

*Updated July 11, 2019*

## Part 2 Frequently Asked Questions

### 1. How will intellectual property be handled in this challenge?

By participating in this challenge, each individual (whether participating as an individual or in a group) warrants that he or she is the sole author or owner of, or has the right to use, any copyrightable works that the submission comprises, that the works are wholly original of the Solver (or is an improved version of an existing work that the Solver has sufficient rights to use and improve), and that the submission does not infringe any copyright or any other rights of any third party of which Solver is aware. In addition, each individual (whether participating individually or in a group) and each entity grants to NSF an irrevocable, paid-up, royalty-free nonexclusive worldwide license to reproduce, publish, post, link to, share, and display publicly (e.g., on websites) the submission and abstracts on the web or elsewhere, and a nonexclusive, nontransferable, irrevocable, paid-up license to practice, or have practiced for or on its behalf, the solution throughout the world. Each participant will retain all other intellectual property rights in their submissions, as applicable. To participate in the challenge, each Solver must warrant that there are no legal obstacles to providing the above-referenced nonexclusive licenses of Solver's rights to the federal government. To receive an award, Solvers will not be required to transfer their intellectual property rights to NSF, but Solvers must grant to the federal government the nonexclusive licenses recited herein.

### 2. Can I submit multiple solutions to be judged?

No, each individual or team can only submit one solution to the challenge.

### 3. What is the submission deadline for Part 2?

July 26, 2019, 11:59 PM ET

### 4. Do I have to leverage one of the winning concepts from Part 1 in my prototype for Part 2?

No, while leveraging winning concepts from Part 1 is encouraged, Solvers are not required to leverage any or all of the concepts from Part 1 when developing their Part 2 submissions.

### 5. How can I find other Solvers to form partnerships for Part 2?

NSF is encouraging solvers looking for partners to connect with each other on social media using the hashtag #NSFCareerCompass.



**6. What is envisioned after Part 2? Will there be multiple winners whose prototypes will receive grants to develop further?**

One winner will be awarded a cash prize of \$75,000 for a functional prototype that meets the evaluation criteria. There will not be multiple winners in Part 2, and there are not currently plans to further develop the prototypes through grants.

**7. Are you looking for participants with a particular kind of skillset? For instance, if we have ideas on how this should flow/look, but don't know how to build a program or an app, is there a way for us to connect with people who have app-building or programming skills?**

We are not looking for participants with any particular skillset. Instead we are interested in solutions that meet the criteria outlined in the challenge guidelines. We are encouraging those with ideas to partner with others who have expertise to build solutions. We are encouraging anyone who is interested in forming partnerships to connect with each other on social media using #NSFCareerCompass.

**8. Can there be multiple solutions from the same institution?**

Yes, however each person can only submit one entry either individually or as part of a team.

**9. Can a company submit an entry?**

Yes, companies may submit entries to the challenge.

**10. What if you have a web-based interface as well as an app? Can we submit links to both?**

Yes, you can submit links to both.

**11. I am interested in learning whether fidelity/closeness to a winning concept from Part 1 is factored into judgment criteria. In essence, does “encouraged to leverage and build on” mean that strict adhered to a single winning concept is preferred? Or does this mean that we can choose to draw on or some concepts from multiple winning papers in Part 1 to develop our Part 2 prototype?**

No. While leveraging winning concepts from Part 1 is encouraged, participants are not required to leverage any or all the concepts from Part 1 when developing their functional prototype.



- 12. Are clickable prototypes acceptable for some features? For instance, could testers click through a variety of screens that guides them through the intended experience, but the coding to make that experience fully functional is not necessarily complete? This would impact how many features my team is able to target in our prototype if all needs to be 100% functional at the time of testing.**

The objective of the challenge is to provide a functioning prototype. One that processes input in real time to generate an end result. However, if you wish to demonstrate a future capability, a "clickable" demonstration is acceptable.

- 13. Aside from the earning of award money, is anything specific expected of the winning prototype/team? For example, is the winning team contractually required to continue development to provide NSF access to a fully functional product? We want to be fully aware of any time and development commitments that would be required post-competition.**

No. There are no contractual obligations for the winner of Part 2. While we hope that this competition will inspire the winner to further develop their prototype, this is not required.

- 14. What kind of limitations should the app have? Like if I need a high-powered phone or computer or better for it, would that limit anything?**

The app should be built upon technology that is widely available to the general public. All submissions will be judged on its "Performance and Usability." Specifically on the "Extent to which the proposed solution provides evidence that it is replicable and scalable; potential for use in other and/or larger settings must be addressed."

- 15. The prize money while interesting isn't really why we would get involved with something like this. We really want to know where we would have the opportunity to build a relationship with an agency that might need a solution like this moving forward.**

We appreciate your dedication to seeing this concept further, despite winning or not. At the moment, there are no plans to partner with an agency, but we are certain the need for this technology exists.

- 16. Who would see the video submission we put together, and where could we leverage it to help build business?**

The NSF Career Compass Challenge judges will view your video submission. You are welcome to share it to promote your technology.



**17. In addition to the personas, is there a place I can get more information on the NSF workforce?**

NSF cannot provide employee data due to privacy concerns. In the absence of that, we recommend reviewing the following resources:

- The NSF [Careers Page](#): This page lists specific job functions (Administration, Executive/Managerial, Science/Engineering, Business Operations, Students and Recent Graduates) along with the requisite skills and experience required at each grade. This may be helpful in mapping potential job flows specific at NSF.
- Job announcements on [USAJobs](#): In each announcement there is a section related to previous education and experience requirements.
- [O\\*Net Online](#): There is a section specific to Government including job titles, competencies, requirements and much more.

**18. I am working to develop a prototype for Part 2 of this challenge and wanted to know if there were any entry forms or information that need to be submitted prior to the deadline date?**

There are no entry forms required for submitting. For entry guidelines, please see the rules section of the NSF Career Compass Challenge website [here](#).

**19. Must my submission work on both Apple and Android devices?**

There is no requirement for a submission to work on particular operating systems; though, Solvers are encouraged to review the evaluation criteria that the judges will use to evaluate submissions.

**20. Can a prototype use the Windows operating system?**

Yes, any operating system is fine. There is no requirement for a submission to work on particular operating systems; though, Solvers are encouraged to review the evaluation criteria that the judges will use to evaluate submissions and ensure solutions meet the criteria.

**21. Will you have technical support available for iOS and Android app submissions?**

Yes, the judges will have technical support available. If there's a problem launching your prototype, and we think it's on our end, we will be able to engage technical support for troubleshooting. Note that we won't be able to launch any of the prototypes on the NSF network, but we will be able to house apps.

**22. Is there a specific submission format guideline such as zip files or executables?**

We don't want to be overly prescriptive regarding the submission format and encourage



you to submit what you have. Please keep in mind that we won't be launching any of the submissions on the NSF network but will have access to the Internet.

**23. Is a web-only app okay or must there be a mobile app?**

A web-only app is fine. There is no requirement that a submission be a mobile app, but we have provided the option for solvers to send us mobile demonstration devices if they are submitting a mobile app.

**24. Will there be access to a network even if it's not the NSF network?**

We will have access to the Internet to launch prototypes.