

## **Merkle Female Hackathon 2022**

### **Rules and Regulations**

This document is related to Merkle Female Hackathon 2022 competition intended for all females in the Republic of Serbia who are interested in software engineering, with the aim to strengthen the position of females in STEM. With that in mind, the Participants at this competition will have an opportunity to gain experience in programming and design and they will be mentored by software experts from Merkle Serbia software company. Participants will experience team work while delivering a solution to the assignment and will get feedback from experienced engineers. Prizes will be announced on our MeetUp. The competition is free of charge and it will be organized by Merkle Serbia.

Further information is provided in the follow-up of this document.

#### **1. Name and organizer**

- 1.1. Competition Name: Merkle Female Hackathon 2022 (hereinafter: Competition).
- 1.2. Competition organizer: Merkle Serbia ([www.merkleinc.com](http://www.merkleinc.com), office: 28 Kralja Aleksandra Boulevard, 11000, Belgrade, Serbia); (hereinafter: Organizer).

#### **2. Date and location provisions**

- 2.1. Competition will be held on December 17, 2022 from 8.30am to 9pm.
- 2.2. Competition will be held in the Merkle office, 28 Kralja Aleksandra Boulevard, Belgrade.
- 2.3. Team members are allowed to work together from the same location.
- 2.4. Organizer has the right to change time and place of the Competition.
- 2.5. In case of changing time and place, the Organizer must inform the Participants about the changes.

#### **3. Participation**

- 3.1. Participation in the Competition is free of charge.
- 3.2. Participants must have their own laptops in order to participate in Competition. Organizer doesn't provide laptops for the Competition.
- 3.3. Participation in the competition is not possible without a prior application.
- 3.4. The right to participate in the Competition have female software engineers.
- 3.5. When forming a team Organizer will follow these Rules and Regulations:
  - 3.5.1. Participants can apply either as individuals, in which case the Organizer is mixing teams for the Competition, or as a formed team.
  - 3.5.2. Team will consist of 3 (three) members.
  - 3.5.3. One Participant can be a member of only one team.
  - 3.5.4. Teams will be working with software engineers from Merkle. (hereinafter: Mentor).
  - 3.5.5. Each team will have its own mentor.
  - 3.5.6. Mentor isn't a team member.
  - 3.5.7. Mentors have a consulting role from the moment of the Assignment announcement.
  - 3.5.8. Mentors will be communicating with Participants and assisting them during the whole Competition.

#### **4. Applications**

- 4.1. Application for the Competition will start on November 29, 2022 at 00.00 and will finish on December 12, 2022 at 00.00.
- 4.2. Application for the Competition will be considered as complete by filling in a form on the link: <https://merkleinc.ch/en/topics-trends/event/2022/join-us-merkle-female-hackathon-2022>
- 4.3. By filling in the form the Participant agrees with the Rules and Regulations of Merkle Female Hackathon 2022.
- 4.4. Application is valid only in cases of filling in the form completely.
- 4.5. Organizer will check all the applications and will inform all Applicants that their applications have been received. In case the Applicants have any additional questions, the Applicants can contact the Organizer via [teamserbia@merkle.com](mailto:teamserbia@merkle.com)
- 4.6. Organizer has the right to disqualify any application which is considered to be offensive, inappropriate or in case an Applicant does not follow the rules.

## **5. Assignment and Solution**

- 5.1. Assignment is a task given to the Participants by the Organizer (hereinafter: Assignment).
- 5.2. Assignment topics will be announced on the MeetUp.
- 5.3. Solution to the Assignment is every solution developed by the Participant as an answer to the Assignment (hereinafter: Solution).
- 5.4. Solution can have different forms and it can be determined by the Participant.
- 5.5. Every Solution developed during the Competition remains in the possession of the Participant. Organizer is obliged not to use any developed Solutions in part or in whole.
- 5.6. For developing a Solution, the Participants can use the Internet. The Internet can be used as a supporting tool.
- 5.7. For developing a Solution, the Participants can use the programming language of their will.
- 5.8. Participants will have 10 (ten) hours to develop a Solution.

## **6. Meetup**

- 6.1. Definition: Meetup will be organized with an aim to familiarize the Participants and Mentors, to form teams in case there are some individuals or incomplete teams and to explain all doubts about the Competition.
- 6.2. Time: Meetup will be held on December 15, 2022 from 18h to 19.30.
- 6.3. Location: Meetup will be organized in the Merkle office, 28 Kralja Aleksandra Boulevard, Belgrade.
- 6.4. In order to participate in the Competition, the Participant must attend the Meetup.
- 6.5. In case the Participant doesn't attend the Meetup, they won't be able to participate in the Competition. Next best candidate from the base will be invited to participate in the Competition.
- 6.6. Next candidate will be informed till 20.00 on December 16, 2022.

## **7. Jury and announcing the winner**

- 7.1. Experts jury (hereinafter: Jury) will rate developed Solutions.

- 7.2. Experts from Merkle Belgrade will be the members of the Jury. Jury will declare the winner of the Competition.
- 7.3. Jury will rate the Solutions using rating parameters described in Section 8.

## **8. Rating parameters**

- 8.1. Only final Solutions will be rated.
- 8.2. Jury will decide about the winner at its sole direction. The decision cannot be reconsidered, and the Participants and Organizer must accept it as final.
- 8.3. Jury will decide a winner by consensus.
- 8.4. If the consensus isn't possible, the decision will be made by voting. In case the decision is made by voting, the winner will be the members of the team whose Solution gets the majority of votes.
- 8.5. Criteria for rating the Solutions are originality, applicability and included technical parameters.
- 8.6. Originality applies to the uniqueness of the Solutions compared to the already existing solutions.
- 8.7. Applicability applies to how delivered the Solutions can be used for solving the assigned task.
- 8.8. Technical parameters apply to included users and some type of customized experience (requires backend + frontend) and must have some part of a code that runs (no .ppt presentations, design tools mockups and similar options are allowed).

## **9. Awards**

- 9.1. Merkle Belgrade will award the winning team.
- 9.2. Award for the winning team will be conference tickets / voucher for tech equipment/ IT course
- 9.3. Organizer has the right to change the awards.
- 9.4. The awards cannot be to other persons, nor they can be exchanged for money.
- 9.5. Award winners will be known on December 18, 2022 only after the Competition is finished.
- 9.6. Names and Solution descriptions of the award winners can be used in media communication.

## **10. Responsibilities of Organizer**

- 10.1. Organizer is obliged not to use in any part, form or for any purpose the Solutions developed by the Participants.
- 10.2. Organizer is not responsible for the activities of the Participants during the Competition.
- 10.3. Organizer is not responsible for the accidents, injuries or any property damages of the Participants during the Competition.

## **11. Additional information**

- 11.1. For any further information contact [teamserbia@merkle.com](mailto:teamserbia@merkle.com) for help.
- 11.2. Organizer holds the right to revise or change the Rules and Regulations document either partly or completely.

- 11.3. Organizer holds the right to suspend, cancel or change the Competition partly or completely in case any technical, commercial or functional issues emerge.
- 11.4. In case of suspension, cancellation or change of the Competition, the Organizer is due to timely announce the information or cancellation.
- 11.5. Participants' names, surnames and pictures can be used in case of media promotion related to the Competition.
- 11.6. This Competition is subject to the laws of the Republic of Serbia.

## **12. General Data Protection Regulation (EU-GDPR)**

- 12.1. With your permission, your data will be collected, processed, and used for the following purposes: communicate with you for contest-related purposes, include your name and picture in media and social media communication if you are a member of the winning team. Data will be kept in the period of six months.
- 12.2. Your personal data will be collected, processed, and used in the context of the beforementioned objectives in accordance