

# What The Hack 2024: Hack It Up A Notch!

## Singapore University of Technology and Design

### Terms and Conditions

#### 1. Definitions

“**Competition**” refers to the What The Hack @ SUTD Hackathon.

“**Organiser**” refers to the Singapore University of Technology and Design (SUTD) as represented by the What The Hack Organising Committee.

“**Participant**” refers to each member of a team which enters and takes part in the Competition.

“**Sponsors**” refers to parties that have provided monetary or non-monetary assistance to the hackathon in exchange for sponsorship benefits.

“**Problem Themes**” refers to the problem statements of Circular Economy & Sustainable Living, Healthcare & Accessibility Tech, Everyday Automation, and Reducing Inequalities, set out in Clause 4.b. below.

“**Open-Category Prizes**” refers to the judging categories for “Fablab-ulous Hardware Hack”, “Most Beautiful Hack”, “Wittiest Hack”, and “Most Wholesome Hack” set out in Clause 4.c. below.

“**Technology Categories**” refers to the types of technologies set out in Clause 4.b. below.

#### 2. Introduction

- a. “What The Hack @ SUTD”, is a 24-hour hackathon organised and sponsored by SUTD and co-sponsored by Tiktok, Espressif and other sponsors. The Competition aims to bring together people of multiple disciplines and challenge them to solve imminent problems of the future via interdisciplinary collaborations.
- b. The Competition will be held at SUTD from 21<sup>st</sup> December 2024 to 22<sup>nd</sup> December 2024.

#### 3. Eligibility and Teams

- a. This Competition is open to students registered at a school or institution in Singapore, or those awaiting entry into a local school or institution in Singapore who are at least 13 years old (as of 21<sup>st</sup> December 2024), or those currently in National Service.
- b. The Participants may compete in teams of 3 to 5 members.

- c. Participants who are below 18 years old as at the date of the Competition must have proper parental/guardian consent to participate in the Competition. The parental/guardian consent form is provided along with the online registration form. Participants under 18 years old will be automatically disqualified from the Competition if proper consent has not been obtained and submitted before the start of the Competition.
- d. At least 3 members of each team must be present during registration and both judging rounds for the team to qualify for prizes.

#### **4. Submissions and Demonstration**

- a. "Submission" refers to the prototype of the product or service created by participants and any related materials that is presented to the judges.
- b. The Participants, as a team, will be required to work on building solutions to problems, which are to be submitted for judging by a panel of judges, under only one of the following themes:
  - i. Circular Economy & Sustainable Living
  - ii. Healthcare & Accessibility Tech
  - iii. Everyday Automation
  - iv. Reducing Inequalities
- c. The Participants may indicate to the Organiser that they wish for their teams' Submissions to be judged for any or all of the following Open Category Prizes:
  - i. Most Fablab-ulous Hardware Hack
  - ii. Most Beautiful Hack
  - iii. Wittiest Hack
  - iv. Most Wholesome Hack
- d. The Participants may only begin working (coding, building, analysing) on their Submissions at the official commencement time fixed by the Organiser and must complete building their prototype and any related materials for submissions (hereafter referred to as "Submission") by the deadline set by the Organiser.
- e. Each Submission must:
  - i. be submitted to the platform that the Organiser has provided to count as a valid submission;
  - ii. adhere to these Terms and Conditions and any rules and regulations of the Competition set out at the beginning of the Hackathon;
  - iii. not breach the terms and conditions of any embedded software or services used in the Submission;
  - iv. not contain any malicious code or backdoors;
  - v. not contain, depict or refer to any crude, vulgar, obscene, sexually explicit, disparaging, discriminatory, offensive, illegal or otherwise unsuitable or inappropriate language, activity or other content (as determined by the Organiser at its sole discretion);

- vi. not contain, depict or refer to any content which disparages or puts the Organiser, Sponsors, the Competition or any other person or entity in a negative light (as determined by the Organiser's in its sole discretion); and
- vii. not contain any content that violates any law or any third party's rights, including but not limited to any intellectual property rights, privacy, personal data protection and intellectual property rights.

## **5. Judging**

- a. At the end of the allocated hacking time, the Participants will upload their Submissions through the Devpost platform and present them at the presentation booths. Each Participant or Team with a Submission will be given up to 15 minutes to set up their presentation booths (any request for additional time and space may be granted at the sole discretion of the Organiser)
  - i. Round 1: Teams are given 3.5 minutes each to present their Submission from their booths to a panel of judges. The order of the Participants' or teams' presentations will be determined by the Organiser. Concurrently, a separate panel of judges will be assessing the relevant Participants' Submissions for the Open-Category Prizes. Three (3) teams per Problem Theme will be shortlisted for Round 2 while the winners for the Open-Category Prizes will be decided during Round 1, but will not be announced until the end of Round 2.
  - ii. Round 2: Shortlisted teams are given 5 minutes to present their Submission and address questions from the panel of judges.
- b. Participants are to explain and/or demonstrate how well their Submissions fulfill the following equally weighted judging aspects:
  - i. Significance – How pertinent the problem is to society;
  - ii. Novelty – How unique or creative the solution is;
  - iii. Implementation – How well the idea has been implemented technically.
- c. The judging panels for each Prize Category will consist of members of SUTD faculty and representatives from our corporate Sponsors.

## **6. Disqualification**

- a. A Team's Submission may be disqualified if the Organiser, in its sole discretion, reasonably finds or believes that the Submission:
  - i. contains any element that is malicious, corrupt, damaged, incomplete, inappropriate or offensive;
  - ii. violates the terms of use of any social media, website, mobile application or any other platform used in the Submission;
  - iii. infringes any third party's intellectual property rights;
  - iv. breaches or violates any applicable law; or
  - v. breaches or violates any of these Terms and Conditions or any rules or regulations set out by the Organiser of the Competition.
- b. Further, a Participant and/or his/her entire Team may be immediately disqualified, with or without warning at the Organiser's sole discretion, for:

- i. verbal abuse of another Participant or the Organiser's representatives, agents or employees;
  - ii. deliberate and/or inappropriate physical contact, or harm or injury to another Participant or the Organiser's or the Sponsors' representatives, agents or employees;
  - iii. any breach of the safety rules or directives issued by the Organiser and/or its employees in relation to SUTD's Fabrication Laboratory or other premises or facilities or
  - iv. any attempt to compromise the integrity or the legitimate operation of the Competition, including, without limitation, by cheating, hacking, creating a malicious bot or any other automated program, or by committing fraud in any way;
  - v. having fewer than three (3) members present during registration; or
  - vi. having fewer than three (3) members present during the judging rounds.
- c. If, during the Competition, any of the Organiser's representatives, agents or employees reasonably believes that a Participant's health is in danger, the Participant may be required to discontinue his/her participation in the Competition and asked to seek immediate medical assistance. The Participant's teammates may continue participating in the Competition if they so choose.
- d. All disqualification decisions are final and not subject to appeal.

## 7. **Prizes**

- a. Three (3) winning teams will be picked by the Judges for each of the following Problem Themes:
- i. Best Circular Economy & Sustainable Living Hack;
  - ii. Best Healthcare & Accessibility Tech Hack;
  - iii. Best Everyday Automation Hack; and
  - iv. Best Reducing Inequalities Hack.
- b. One (1) winning team will be picked by the Judges for each of the following Open-Category Prizes:
- i. Most Fablab-ulous Hardware Hack;
  - ii. Most Beautiful Hack;
  - iii. Wittiest Hack; and
  - iv. Most Wholesome Hack.
- c. The Organiser and Sponsors reserve the right to withhold the Prize from a Participant or Team even after he/she/it has been announced as a winner or to require a Participant or Team to return the Prize after it has been awarded if the Participant or Team is found to have breached any of these Terms and Conditions in the course of the Competition.
- d. Participants acknowledge that the prizes and judging procedures stated in these Terms and Conditions or on the Competition website or in any announcements or notifications to the Participants are subject to change at the Organiser's sole discretion.

- e. Prizes must be collected in person by the winning Participant or team or a member of the winning Team at the time of announcement. All taxes and other expenses, costs or fees associated with the acceptance and/or use of any Prize are the sole responsibility of the winning Participant or team members. If a Prize is unclaimed immediately following the announcement, the Organiser may at its sole discretion forfeit the Prize and choose an alternate winner to be selected from the remaining eligible Submissions at its discretion.

## **8. Other Terms and Conditions**

- a. By entering and participating in the Competition, every Participant is deemed to have accepted and agreed to abide by these Terms and Conditions.
- b. The Organiser reserves the right in its sole discretion to cancel, suspend or postpone the Competition due to events beyond its reasonable control which does not allow for the commencement or continuation of the Competition.
- c. The Organiser reserves the right to amend these Terms and Conditions at any time without prior notice.
- d. The Organiser reserves the right to reject any of the Participants' submissions for the Competition or to disallow any Participant's or Team's continued participation in the Competition if the Participant and/or Team is/are found to have breached any of these Terms and Conditions or any rules or regulations set out by the Organiser for the Competition.
- e. In the event of any inconsistency between these Terms and Conditions and any brochure, website, marketing or promotional material relating to the Competition or any rules or regulations set out by the Organiser, these Terms and Conditions, and all its subsequent variations, shall prevail.

## **9. Intellectual Property**

- a. Participants represent and warrant that their Submission(s) is/are their original work/creation and does/do not infringe the intellectual property rights belonging to any third party. The Participant agrees to indemnify the Organiser and each of the corporate Sponsors against any claim, damages, debt, expense, liability, loss, suit, action, demand, cause of action, proceeding or judgment of any kind which are made or brought against or suffered or incurred by each of them and arise directly and/or indirectly out of or in connection with any infringement of intellectual property rights by virtue of the work submitted by the Participant for the Competition.
- b. Participants own all rights to the Intellectual Property produced by them or their team during the Competition. Participants may use any freely available data, API or Technology (which may include but is not limited to content, code, algorithm, design, art, music, graphics or material otherwise protected by any intellectual property rights) to build their prototype or material for their Submission. Participants may use any tools

they own as well, physical or otherwise. This means any Technology that a Participant or a member of the team owns, acquired the rights to or owns license to may be used.

- c. Each Participant hereby grants to the Organiser a non-exclusive, perpetual, irrevocable, worldwide, royalty-free right and license to use any intellectual property rights comprised in his/her Submission for the purpose of publicity and marketing campaigns, branding, administrative functions of the Organiser and Sponsors and for the Organiser's faculty, staff and student recruitment, education, teaching and research purposes. However, the Organiser shall not be obliged to use, publicise or otherwise communicate publicly the Participant's work/creation submitted for the Competition.

## **10. Personal Data**

- a. By registering for and participating in the Competition, the Participant hereby consents to and authorises the Organiser to use and/or disclose to third parties his/her personal data, including photos, videos or audio recordings taken before, during or after the Competition, for the purposes of:
  - i. organising the Competition; and
  - ii. the Organiser's and Sponsors' publicity and marketing campaigns including but not limited to the Organiser's and Sponsors' publicity materials and/or publication on each of the Organiser's and the Sponsors' website and/or the Competition website, as well as to showcase the Competition for future promotional purposes.\*

\*Applicable only upon consent being given by the participant in the registration form

## **11. Disclaimers**

- a. The Participant agrees that the Organiser and the Sponsors shall not be liable for any death or personal injury suffered by the Participant as a result of or in connection with the Participant's participation in the Competition provided the same is not caused by the negligence of the Organiser and Sponsors.
- b. The Participant agrees that the Sponsors and the Organiser shall not be liable and that he/she shall not hold the Sponsors or the Organiser liable for any property damage, claim, cost, damages, debt, expense, liability, loss, suit, action, demand, cause of action, proceeding or judgment of any kind which are made or brought against or suffered or incurred by the Participant including any indirect, special, consequential, or punitive damages which arise directly and/or indirectly out of or in connection with the Participant's participation in the Competition.
- c. The Participant agrees that he/she, whether individually or jointly with his/her team members, shall be liable to the Organiser and/or Sponsors and their officers, employees and agents for any breach or violation of confidentiality, patent, copyright or any other intellectual property rights in his/her team's Submission and to defend, indemnify and hold the Organiser and the Sponsors and each of their officers, employees and agents harmless from and against any actions, claims, loss or

damages for infringement of alleged infringement of such confidentiality, patent, copyright or any other intellectual property rights.

- d. The Participants agree to keep the Organiser and the Sponsors and their respective directors, officers, employees and agents indemnified against any and all such claims by third parties for any losses or damages arising from his/her Submission and/or participation in the Competition.

## **12. Governing Law**

- a. These Terms and Conditions shall be subject to, governed by and interpreted in accordance with the Laws of the Republic of Singapore for every purpose and the Participant agrees that the Courts of Singapore shall have exclusive jurisdiction to determine any dispute or claim arising from or in connection with these Terms and Conditions and/or the Competition.