

Fishackathon 2016 Rules and Guidelines



Organized by the Secretary's Office of Global Partnerships
U.S. Department of State

Table of Contents

1. General Rules.....	2
2. Coding Guidelines.....	4
3. Problem Statement Guidelines.....	4
4. Coder Presentation Guidelines.....	5
5. Judging.....	6
6. Uploading Site Winners' Creation.....	7
7. Global Competition.....	8

Please contact April Soler at SolerAI@state.gov or Erika Crowell at CrowellE@state.gov with any questions.

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

OFFICE OF GLOBAL PARTNERSHIPS

FISHACKATHON 2016

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.