

Zoohackathon 2018 Rules and Guidelines

General Rules

Eligibility:

All participants must RSVP for the Zoohackathon through the respective host site registration webpages located on Eventbrite and Zoohackathon.com. To find a complete list of participating host sites visit <http://www.zoohackathon.com/>. Zoohackathon reserves the right to verify eligibility and to adjudicate on any dispute at any time. If you are entering as part of a company or on behalf of your employer, these rules are binding on you individually, and / or your employer. If you are acting within the scope of your employment, as an employee, contractor, or agent of another party, you warrant that such party has full knowledge of your actions and has consented thereto, including your potential receipt of a prize. You further warrant that your actions do not violate your employer's or company's policies and procedures.

Only works created between the start time and end time of each entrant's selected host site location are eligible for prizes.

Entry:

The start and end times for your local Zoohackathon will be determined by the individual host sites. All entrants must be registered and have an RSVP with a host site through Eventbrite and/or Zoohackathon.com. The RSVP page for each host site will be updated periodically and host site organizers will reach out to registrants with details closer to the event dates.

Submissions:

Participants planning to attend an in-person event will register for their city's event following the instructions on Zoohackathon.com/getinvolved. It is the responsibility of each host site to collect the name and email contact information for every participant.

All event attendees will **also** need to create an account on the Digital Makerspace with Conservation X Labs at <https://conservationx.com/> as this is the method in which final projects will be submitted/uploaded at the end of the events. The Digital Makerspace is an online collaboration platform that hosts conservation technology projects, and the community that works on them. To create an account on the Digital Makerspace, go to <https://conservationx.com> and register with an email or social account before the date of your Zoohackathon competition.

Once the events start, participants will break up into teams. **Teams may be composed of 2-6 individuals unless otherwise specified by the local host site. Please note, participants registering for the New Delhi event must form teams before registering and must submit their team name at registration.**

Presentations and supporting content should be uploaded during the event and completed **as soon as possible** once the event is over and **no later than:**

For participants at the Mumbai, Madrid, San Diego, and Uganda locations: **Monday, September 17, 2018 at 11:59 pm EST**

For participants at the New Delhi location: **Monday, September 24, 2018 at 11:59pm EST.**

The winning team from each host site, identified by the panel of judges on Sunday, September 16 and Sunday, September 23, is **required** to upload their Zoohackathon presentation and applicable content online **as soon as possible** in order to be eligible for the 2018 global prize. Host site organizers should encourage teams to upload their presentations and all applicable content before leaving the event.

Each entrant/participant listed on a submission must have registered with the selected host city site through Eventbrite and Zoohackathon.com and have a registered account with the Digital Makerspace.

All submissions must include a 2-5 minute demonstration (e.g. PowerPoint) or other visual digital presentation of the application / or solution. If host sites do not have the technology to support this, please indicate to the event organizers via e-mail zoohackathon@state.gov.

Additional requirements:

- Submissions must be entirely the original work of the entrant(s) – whether it is an individual or team – not including use of open source or other code created for common use;
- Submissions must not contain any advertisement or solicitation;
- Submissions must not contain anything that is or may be construed as: (i) threatening, harassing, degrading or hateful; (ii) defamatory; (iii) fraudulent or tortious; (iv) obscene, indecent or otherwise objectionable; or (v) protected by copyright, trademark or other proprietary right without the express prior consent of the owner of such right;
- Submissions must not contain any material that would give rise to criminal or civil liability or that encourages conduct that constitutes a criminal offense; and
- Submissions must otherwise comply in all respects with these Rules and the Policies.

Any and all works created during the Zoohackathon are developed under the Creative Commons Attribution-ShareAlike 4.0 International License legal code.

Zoohackathon and its representatives will have no responsibility for, and will have the right to refuse at its sole and absolute discretion, any entries that have been altered, tampered with, misdirected, incomplete, non-conforming, corrupt, lost, late, or ineligible, whether due to Internet or e-mail server failure or otherwise. Proof of transmission of a submission shall not constitute proof of receipt. It is each entrant's responsibility to keep Zoohackathon.com and their representatives informed of any changes to entrant's contact or other information during the Zoohackathon. By agreeing to participate in this event and signing these rules, the contestants who have created the open source application(s) waive any future claims against the United States Government for compensation.

Coding Guidelines

Coders are permitted to code in any language without restriction to develop an application or website.

Platforms: It is recommended that a submitted application run on one of the following platforms:

- Android device (such as a smartphone, tablet, Google Glass, etc.)
- iOS device (such as a smartphone, tablet, etc.)
- SMS
- Windows Phone device (such as a smartphone, tablet, etc.)
- Blackberry device
- Web or mobile web (Ionic, PhoneGap also acceptable)
- Windows desktop computer
- Mac desktop computer
- Kindle
- Other hardware which includes a software component created by the Maker (including, but not exclusive to, wearable technology, open source hardware, etc.)

Problem Statement Guidelines

A selected set of problem statements submitted by conservation organizations will be provided to host sites as soon as possible but no later than one week before the respective events. From the list of problem statements available to each host site, **coders will choose one problem statement** to work on for the entirety of the hackathon. It is up to each respective team to determine which **single** problem statement they will work on throughout the weekend.

The problem statements will be made available online the week before each respective event.

The start time is at the discretion of each host site, in consultation with Zoonhackathon organizers. This is to ensure that all teams are on a level playing field when the different hackathons begin.

Coder Presentation Guidelines

Presentations will be given by each team at the end of the hackathons. These presentations help each team develop a sense of camaraderie, disseminate information about the solution that they developed, and allow them to discuss the creative approach they took to develop their solution.

All projects must include a 2-5 minute demonstration (e.g. PowerPoint) or other visual digital presentation of the application or solution.

Presentations should be approximately five minutes in length. They should be in the same general format and should include:

- Selected problem statement your product seeks to address
- Introduction to your product
- How it works

- What resources are needed for the implementation of the product
- Ways in which it can be implemented
- A real life situation your product will address and the resulting impact on the community/city/country

Teams should be ready for at least 2 minutes of Q&A by the panel of judges and 2 minutes of Q&A by others present at the Zoonhackathon.

In addition, a series of similar questions will need to be answered on your team's page in the Digital Makerspace. This content will be provided to the judges along with your presentation to assist with their selections. Presentations must be uploaded during the event and **as soon as possible** once the event is over and **no later than:**

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Judging

Judging is a highly subjective process, but Zoonhackathon.com encourages each host site's local panel of judges to use the criteria below as a framework for their discussion. A typical judging panel should be about 3-4 individuals, who collectively possess both wildlife and technology expertise.

Judging Criteria for the Panel:

Quality of Idea/Innovation:

- 0: The solution is not unique or innovative.
- 1: The solution provides a better/faster/clearer way to solve the problem.
- 2: The new project solves a problem that has been overlooked/ignored in the past, or solves a problem with a new angle / on a bigger scale / on a higher level.
- 3: The solution addresses the problem at a deeper level, making existing solutions/efforts unnecessary through disruption.

B. Impact:

- 0: Problem is not relevant to combating wildlife trafficking.
- 1: Solutions addresses a relevant problem for combating wildlife trafficking, but it is difficult to implement or scale and the team does not have a clear plan to move the project forward.
- 2: Solution addresses a relevant problem for combating wildlife trafficking, and it is hard to implement or scale, but the team has a clear plan to move the project forward.
- 3: Solution has a predictably sustainable lifecycle and can easily be scaled.

C. Interface:

- 0: Not usable.
- 1: Usable but it is not intuitive without clear instructions.
- 2: Usable and clear without instructions.
- 3: Both intuitive and visually appealing.

The judging panel, selected by each host site, will use the criteria above to select a local winner for their respective event. The solutions that win at the local level will be reviewed by the U.S. committee and the teams will be eligible to win the global prize. The winners of the global prize will be announced in December 2018 by the Zoohackathon organizers.

Global Competition

Local Prizes:

Each host site may give their winners and/or runners up prizes at the end of their event. Zoohackathon.com leaves it up to the host sites' discretion and the host site must distribute the prizes.

- Only teams that are physically present during the Zoohackathon are eligible for local prizes. They can only receive one prize from the host site in which they participated.
- Each team should submit one product idea representing one solution. This idea and its supporting content must be included on the Digital Makerspace at <https://conservationx.com/>. Each team will be asked to do a 2-5 minute presentation of their solution, followed by 2 minutes of Q&A by the panel of judges and 2 minutes of Q&A by others present at the Zoohackathon.

Global Prize:

Finalist teams will be judged based on the project content submitted via the Digital Makerspace. After your project and presentation are created, updated, and uploaded on the Digital Makerspace, no further steps need to be taken if you win the local prize: your project will automatically be entered for the global prize. Prizes will be determined by a panel of wildlife experts and technologists using material submitted through the Digital Makerspace.

Publicity:

All entrants of the Zoohackathon agree that his or her name can be used for promotional purposes and included with Zoohackathon submissions by Zoohackathon team members, Zoohackathon representatives, and their agencies without additional compensation, unless prohibited by law.