

# CESGAHACK 3 TERMS AND CONDITIONS

By participating in CesgaHack 3, entrants agree to be bound by, and are deemed to have read and understood these terms and conditions.

The following are the terms upon which you may participate in one or more of the GPU Hackathon CesgaHack being hosted by APPENTRA SOLUTIONS S.L and FUNDACIÓN PÚBLICA GALEGA CENTRO DE INVESTIGACIÓN TIC, (CESGA) programme on 24 to 28 September 2018.

## **Dates and Times of the Hackathon.**

The event begins Monday, September 24, 2018 from 9:00 AM (GMT +1) through Friday, March 28, 2018 at 14:00 PM (GMT +1).

## **Location of the Hackathon.**

The Hackathon will be held at CITIC Building, Campus de Elviña s/n 15071, A Coruña, Galicia, Spain. You must be physically present to participate in the Hackathon.

## **Terms of attendance and participation in the Hackathon**

1. Participants in the hackathon are required to participate in the full hackathon agenda unless otherwise agreed with the organisers.
2. If a team wishes to withdraw from the Hackathon a request should be made in writing as soon as possible so that the place may be offered to another team.
3. The working language of the event is English. Where possible all presentations should be provided in English.
4. There is no fee for attendees to participate in the Hackathon.
5. The Hackathon will include lunch and snacks during the event. All other associated costs and arrangements, including accommodation and food are the responsibility of the participants.
6. Attendees are responsible for bringing the required resources that they need to participate (e.g. a laptop). Internet access will be provided by the organisers.
7. To help prepare the hackathon and promote its success, participants in the hackathon are required to:
  - a. Ensure that the code you plan to develop during the hackathon has two benchmarks prepared for testing during the event:
    - i. A short test (less than 1 minute to execute) that can be used to ensure correctness (a Debug test).
    - ii. A benchmark test (between 3 and 5 minutes to execute) that can be used for performance timings.
  - b. On request, provide the organisers with example code to help in the preparation of the hackathon.
  - c. Contribute to at least one blog post or social media post for publicity on their participation in the hackathon.
  - d. Share the results of their participation in the hackathon with the organisers. This may include but is not limited to:
    - i. Performance improvements of the code under consideration at the hackathon.
    - ii. Information on the impact of participating in the hackathon.

- iii. Information on the research domain of the code under consideration at the hackathon, including motivation, usage, other sources of development funding etc.
  - iv. Information on the team members including biographies, research areas etc.
  - v. Assist in benchmarking your software's performance and/or share access to your source-code repository for benchmarking purposes only.
8. Participants retain copyright of their software, including developments to the software made during the event.
9. The organisers will not distribute the code of participants without prior consent.

### **Collection/Use of Your Information**

The participant accepts that the personal information that they provide as part of the call, including name, the telephone number and the email address, can be processed, stored, and shared and used for purposes associated with the objective of the GPU Hackathon "CesgaHack".

The Participant authorizes that the data obtained from their participation, be incorporated into the Appentra and CESGA database, for the completion of the registration process, participation, evaluation of the proposals and granting of support. This information will be treated and guarded through security measures, legally enforceable, technical and organizational nature that ensure the safety of it, avoiding its alteration, loss, treatment or unauthorized access in accordance with the state of technology and the nature of the data and the possible risks to which they are exposed.

The participant authorizes Appentra and CESGA:

1. to store, process, use, compare, conserve, obtain or compile personal, commercial, private, semi-private information or data of any nature of the participant, which it provides or to which it has access by any means without payment or retribution;
2. to send messages that contain commercial, marketing, personal, institutional, product or service information or any other information that the group consider by the mobile phone, email or any other means belonging to the participant;
3. likewise, participants consent to their name, image, likeness, photograph, video, hometown, description of their entry and biography being used by Appentra and CESGA, on their websites, in promotional material, and in any publicity accompanying or resulting from the Hackathons including but not limited to any press articles, blogs, videos or articles on social media pages.

### **For more inquiries**

Participants or other interested parties may make the queries they require about the development of the Hackathon to the following email: [training@appentra.com](mailto:training@appentra.com)