



Terms and Conditions

1. Event Description

The Caribbean Open Data Conference is a regional technology conference and code sprint, focused on open data, software innovation, and technology trends. With over 900 conference attendees and 120 registered developers spread across 5 islands at the 2012 event, it is the largest technology conference in the region. The event (<http://developingcaribbean.org/>) combines a two day conference with a 24-hour code sprint, in which teams of developers compete to build solutions to social problems using open data.

The event targets developers, designers and data/idea contributors who believe in helping their communities through knowledge sharing and problem solving. Together, these different groups will work to build open institutional data approaches and use new information and communication technologies as facilitators for increased regional collaboration in finding indigenous solutions. The best part; their experience can be replicated and implemented elsewhere.

2. The Code Sprint

The 11th and 12th April 2013, for 24 consecutive hours, participants from Caribbean countries will meet in their respective countries to find digital solutions to issues in thematic areas: data journalism, tourism, agriculture, census, economy and education. These problems will be identified by experts within their respective fields, civil society organizations and governmental actors; who made available to participants public data which serves as the medium to create applications. The event will take place simultaneously in 8 different countries, all connected by video conference.

Participants will be registered as teams at the time of enrolment, representing his/her country. Teams must develop a software application in 24hrs that will help to advance a Caribbean country or multiple Caribbean countries using the data provided at this event. The participants are allowed to integrate other sources of data with the event's data if they so choose. The best applications will be locally awarded during the conference. Regional awards will be distributed after the national event.



Software(s) developed can be designed and built using both proprietary and open source tools. All applications created for the event are open source and will be available for further development and implementation by the public, helping to overcome problems of the Caribbean countries and its citizens.

3. Articles of Submission

Participants are required to upload all material (source code and additional media) used to design/build their solution and highlight in required documentation any additional software components proprietary/open source needed to run their application.

The participants must also update the “Code Sprint Submission Document Template” document and the “Code Sprint Presentation Template” presentation and include both files in their submission.

A Screen Cast demonstrating the team’s working application is also required as part of submission, participants may use any online screen publishing tool, suggested tools are (Screenr: <http://www.screenr.com/>, Screencast-o-matic: <http://www.screencast-o-matic.com/>). The URL of the screen cast must be stated clearly within the Code Sprint Submission Document Template.

All articles stated above must be uploaded to GitHub file repository using the following structure:

- \root
 - Source Code Folder
 - Code Sprint Submission Document
 - Code Sprint Presentation Template

4. Prizes and Evaluation Structure

Developing the Caribbean (DevCa) is a national and regional event. Therefore participants will have the opportunity to compete at both levels. The winning three applications in each country



(gold, silver and bronze), decided by the national judges will qualify to continue at regional level, where the regional jury will select the best applications over the entire regional event.

Each country has its own set of judges. National judges may have representatives from the combination of:

- National Government
- Technological World
- Academia

The national judges will choose the top three applications in each country and national prizes are awarded on site. Judges in each country will be on site, 12th Friday to assess presentations of the teams and to choose the winning three applications.

The top three winning teams will move on to phase 2 of the competition, “The Caribbean App Challenge”. The App Challenge will be a 1-2month virtual competition in which participating code sprint teams will have the opportunity to build out their applications with help from international and regional mentors. Judging of the Caribbean App Challenge will comprise of regional and international members. At the regional level, teams will earn awesome prizes and would also have the opportunity to be in the media both nationally and regionally.

5. Evaluation Criteria

Pervasiveness, Reach and Completeness of Project (0-20)

- How complete is the entrants solution as compared to the envisioned product?(0-10)
- Does the application utilise social networking medium or multiple platforms?(0-10)

Open Data Usage and Usefulness (0-15)

- How much useful added knowledge or insight was achieved through using the data? (0-10)
- Was the final solution fully dependent on open data and useful to its intended audience? (0-5)



Solution impact and Problem Solving (0-15)

- Do the solution's features encompass solving the entire problem? (0-5)
- To what degree will the solution have an impact on minimizing the problem? (0-10)

UX/UI (0-10)

- Does the application have a professional look and feel? (0-5)
- Is the application simple to understand and easy to use? (0-5)

Commercial Potential (0-20)

- Does the business model/method(s) of revenue stream of the solution make sense? Is it favourable for the customers? (0-10)
- Will it make sense to maintain and support this application once it is in production? (0-10)

Presentation (0-10)

- Was the solution presented both on site and Screen Cast visually stimulating and engaging?(0-5)
- Does the on-site presentation/screen cast make logical sense?(0-5)

6. Terms, Rules, Conditions and Agreements

Common Terms used in rules

These are the Official Rules that govern how the Caribbean Open Data Conference and Code Sprint or "Developing the Caribbean (DevCa) Code Sprint 2013 Competition" will operate (the "competition", the "code sprint", the "event"). In these rules, "we", "DevCa Team", "our," and "us" refer to the Developing the Caribbean Team, its sponsors and affiliates. "Participant", "Individual", "he/she", "Team" and "Competitor" refers to an eligible entrant(s).



The following are the rules for the Developing the Caribbean (DevCa) Code Sprint 2013 event:

1. As a requirement of eligibility for the Developing the Caribbean Code Sprint 2013 competition, the participant must read carefully, understand and agree to the terms, conditions and agreements listed here. If the participant does not understand section(s) of this document it is his/her duty to query the DevCa team on aforementioned section.
2. An individual or team who has registered for the code sprint event, has paid the allotted fees to specified person(s) and has received an e-ticket is allowed to participate in the event.
3. The event is open to any individual residing within a Caribbean country and must choose a country in which to develop, unless or otherwise stated by the DevCa team. The individual shall also cooperate with local laws and competition laws where each event takes place.
4. The DevCa team provides a variety of resources including communication forums, documentation, and download areas, videos, blogs and data; it is the participants duty to review all material stated here.
5. At admission to the event, each participant must fill out a declaration form; releasing his/her video or images to media. This declaration form also relinquishes the DevCa team the responsibility for any loss, damage or theft of equipment or material from the participants.
6. The application code must be available on the “Developing the Caribbean” account on GitHub, to which the DevCa team will access.

Standards and Agreements

1. The Caribbean seeks to develop property on the contributions of participants in terms of application, code, content, design, or any other material that has been submitted.



2. Participants will retain the copyright and accept the free availability on-line license application under AGPLv3 [<http://www.gnu.org/licenses/agpl.html>] in accordance with the spirit of Open Source event. All application components must be licensed or equal to the support of the application.
3. The participant agrees their submissions will not contain: computer viruses, worms, spyware or any other malicious software, designed to be deceptive, or to restrict or damage the functionality of a computer and/or access to personal information of users of the application
4. In addition, participants agree and guarantee that they will not share false, inaccurate or misleading information that infringes third party copyrighted, patented, trademarked, trade secret or other proprietary rights or rights of publicity or privacy to violate any law, statute, ordinance or regulation of the country. This includes any material that can reasonably be considered defamatory, libellous, hateful, racially or morally offensive, threatening, and unlawful or harasses any person, firm or corporation.
5. The organization reserves the right to reject contributions from participants for any reason that the DevCa team deems appropriate.
6. The DevCa team will not be responsible for projects that fail to be delivered the product of technical problems, miscommunications, loss or delay.
7. Participants may withdraw at any time by written notice to the DevCa Team, teams withdrawal documentation must be signed by all members. The withdrawal of the competition excludes any prizes.
8. All applications designed must be aimed at the common good. If the application is deemed by the DevCa team to promote violence or discrimination of any kind then the applications and team will be automatically disqualified.



9. The DevCa team can make changes and modifications to the rules of this event. It is the responsibility of the participants to stay informed.
10. Non-compliance with these Terms, Conditions and Agreements will result in disqualification from the event. The DevCa team shall have no liability to the participant to be eliminated for this reason.

Important note about Copyright:

The participant's entire entry must include material (including source code – both open source and third party sourced, user interface, music, video or images) that the participant's own or the participant has permission from the copyright/trademark owner to use. The participant's entry may not include copyrighted materials (such as source code, user interface, background music, images or video) unless the participant owns or has permission to use the materials.

If the participant does use permissible copyrighted materials, he/she 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: The participant team's entry will be disqualified if permissions information is not included as per the requirements in the specific Competition Rules.

The DevCa team reserves 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 DevCa Team are final and binding in all matters related to the Competition.