted via our social media channels, so be sure to follow us on Twitter and LinkedIn and use the official hashtag **#WorldDataLeague**

TWITTER

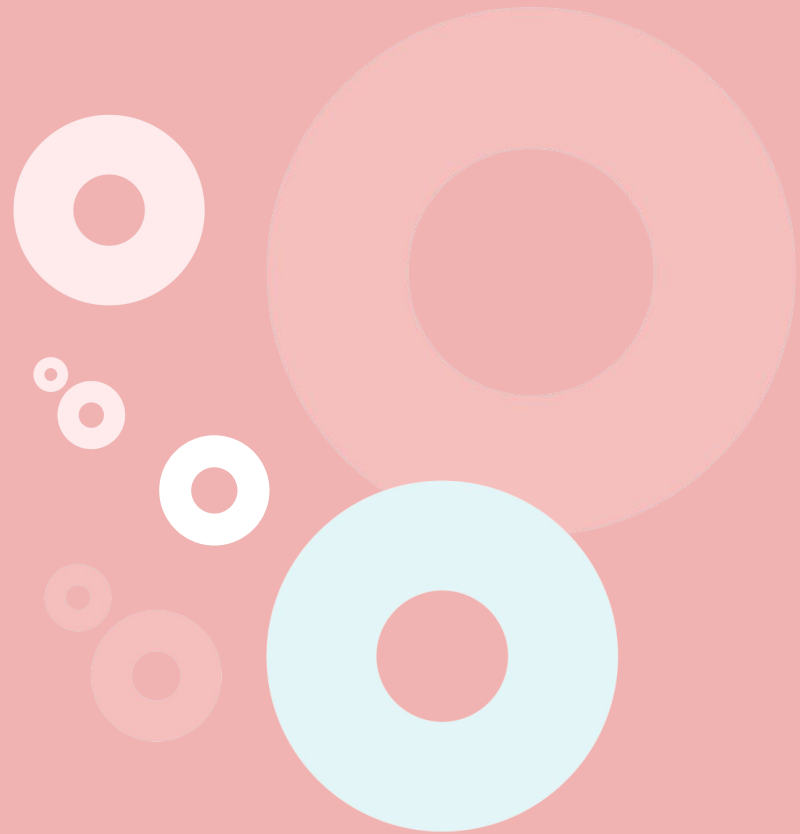
LINKEDIN

If you'd like to share with the interwebs that you're competing in the World Data League, we have posted the following graphic in Discord for your convenience, or you can download it [here](#). Please share freely with your social channels.



WDL Team

A lot of hard work, late nights, early mornings, weekends, cups of coffee and tea (and don't forget the beer) and meetings, all while working day jobs too, went into creating this first edition of the World Data League. Please meet the team behind the curtain.



WDL Team



• Leonid Kholkin

Co-founder

leonid@worlddataleague.com

Discord: Leonid#2884

Allround coder and pursuing a PhD in Data Science / Machine Learning by day. Organises data scientist and tech initiatives by night.



• Rui Mendes

Co-founder

rui@worlddataleague.com

Discord: RuiMendes(WDL)#6063

Data analyst in a technical startup by day. Gathers people together around tech and data science by night.



• Miguel José Monteiro

Co-founder

miguel@worlddataleague.com

Discord: migueljmonteiro#3340

Data Science Lead at a medtech startup by day. Tries to save the world at Data Science for Social Good (DSSG) Portugal by night.



• Tammy Contreras

Community Manager

tammy@worlddataleague.com

Discord: TammyC(WDL)#3942

Supports and connects the global tech event industry by day. Finding new and fun ways to build communities by night.

WDL Team



Margarida Abranches

Community Manager

margarida@worlddataleague.com

Discord: Maggie#1164

Supporting point-of-care solutions at a medtech startup by day. Promoting social equality to bring communities together by night.



Fabiana Oliveira

Communications & Marketing

fabiana@worlddataleague.com

Discord: Fabiana Oliveira#7434

Communicating brands and projects by day. Social volunteering and learning new things by night.



David Silva

Organizer

david@worlddataleague.com

Discord: David Silva(WDL)#0667

PhD student in metagenomics by day. Promotes knowledge sharing by night.



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

Developer

Building and maintaining web projects by day. Building and maintaining other types of web projects by night.



LET'S DO THIS!

World Data League
Participant Guidebook

2021
v 1.1 - 1 Apr 21

