

(1) The ideas that belong to the group (basically, code and concepts developed during the App Jam or contributed by a team member) cannot be taken by individual team members and used outside of that group without the prior authorization of the group.

(2) Any faculty members or other individuals (which includes many other groups) who have agreements in place as terms of their employment that claim ownership over idea generated by them while they are employed, regardless of where such ideas were generated should be **barred** from the App Jam, as that is a clear danger to the ownership of the App.

(3) Each team owns the rights to the idea/concept and the code of their mobile app. No company, faculty member, or outside individual can take the rights of their mobile app away without the team intentionally giving their rights up to the outside entity. This might entail getting an outside entity like a faculty member or company to help during the design or developing stages.

(4) Each team cannot copy code from a copyrighted source or from another team. It is permissible, however, to use as much open source code as necessary. Credit must be given in the code to the original author. Even though open source code can be used, existing apps cannot.

(5) Teams cannot sign a NDA (non-disclosure agreement) with another outside party as this will cause risk, legal, and contractual issues between the university and the outside party. Teams are able to sign NDAs after the Autism AppJam is over.

(6) Final application is to be finished by Thursday April 18th at 11:59PM and be uploaded to the information and dropbox information as indicated on the Autism AppJam website. Modifications after this time will disqualify the team.

Any team seen violating any of these rules will be immediately disqualified from the Autism AppJam.