

fishackathon ><>

2016 魚客松 比賽規範

1. 一般規則

參賽資格

所有參加者必須經由主辦城市的報名網站事先報名。於 fishackathon.co 可找到全球參賽城市的列表。魚客松保留可隨時確認參賽資格與裁定爭議的權利。如果你以公司的一員或是代表你的雇主參賽，所有參賽規則適用於你個人，以及/或你的雇主。如果你在職務範圍內報名，如以他人之員工、包商、或代理人之身分報名，你需保證該方完全知曉你的行為並同意之，包括你可能獲得的獎項。你進一步保證，你的行為不違反你雇主或公司的政策與流程。

只有在所報名參賽的城市的比賽開始至結束期間內的創作才符合獲獎資格。

參賽

魚客松初賽的開始與結束時間由各主辦城市自行決定。所有參賽者必須事先報名。報名網頁將定期更新，主辦單位於活動接近時，會聯絡報名者提供活動詳細資訊。

提交

參賽者將依據報名網頁的說明，親自參加該城市現場活動。所有的參賽者同時必須登錄 fishackathon2016.devpost.com 網站，以便於活動結束時，上傳提交他們的簡報至 Devpost 全球魚客松平台 (Fishackathon gallery)。簡報於活動結束時應儘快上傳，不得遲於台北時間 2016 年 4 月 26 日星期二上午 5 點。

由評審小組於 4 月 24 日週日選出的每一城市初賽獲勝團隊，必須儘速線上上傳他們的簡報，以取得參加全球決賽的資格。簡報必須於台北時間 2016 年 4 月 26 日星期二上午 5 點前上傳至 [Devpost](#)。初賽獲勝團隊必須於下拉式選單中選出他們所代表的城市。初賽主辦單位應鼓勵參賽團隊於 2016 年 4 月 24 日週日離開活動現場前提交他們的簡報，也鼓勵未獲勝的團隊提交他們的作品至 [Devpost](#)。

提交作品時所列出的每一位參賽者必須事先經由官網報名並登錄

fishackathon2016.devpost.com 網站。初賽主辦單位必須收集每一參賽者的姓名與聯絡資訊。除該初賽單位另行指定，每一團隊人數為 2-10 人。

所有的提交必須包括五分鐘簡報，使用 Power Point 或其他數位簡報軟體。如果初賽主辦單位無法提供技術支援，請以電子郵件告知活動主辦單位 partnerships@state.gov。

其他規定：

- 不論是團隊或個人，提交的作品必須是參賽者的原創作品；
- 提交的作品不得包括任何廣告或拉票行為；
- 提交的作品不得包含任何不當連結：(1) 威脅、騷擾、貶抑、或仇恨；(2) 謾罵；(3) 欺詐或民事侵權；(4) 猥褻、非禮或其他令人反感的內容；或 (5) 未經版權擁有者事先同意，即使用受到智慧財產權保護的項目。
- 提交的作品不得包括任何可能會引發犯罪或民事責任，或鼓勵從事構成犯罪的行為；
- 提交的作品必須遵從所有的法規與政策。

在魚客松活動所開發的所有作品必須同意採用「創用 CC 授權條款」創用 CC-姓名標示-相同方式分享-國際版授權 規範 ([Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/)，簡稱 CC-BY-SA 4.0)。

魚客松和其代表人對以下狀況將不負任何責任，並可對是否拒絕受理提交保留唯一且絕對的定奪權：因網際網路或電子郵件伺服器故障或其他原因導致任何提交被更改、篡改、誤導、不完整、不符合要求、毀損、遺失、延誤、或不合格。提出傳送的證明並不等於確收的證明。在活動期間，每位參賽者若有聯絡方式或其他資訊的變動，參賽者本身有責任告知 Fishackathon.co 及其代表人。美國政府保留開發魚客松比賽期間所創作的任何應用軟體的權利。一旦參賽並同意遵守這些條款後，創作出這些開放原始碼應用軟體的參賽者即放棄任何未來向美國政府求償的權利。

2. 程式規範

程式設計者可以不受限制使用任何程式語言來設計應用程式或網站。

平台：建議所提交的作品能在以下平台之一運行

- Android 設備（如智慧型手機、平板電腦、Google 眼鏡等）
- iOS 設備（如智慧型手機、平板電腦等）
- SMS 文字簡訊
- Windows Phone 設備（如智慧型手機，平板電腦等）
- BlackBerry 黑莓設備
- Web 或行動裝置網頁 (mobile web)（使用 Ionic 或是 PhoneGap 框架也可接受）
- Windows 電腦
- Mac 電腦
- Kindle
- 其它任何硬體，使用由該硬體製造商所提供的軟體組件（包括但不僅限於：可穿戴技術、開放原始碼硬體等）

3. 試題說明準則

在公布的九個試題中，每個團隊要選擇其中一個試題作為該隊題目。每個主辦城市所使用的都是相同的九個試題，由各團隊決定將用哪一個試題來進行開發。

試題說明的正式文本將在活動開始前一小時由每個主辦城市公布；在比賽開始後，所有的試題說明也會張貼至 fishackathon2016.devpost.com 網站。由每個主辦城市決定活動開始時間和活動流程。這是為了確保魚客松的所有參賽隊伍能有一個公平的起跑點。

4. 程式開發人員簡報準則

每一隊在活動最後需做簡報。這些簡報應展現團隊精神，並且對於問題和該團隊的創意解決方案提供了充分的資訊。

所有的提交必須包括五分鐘簡報，使用 Power Point 或其他數位簡報軟體。

簡報的長度必須在五分鐘左右(如電梯簡報一般)。各隊簡報應採用大致相同的形式，需包括以下項目：

- 所開發的技術產品是針對哪一項試題
- 產品介紹
- 運作方法
- 執行你的產品需要什麼資源
- 執行方法
- 提供觀眾一個將你的產品應用於現實生活，有能力改變及影響社區/城市/國家的例子。

簡報於活動結束時應儘快上傳，不得遲於台北時間 2016 年 4 月 26 日星期二上午 5 點。

團隊必須準備回答至少兩分鐘來自評審小組的提問，以及兩分鐘來自現場其他人的提問。

5. 評選

評選是非常主觀的過程，但 fishackathon.co 鼓勵每個主辦城市的評審小組使用以下的標準來進行討論。評審必須切記，他們所選出的方案將代表自己的城市參與全球決選。每個主辦城市的評審小組要有 3-5 人，由漁業專家和技術專家所組成。

評分標準

A. 概念和創新

- 0: 解決方案不獨特或不創新。
- 1: 解決方案提供了更好/更快/更清晰的方式來解決問題。
- 2: 新計畫解決了以往一直被忽視的一個問題，或用新的角度/更大的範圍/更高的層次來解決問題。
- 3: 該方案解決了更深層的問題，不再需要現存的方案或作為。

B. 對漁業的影響

- 0: 問題和永續漁業不相關。
- 1: 解決方案可解決一個與永續漁業相關的問題，但它難以執行或評量，參賽團隊並沒有一個明確的計畫來推行該方案。
- 2: 解決方案可解決一個與永續漁業相關的問題，雖然難以執行或評量，但參賽團隊有一個明確的計畫來推行該方案。

3: 解決方案具有可預測的永續生命週期，並且很容易進行評量。

C. 程式介面

- 0: 無法操作。
- 1: 在缺少明確的說明時，無法依直覺操作。
- 2: 在沒有說明時，可以使用而且很清楚。
- 3: 可依直覺操作，視覺上又有吸引力。

由主辦城市指定的評審（至少 3 人）所組成的評審小組將使用以上的評分標準在週末結束前選出參與魚客松全球決賽的隊伍。

6. 上傳作品

提交條件

所有參賽者必須遵守 fishackathon.co 的報名程序。所有參賽者同時也必須在 Devpost 平台註冊，並於截止日前上傳作品至全球魚客松平台 (gallery)。

為完備註冊流程，請先建立 Devpost 帳號，或是登入已存在的 Devpost 帳號。建立 Devpost 帳號是完全免費的。完成帳號登錄後，參賽者才能夠在 2016 魚客松活動結束前具有提交作品的資格。

2016 年 4 月 24 日產生初賽結果後，獲勝的團隊即可將作品上傳至 fishackathon2016.devpost.com 網站。該團隊可從一個下拉式選單中，選擇自己所代表的城市。所有參賽隊伍，不限於獲勝隊伍，都可以將作品上傳至 Devpost，並且在全球魚客松平台 (gallery) 介紹他們自己的作品。

提交作品的表格中將提供機會讓程式開發人員利用短片、文字說明、及圖片來對外說明他們的創作理念。文字說明部分應介紹提案/最終產品的特色及功能。影像則應為照片或是作品截圖。如果有公開的連結，參賽隊伍亦可提供程式的連結，如 Github 或其他 url。

其他資訊

- 所有在魚客松活動完成的方案，需符合「創用CC授權條款」創用CC-姓名標示-相同方式分享-國際版授權 規範 ([Creative Commons Attribution-ShareAlike 4.0 International License](http://creativecommons.org/licenses/by-sa/4.0/)，簡稱CC-BY-SA 4.0)。
- 觀看2015年度的方案: <http://fishackathon2015.devpost.com/submissions>

- 若需其他協助，請參考以下解說短片 https://www.youtube.com/watch?v=PThK3n9M_d0

7. 世界決賽

地區競賽獎項

主辦單位可自行準備獎項，並得以全權決定如何將獎項頒發給冠軍及/或亞軍團隊。

- 唯有確實到場參賽者能夠獲獎。
- 每支參賽團隊需在 **Devpost** 上提交一個方案。
- 競賽中每支團隊需就其方案進行 **5** 分鐘的簡報，並接受評審小組 **2** 分鐘的提問與在場其他人 **2** 分鐘的提問。

世界決賽獎項

當各地區進入決賽的團隊在 **Devpost** 上提交作品時，他們即自動進入世界決賽。世界決賽的結果將於 **2016** 年 **6** 月 **8** 日世界海洋日公布，冠軍團隊將獲得美金一萬元的獎金。此外，另選出一組團隊的作品將進一步透過美國政府之承包商輔導開發。獎項乃由漁業專家和技術專家組成之評審小組決定。由於今年參賽的城市眾多，我們希望確保評審小組有足夠的時間仔細審查進入決賽的作品。

宣傳

所有參賽者同意其姓名、相片、和作品讓魚客松活動單位為宣傳目的無償使用，觸犯法律的情況除外。

附註:

中英文版參賽規則如有爭議，以英文版為準。

1. General Rules

Eligibility

All participants must RSVP for their host city through each host city's respective web site on Fishackathon.co/register. To find a complete list of participating cities visit Fishackathon.co. Fishackathon 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 city are eligible for prizes.

Entry

The start and end times for your local Fishackathon will be determined by the individual host cities. All entrants must be registered and have an RSVP with a host city through Fishackathon.co/register. The RSVP page for each host site will be updated periodically and host site organizers will reach out to registrants with event details closer to the event.

Submissions

Participants planning to attend an in-person event will RSVP for their city's event following the instructions on Fishackathon.co/register. All event attendees will **also** need to register on Fishackathon2016.Devpost.com to be able to submit their presentation to Devpost global Fishackathon gallery at the end of the event. Presentations should be submitted as soon as possible once the event is over and no later than **Monday, April 25, 2016 at 5pm EST**.

Each host site winning team, identified by the panel of judges on Sunday, April 24, is **required** to upload their Fishackathon presentation online as soon as possible in order to be eligible for the global competition. Presentations must be uploaded on Devpost by no later than Monday, April 25, 2016 5pm EST. Winning teams must indicate which city they are representing from a drop down menu in their submission. Host sites should encourage teams to submit their

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presentations before leaving the event on Sunday April 24, 2016. Participating teams that do not win are also highly encouraged to upload their product presentation on Devpost as well.

Each entrant/participant listed on a submission must RSVP with the selected host city through Fishckathon.co/register and Fishackathon2016.Devpost.com. It is the responsibility of each host site to collect the name and contact information for every participant. **Teams may be composed of 2-10 individuals unless otherwise specified by the local host site.**

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

Additional requirements:

- Submissions must be entirely the original work of the entrant(s) – whether it is an individual or team;
- 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 Fishackathon are developed under the [Creative Commons Attribution-ShareAlike 4.0 International License](http://creativecommons.org/licenses/by-sa/4.0/) legal code.

Fishackathon 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 Fishackathon.co and their representatives informed of any changes to entrant's contact or other information during the Fishackathon. The U.S. Government reserves the right to develop any of the applications that are created through the contest Fishackathon. 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 Government for compensation.

2. 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.)

3. Problem Statement Guidelines

Of the 9 available problem statements, **coders will choose 1 problem** statement to work on for the entirety of the hackathon. Each host site location will be provided with the same list of 9 problem statements and it is up to each respective team to determine which single problem statement from the list they will work on for the weekend.

The official text of the problem statements will be distributed by each host site and will also be accessible online during the competition at Fishckathon2016.devpost.com.

This start time and distribution time is at the discretion of each host site. This is to ensure that all teams are on a level playing field when the hackathon begins.

4. Coder Presentation Guidelines

Presentations will be given by each team at the end of the hackathon. These presentations develop a sense of camaraderie and disseminate information about each issue and the creative approach of each group.

All submissions must include a 5 minute demonstration (PowerPoint) or other visual digital presentation software of the app / or solution.

Presentations should be approximately five minutes in length (Elevator Pitch Like). They should be in the same general format and should include:

- Problem statement your technological 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 impact of that change on the community/city/country

Presentations must be uploaded as soon as possible once the event is over and no later than Monday, April 25 at 5pm EST.

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 Fishackathon.

5. Judging

Judging is a highly subjective process, but Fishackathon.co encourages each host city's local panel of judges to use the criteria below as a framework for their discussion. They're mindful that their selection represents their city's best at the global judging. Each local host site's judging panel should be about 3-5 individuals representing both fisheries experts and technology experts.

Judging Criteria for the Panel

A. 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 sustainable fisheries.

1: Solutions addresses a relevant problem for sustainable fisheries, 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 sustainable fisheries, 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.

A panel, selected by and for the host city, of (minimum of 3) judges will use the criteria above to select a finalist for consideration of the global Fishackathon prizes at the end of the weekend.

6. Uploading Site Winners' Creation

Submission Requirements

Participants planning to attend an in-person event will RSVP for their city's event following the instructions on Fishackathon.co. Event attendees will **also** need to register on Fishackathon2016.Devpost.com to submit their creation to the global gallery on Devpost before their event's deadline.

To complete registration, sign up to create a Devpost account, or log in with an existing Devpost account. There is no charge for creating a Devpost account. This will enable participants to access the "Enter a Submission" page at the end of the Fishackathon 2016.

Once a single host site winner is determined at the end of the Fishackathon (Sunday, April 24 2016), the winning team will submit their creation on Fishackathon2016.devpost.com. The team will be able to select the city they're participating from through a drop down menu. All participating teams, not just host site winners, are highly encouraged to submit their creation on Devpost and feature their work in the Fishackathon 2016 global gallery.

The submission form will allow coders to showcase their creation using video demos, text descriptions, and images. The text description should explain the features and functionality of your solution/final product. The image(s) should be photographs or screenshots of the project. Teams can also post a link to their application if it is publicly available using, for example, Github or another url.

Additional Resources

- Any and all works created during the Fishackathon are developed under the [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/) legal code.
- View submissions from Fishackathon 2015:
<http://fishackathon2015.devpost.com/submissions>
- For additional guidance, please view this instructional video:
https://youtu.be/PThK3n9M_d0

7. Global Competition

Local Prizes

Each host site may have local prizes available and it is at the discretion of the host site to distribute to the host site winners and/or runners up.

- Only teams that are physically present at their selected host city during the Fishackathon are eligible for local prizes.
- Each team should submit one submission representing one solution should be made to the Devpost;
- Each team will be asked to do a 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 Fishackathon.

Global Prizes

Once each host site finalist team uploads their presentations to Devpost they will be automatically entered into the global competition. The global winning team will be announced on World Oceans Day on June 8, 2016 and will receive a \$10,000 cash prize. In addition, one team's creation will be further independently developed through a US government contractor. Prizes will be determined by a panel of fisheries experts and technologists. Due to the high volume of host cities this year we want to ensure our panel has sufficient time to review each finalists' presentation carefully.

Publicity

All entrants of the Fishackathon agree to use of his or her name and/or likeness and the submissions for promotional purposes by Fishackathon, Fishackathon representatives, and their agencies without additional compensation, unless prohibited by law.