

Official Solve IT 2019 Rules

Contest Sponsors¹

Solve IT, an innovation competition in Ethiopia, is sponsored by the U.S. Department of State, the U.S. Embassy to Ethiopia, Japan International Cooperation Agency (JICA), Humanity+, iCog-Labs.

Description of Contest Objectives

Solve IT is a nationwide innovation competition to promote entrepreneurship and innovation through applying technology to solve community problems in Ethiopia. The competition will operate in nine regional states and two city administrations: Addis Ababa, Assosa, Bahirdar, DireDawa, Gambella, Hawassa, Jigjiga, Jimma, Mekelle, Adama, Axum, Araba Minch, Gondor, Harar and Semera. The competition will be conducted in two rounds: Regional and National. Individuals will form teams to participate in five, two-day regional workshops held in ten cities. The workshops will cover technical, coding, hardware, entrepreneurship, marketing, pitching and other skillsets. Upon completion of the workshops, teams will develop their products and prototypes. A jury composed of industry experts will judge the teams at the ten Regional Rounds and select the winners. A total of 30 teams from the Regional Rounds will compete in the National Round, which will be held in Addis Ababa.

The National Round is a week-long competition comprising an elimination stage and finals. 30 teams will pitch their solutions or prototypes to a jury during the elimination stage. Only ten teams will progress to the finals and present before a jury. During the Regional and National Rounds, teams will be evaluated on the following criteria: community problem addressed innovation, emerging technologies (such as AI, robotics, IoT, genetic engineering), information communication technologies (mobile applications, SMS based applications, website or web application, hardware, software + hardware(hybrid)), competitive advantage, scalability,

¹ Throughout the contest rules, the term “sponsors” is used to represent either single or multiple sponsors, where applicable.

marketability, pitch/presentation, and business plan. (See the “Eligibility” section below to find out who is eligible to be a contestant.)

Platform(s)

Solve IT will be conducted in ten cities in Ethiopia (Addis Ababa, Assosa, Bahir Dar, DireDawa, Gambella, Hawassa, Jigjiga, Jimma, Mekelle, and Semera) at host universities. Events from this contest may be announced and promoted on various Social Media platforms including Facebook, Instagram, Twitter and YouTube, but contest entry and administration will take place through email (solveit@icog-labs.com) and the competition’s webpage at www.icog-solveit.com.

Contestants are reminded that by participating in the contest and uploading content to Facebook, Instagram, Twitter, and YouTube, they are bound by Facebook, Instagram, Twitter, and YouTube’s Terms of Service and any agreements with Facebook, Instagram, Twitter, YouTube, or Google contained therein.

How to Enter

Solve IT will be conducted in English or Amharic. Interested contestants should complete the Solve IT application form on www.icog-solveit.com. An orientation session will be held in each of the ten cities, to provide an overview of the competition and to answer questions. Then, individuals will be asked to form teams in order to participate in the workshops. Once an application is submitted to www.icog-solveit.com, it is considered a final submission and may not be modified, edited, or replaced. Contestants may submit only one application. Participation in this contest is automatically deemed as acceptance of these Official Contest Rules.

The contest inaugurates at November 13, 2018. Applications may be submitted between November 14, 2018 and January 4, 2019.

Content Requirements

- a. Products, prototypes or submissions must not contain obscenity, explicit sexual material, nudity, profanity, graphic violence, calls or incitement to violence, commercial solicitation or commercial promotion. Products, prototypes or submissions must conform to local law and must not contain content or images that could be considered abusive, inflammatory,

denigrating, or disrespectful to any of the Contest Sponsors, or to any groups, individuals or institutions. Products, prototypes or submissions must adhere both in appearance and in fact to the norms of civil discourse. In other words, the content of all products, prototypes or submissions must be suitable for a global public audience.

- b. Products, prototypes or submissions must be original content created by contestant and must not contain any elements that are protected by someone else's copyright or otherwise subject to third party intellectual property or proprietary rights, including privacy and publicity rights (except as expressly permitted below in (d)). Contest Sponsors recognize no allowance for "fair use" of copyrighted material, nor do Contest Sponsors recognize allowance for use of licensed materials created or owned by a third party.
- c. Contest Sponsors reserve the right to disqualify, at their sole and absolute discretion, any submission that does not adhere to these criteria and to the intent and substance of these Official Contest Rules.
- d. In the event of any question or difference of views regarding compliance with, interpretation, or application of these content requirements or other provisions of these Official Contest Rules, Contest Sponsors reserve the exclusive right to resolve such questions or differences of views in their sole discretion.
- e. By entering into Solve IT and developing a products, prototype or submission, the contestant affirms that he or she has obtained written consent from all individuals whose image or likeness appears (or from the individuals' parent/legal guardian if any such individuals are considered a minor in their country of residence), and that he or she has obtained the necessary rights, licenses, consents, and permissions to use all material such as music, images, text and other content in the submission. The contestant further affirms that he or she is prepared to provide reliable documentation of any and all such consents, licenses, etc., upon request. Failure to obtain such rights, license consents, and permissions may result in the disqualification of the product, prototype or submission at the Contest Sponsors' sole and absolute discretion.

Eligibility

- a. Contestants must be at least 18 years old and not older than 28 on the date of entry into the contest. Contestants must be residents of and may not be U.S. citizens or lawful permanent residents.
- b. The individual submitting the entry will be considered the contestant and will be the only individual eligible to compete for the prize. Organizations are not eligible to compete for the prize, either as an entity or through representation by an individual. In order to be eligible for the prize, the contestant must provide complete and accurate information.
- c. The following individuals are not eligible to participate in the contest: Employees, interns, directors, and officers of the Contest Sponsors, or the U.S. Government, or any employees, interns, directors, or officers of any agencies, companies or entities involved in the administration, advertising, judging, creation, development, execution, and/or fulfillment of this contest, and the immediate family members (defined as spouse, recognized partner, parent, child, sibling, and spouse or "step" of each) and those living in the same household of each such individual.
- d. Once an application has been accepted for entry into the contest, the contestant's name and their region of residence may be publicly identified at the sole discretion of the contestant.

Selection of Winners

- a) All products, prototypes or submissions developed for Solve IT are subject to an evaluation by Contest Sponsors to ensure compliance with these Official Contest Rules. Any product, prototype or submission out of compliance will not be allowed to compete in the Regional or National Rounds. Contest Sponsors reserve the right in their sole and absolute discretion to verify in the final analysis whether a potential finalist or potential winning product, prototype or submission has fully complied with these Official Contest Rules before posting to the contest site, awarding prize, recognizing as winner, etc.
- b) Judges: The jury during the Regional and National Rounds is comprised of members of the U.S. Embassy, experts in business to private/angel investors to entrepreneurs to industry leaders to academia, and citizens.

- c) **Judging Criteria:** During the Regional and National Rounds, teams will be evaluated on the following criteria: community problem addressed innovation, emerging technologies (such as AI, robotics, IoT, genetic engineering), information communication technologies (mobile applications, SMS based applications, website or web application, hardware, software + hardware(hybrid)), competitive advantage, scalability, marketability, pitch/presentation, and business plan.
- d) **Winners:** Each Regional Round winner and National Round finalist will be required to sign and return to Contest Sponsors a statement of eligibility and liability/publicity release, and provide a short bio (where applicable) and a brief statement about the product, prototype or submission; otherwise the winner or finalist will be ineligible for any prize. The inability of Contest Sponsors to contact a potential winner may result in disqualification and/or selection of an alternate winner from among all remaining eligible products, prototypes or submissions.
- e) Regional Round winners may be announced on the U.S. Embassy, Humanity+ and/or iCog Labs website and/or social media pages. Winners and finalists may choose to use an alias instead of their real name and may request other identifying information be kept private.

Prize(s)

- a. Prizes are only awarded at the National Round. For the Regional Rounds held in the ten cities, teams may receive certificates of participation and acknowledgment of placing in to the top 10.
- b. The top 3 finalist out of the regional contestants will be given an opportunity to pitch their product to VCs and investors on a program that will be launched by the Ambassador of the U.S. Embassy to Ethiopia and Ambassador of the Japan to Ethiopia.
- c. Winners have to confirm the acceptance of the prize in an email reply within three calendar days at the end of the National Round. If the acceptance is not confirmed by the required date, the Contest Sponsors reserve the right to select an alternative winner. Each winner must provide a valid physical mailing address where a prize, if any, is to be shipped. Contest Sponsors are not responsible for any problems related to the shipping of any prize,

including, but not limited to, theft, delay, damage, or destruction/accidental loss by the shipping carrier.

- d. Any unused portion of the prize is not transferable, convertible, or exchangeable and cannot be taken as cash. All taxes on or in connection with any prize, and the reporting consequences thereof, are the sole and exclusive responsibility of the winner.

Liability and Rights

- a. Contest Sponsors do not endorse any submissions or messages expressed therein, and Contest Sponsors expressly disclaim any and all liability in connection with the submitted product, prototype or submission, including disputes between collaborators and/or team members related to a Solve IT product, prototype or submission.
- b. Solve IT and its sponsors do not permit copyright infringing activities or infringement of any other intellectual property rights, and Contest Sponsors reserve the right to remove and disqualify any submission they deem to be in violation of another party's copyright or other intellectual property rights.
- c. Contestants and/or team members retain sole ownership of their original work. The submission remains the intellectual property of the contestant, and the Contest Sponsors, U.S. Government and Japan International Cooperation Agency (JICA) make no claim of copyright as to the work of any individual who enters the contest. Contestant specifically agrees to give the Contest Sponsors permission to use all content related to the Solve IT product, prototype, or submission submitted for purposes of judging the contest. Finalists and/or winners will be required to grant Contest Sponsors, with proper attribution through whatever means they deem appropriate, a worldwide, non-exclusive, royalty-free, sub-licensable and transferable license to use, reproduce, distribute, prepare derivative works of, and/or display the submission, in any media formats and through any media channels in perpetuity in connection with the activities and operations of the contest.
- d. The contestant assumes sole responsibility for the Solve IT product, prototype or submission and the material contained in it, and for any consequences of submitting or posting it.

- e. Contest Sponsors reserve the right at any time, to verify the validity of entries and of contestants and to disqualify any contestant or entry deemed not in compliance with these Official Contest Rules. Contest Sponsors also reserve the right to request further documentation, at their sole and absolute discretion, to verify eligibility and compliance with these Official Contest Rules.
- f. If a prize or any portion thereof is unavailable, Contest Sponsors, in their sole discretion, reserve the right to substitute the prize with another prize of equal or greater value and/or specification.
- g. Contest Sponsors reserve the right, at any time and in their sole discretion, to disqualify and/or deem ineligible any individual who they reasonably believe (i) has violated the Official Contest Rules; (ii) has violated the terms of use of the platform, or (iii) is acting in a bad faith, or in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person.
- h. Contest Sponsors reserve the right to modify, suspend, terminate or cancel the contest at their discretion for any reason.
- i. Contestant agrees to indemnify and hold harmless Contest Sponsors, their parent, subsidiary and affiliated companies, officers, directors, employees, interns, and agents, from and against any and all claims, damages, obligations, losses, liabilities, costs or debts, and expenses (including but not limited to attorney's fees) arising from (i) violation of these Official Contest Rules; (ii) violation of any third party right, including without limitation any copyright, trademark, intellectual property, privacy, publicity, or other proprietary right in connection with the contest; or (iii) any claim that a contest submission caused any harm, including financial, to any third party. These indemnifications and hold harmless obligations will survive indefinitely beyond the conclusion of the contest.
- j. The conduct, judging, and awarding of prizes will be carried out in full compliance with applicable U.S. law and host country law. In the event of a conflict between U.S. law and host country law, U.S. law shall apply.

- k. Contest Sponsors and the U.S. Government will take reasonable measures to protect privacy data, personally identifiable information, and other sensitive data of contestants. Contact information provided by contestants may be stored by the U.S. Embassy to Ethiopia, and may be used to contact contestants for other purposes in the future. This information may be shared with the co-sponsors of the contest and/or be made available to third parties to the extent permitted by law.
- l. Contest Sponsors assume no liability or responsibility for any loss or harm resulting from any user's participation in or attempt to participate in the contest or ability or inability to upload, download, or otherwise access any information in connection with participating in the contest. Contest Sponsors assume no responsibility or liability for technical problems, or technical malfunctions arising in connection with the operation of the contest, including: hardware or software errors; faulty computer, telephone, cable, satellite, network, electronic, wireless or Internet connectivity, or other online communication problems; errors or limitations of any Internet service providers, servers, hosts or providers; garbled, jumbled or faulty data transmissions; failure of any email transmissions to be sent or received; lost, late, delayed or intercepted email transmissions; inaccessibility of the contest site in whole or in part for any reason; traffic congestion on the Internet or the contest site; unauthorized human or non-human intervention in the operation of the contest, including without limitation, unauthorized tampering, hacking, theft, virus, bugs, worms; or destruction of any aspect of the contest, or loss, miscount, misdirection, inaccessibility or unavailability of an email account used in connection with the contest.
- m. Use of contest site is at user's own risk. Contest Sponsors are not responsible for any personal injury, property damage, or losses of any kind which may be sustained to computer equipment resulting from participation in the contest, use of the contest site or the downloading of information from the contest site. By participating in the contest, the contestant releases Contest Sponsors from any and all claims arising from or relating to such contestant's participation in the contest, whether directly or indirectly.



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- n. Contest Sponsors are not liable in the event that any portion of the contest is cancelled or delayed due to weather, fire, strike, acts of war or terrorism, or any other reason.