

BIG DATA HACKATHON - RULES FOR THE DATA CHALLENGES

The Big Data Hackathon is a series of community events that will take place between 10am Saturday Apr 13 10am BST (12 noon GMT+1) and Sunday Apr 14 3pm BST (14 GMT + 1). Please arrive to the venue no later than 10am Saturday Apr 13 1pm BST. As part of The Big Data Hackathon there will be 3 Data Challenges. Please note: the hackathon starts at 10am,

Data Challenges: There will be 3 Data Challenges: Data Science, Data Visualization and Free Style Challenges. Please see Section: "Winning the Challenges and Claiming Prizes"

Data Challenges Time: The Data Challenges time will be: Start Saturday Apr 13 1pm BST (12 noon GMT+1) and End: Sunday Apr 14 1pm BST (12noon GMT + 1).

Tools and software: We'd like to encourage the use of open source tools. You are free to use any tool or software. In the case you use proprietary tools/software, or proprietary algorithms exclusively you will not be eligible to claim prizes.

Contestants attending London venue, all three challenges (Data Science, Data Visualization & Free Style Data Challenges) : If you attend the London venue, you are eligible to compete and claim money prizes in the 3 Data Challenges and also eligible to win several product prizes. In order to attend the London venue you will have to be registered via <http://bigdatahackathon.eventbrite.com>. If you are not registered via Eventbrite you will not be able to compete and claim prizes. You cannot claim the Remote Contestant prize.

Remote contestants not attending London hackathon venue (Data Science Challenge only): You can compete in the **Data Science Challenge** remotely via Kaggle **only** during the Data Challenge Time Saturday Apr 13 1pm BST (12 noon GMT+1) and Sunday Apr 14 1pm BST (12noon GMT + 1) . Remote contestants will only be eligible for one money prize (Remote Contestant Prize), will not be eligible for the same level of prizes as the contestants attending the London venue, and will not be eligible to claim any product prizes.

Teams and Team size limit, London venue: You will have to compete as a member of a team. A team should have no less than 3 members and no more than 5 members. We are trying to encourage diversity of teams, ideas and sharing experience levels. (Remote contestants in the Data Science Challenge may compete individually)

No team mergers: Once you form a team, you can not merge teams or disband the team (i.e. leave for another team)

Prizes: Please see section "Prizes" in the <http://www.bigdatahackathon.com> These prizes are only for contestants attending London venue. Please note special conditions apply for those competing remotely in the Data Science Challenge via Kaggle platform)

Winning the Challenges and Claiming Prizes. To claim the prize money and be recognised as the winner, the winning teams must grant an Apache License 2.0 <http://www.apache.org/licenses/LICENSE-2.0> to the Intellectual Property behind the winning model, algorithm and code. In the case of the Data Visualization Challenge The winners will grant license to Data Science London, UKWAUG, and PeerIndex to publish the data visualization on their or third party websites.

- **Data Science Challenge:** prizes will be awarded to top 3 most accurate model/algorithm according to ROC/AUC machine learning benchmark (remote participants will only be eligible to claim "Remote Participant" prizes specified in Kaggle.
- **Data Visualization Challenge:** prizes will be awarded to the 2 best data visualizations as judged by a panel appointed by Data Science London and UKAWG
- **Free Style Data Challenge:** prizes will be awarded to those teams that are more innovative, unique or fun as judged by a panel appointed by Data Science London and UKAWG
- **Other Prizes:** At their discretion and independently of the 3 Challenges above, Data Science London and UKWAUG may award product prizes to those teams or individuals that show outstanding team spirit, collaboration, community engagement, competitiveness, or endure the whole 24 hours of the hackathon.
- **Special case:** In the very special case that a team: A) uses proprietary software technology and algorithms and B) wins the competition, this team will not be eligible for prizes or be called the winner. In this case, the 2nd winning team that does not use such proprietary technology in the competition will be awarded the prize.

Publication of competition results, interviews and documentation:

All the winning teams in the 3 challenges will agree to:

- Write a short paper explaining their winning solution
- Publish the code and algorithm in Github and Data Science London UKWAUG websites

- Be interviewed and provide pictures of the team members

Publish paper, code and interview in Data Science London & UKWAUG websites