

ONLINE HACKATHON SAMBA MEETS WALTZ

RULES

1. PRODUCERS AND GOALS

1.1. The cultural challenge called "Samba Meets Waltz Hackathon" is promoted by ADVANTAGE AUSTRIA Brasil and the Austrian Business Agency (ABA) and curated by Comunidade Hackathon Brasil.

1.2. The challenge intends to develop technological solutions, for example, web/mobile applications and hardware, among others.

1.3. Technological solutions should be developed considering the following themes:

1.3.1. Leveraging Brazilian Expertise for Sustainable Innovation in Austria;

1.3.2. Smart Mobility Solutions for Sustainable Transportation;

1.3.3. Talent Search for Microelectronics and Semiconductor Experts.

2. DATES AND PLACE

2.1. The Samba Meetz Waltz Hackathon will take place on September 2nd and 3rd, 2023 (Saturday and Sunday, respectively), following the schedule (GMT-3): from 9:00 am on Saturday to 09:59 pm on Sunday.

2.1. The event will take place online.

3. REGISTRATION

3.1. Brazilian nationals aged 18 (eighteen) years older can register for the Samba Meets Waltz Hackathon.

3.2. Only 01 (one) registration per CPF (individual) is allowed.

3.3. Registrations will be accepted from July 2023 to August 28th, 2023, until 23:59 hours, Brasilia-DF (GMT-3) time, by the registration form available at <https://hackathonbrasil.com.br/samba-meets-waltz/>.

3.3.1. A limited number of 150 applications will be accepted, and once that limit is reached, registration will be closed.

3.3.2. Participants who register after all spots have been filled, will be placed on a waiting list in chronological order of registration.

3.3.3. The participant knows that the registration can't be carried out on other unofficial platforms, only by the event's platform organizing team.

3.3.4. The registered and selected participant must confirm their participation by logging in to the Discord platform by August 30, 2023. The link to the Discord platform will be sent out, otherwise,

the participant will be excluded and his or her place given to another person.

3.4. Applicants must have knowledge and/or experience in at least 01 (one) of the areas listed below. It is, however, not mandatory to have skills in all areas:

3.4.1. Programming and development of web / mobile applications; or

3.4.2. Graphic design; or

3.4.3. Digital design; or

3.4.4. Business management; or

3.4.5. Marketing.

3.5. The electronic registration form does not guarantee participation in the Samba Meets Waltz Hackathon. To participate effectively in this competition, participants must confirm their presence within the time limit set by the organizing committee.

4. **PARTICIPATION**

4.1. Participation in the Samba Meets Waltz Hackathon is voluntary, free, and non-transferable.

4.2. All interested participants whose registrations are accepted until August 28, 2023 and selected participate in the contest.

4.3. Whoever is not logged into the Discord platform by 10:00 am (GMT-3) on September 2nd, 2023, will be disqualified. The spot will be made available to a person on the waiting list.

4.4. Participants agree to comply with the GDPR – General Data Protection Regulation regarding data collected during the event.

4.5. The formation of teams:

4.5.1. Referring to the team building

4.5.1.a) Teams may be previously formed by the participants themselves; or

4.5.1.b) the minimum number of participants will be 3, and the maximum will be 5, as approved by the organizing committee.; or

4.5.1.c) the organizing committee will be responsible for organizing and leading the process of forming incomplete teams and including participants without any team.

4.5.2. Each team (except the ones of section 4.5.1.b will be (at least) composed by:

4.5.2.a) 02 (two) programmers or developers; and

4.5.2.b) 01 (one) designer;

4.5.2.c) 01 (one) business manager.

4.5.3. It will be the responsibility of the organizing committee to approve any team formation different from that described in items 4.5.1 and/or 4.5.2.

4.6. Participants must have their own laptop/notebook with them for use throughout the competition, under penalty of disqualification.

4.7. Under no circumstances will disrespectfully conduct towards any member of the ORGANIZING COMMITTEE, as well as volunteers or participants of the event, be permitted. The

offender will be disqualified and asked to leave the event.

5. CHALLENGES AND PRIZES

5.1. CHALLENGE 1: Leveraging Brazilian Expertise for Sustainable Innovation in Austria (Example)*

5.2. Requirements

- 5.2.1. The solutions should leverage Brazilian students' expertise in microelectronics, semiconductors, (...) automotive, aeronautics, and rail, focusing on artificial intelligence, sustainability, and the SDGs.
- 5.2.2. The solutions should be innovative and address real-world problems Austrian companies face.
- 5.2.3. The solutions should demonstrate the potential benefits of Brazilian expertise to Austrian companies.
- 5.2.4. The solutions should promote sustainable innovation and contribute to achieving the SDGs.
- 5.2.5. The solutions should be feasible and scalable.

5.3. Deliverables

- 5.3.1. A prototype of the solution.
- 5.3.2. A presentation of the prototype, including a description of the problem it solves, how it works, and how it meets the requirements.

5.4. Judging Criteria

5.4.1. Presentation (25%)

- 5.4.1.a) Convincing explanation of the output not lasting more than 3 minutes.
- 5.4.1.b) Quality and clarity of the presentation.

5.4.2. Impact, Innovation & Creativity (25%)

- 5.4.2.a) Sustainability and environmental impact of the solution.
- 5.4.2.b) Contribution to the achievement of the SDGs.
- 5.4.2.c) Potential for impact in solving real-world problems.
- 5.4.2.d) Creativity of the solution.

5.4.3. Technical evaluation (25%)

- 5.4.3.a) User-friendliness and accessibility of the solution.

5.4.4. Link to Austria (25%)

- 5.4.5. Applicability and scalability in Austria.

5.5. Prizes

- 5.5.1. First prize: 5.000 BRL
- 5.5.2. Second prize: 3.500 BRL
- 5.5.3. Third prize: 2.000 BRL

5.5. CHALLENGE 2: Smart Mobility Solutions for Sustainable Transportation

5.6. Requirements

- 5.6.1. The solutions should be based on microelectronics and artificial intelligence technologies.
- 5.6.2. The solutions should be scalable and applicable in both Brazil and Austria.
- 5.6.3. The solutions should focus on sustainability and reduce the environmental impact of

transportation.

5.6.4. The solutions should improve the efficiency and safety of transportation.

5.6.5. The solutions should be user-friendly and accessible to all.

5.7. Deliverables

5.7.1. A prototype of the solution.

5.7.2. A presentation of the prototype, including a description of the problem it solves, how it works, and how it meets the requirements.

5.8. Judging Criteria

5.8.1. Presentation (25%)

5.8.1.a) Convincing explanation of the output not lasting more than 3 minutes.

5.8.1.b) Quality and clarity of the presentation.

5.8.2. Impact, Innovation & Creativity (25%)

5.8.2.a) Sustainability and environmental impact of the solution.

5.8.2.b) Contribution to the achievement of the SDGs.

5.8.2.c) Potential for impact in solving real-world problems.

5.8.2.d) Creativity of the solution.

5.8.3. Technical evaluation (25%)

5.8.3.a) User-friendliness and accessibility of the solution.

5.8.4. Link to Austria (25%)

5.8.4.a) Applicability and scalability in Austria.

5.9. Prizes

5.9.1.a) First prize: 5.000 BRL

5.9.1.b) Second prize: 3.500 BRL

5.9.1.c) Third prize: 2.000 BRL

5.10. CHALLENGE 3: Talent Search for Microelectronics and Semiconductor Experts

5.11. Requirements

5.11.1. The solutions should be based on microelectronics and semiconductor technologies.

5.11.2. The solutions should be innovative and address real-world problems.

5.11.3. The solutions should demonstrate the participant's expertise in microelectronics and semiconductors.

5.11.4. The solutions should be scalable and applicable in both Brazil and Austria.

5.12. Deliverables

5.12.1. A prototype of the solution.

5.12.2. A presentation of the prototype, including a description of the problem it solves, how it works, and how it meets the requirements.

5.13. Judging Criteria

5.14. Presentation (25%)

5.14.1.a) Convincing explanation of the output not lasting more than 3 minutes.

5.14.1.b) Quality and clarity of the presentation.

5.14.2. Impact, Innovation & Creativity (25%)

- 5.14.2.a) Sustainability and environmental impact of the solution.
- 5.14.2.b) Contribution to the achievement of the SDGs.
- 5.14.2.c) Potential for impact in solving real-world problems.
- 5.14.2.d) Creativity of the solution.

5.14.3. **Technical evaluation (25%)**

- 5.14.3.a) User-friendliness and accessibility of the solution.

5.14.4. **Link to Austria (25%)**

- 5.14.4.a) Applicability and scalability in Austria.

5.15. **Prizes**

- 5.15.1. First prize: 5.000 BRL
- 5.15.2. Second prize: 3.500 BRL
- 5.15.3. Third prize: 2.000 BRL

6. **THE SCHEDULE**

6.1. The Samba Meets Waltz Hackathon schedule includes lectures, brainstorming sessions, mentoring, and evaluations for the selection of the best technological solutions developed. The complete schedule will be published at <https://hackathonbrasil.com.br/samba-meets-waltz/> and is subject to change if necessary.

7. **PRIZES**

7.1. On **September 5, 2023**, all winners will be announced at the Samba Meets Waltz Hackathon closing.

7.2. Only the top 3 teams of each challenge, as evaluated by the jury, will receive prizes.

7.2.1. All prizes awarded to the members of the three winning teams in each of the three challenges are personal and non-transferable.

7.2.2. The prize amounts will be divided equally among the team members and credited based on the banking information provided by the members.

7.2.3. The payment of prizes is the responsibility of ADVANTAGE AUSTRIA Brasil and must be made within 30 days after the event's conclusion.

7.3. The main prize is a trip to Austria for up to 5 people in the first week of October 2023 - the exact date of the trip will be announced on the hackathon website. It includes flights (Brazil/Austria/Brazil), accommodations in Austria during the trip, meals, as well as a sightseeing program and company visits to the cooperation partners.

The winners will be announced at the award ceremony on 5 of September and will be immediately confirmed by email. Each winner must respond within 72 hours after receiving the email announcement and confirm his/her willingness to travel. The Organizers are not responsible for the failure of any winner to be notified or for the Organizers to receive a response from any winner for any reason whatsoever.

If a winning participant fails to respond within the time limit set out above, they will be automatically disqualified, and their spot will be given to someone else. This also applies to winners who are unable to travel for any reason. In case there are any remaining spots, they will be filled through a draw among the participants from the team that wins second place (third, fourth... if necessary) until the 5 spots are filled.

The prize is not eligible for exchange, transfer to third parties, or conversion into cash payments. The legal process is excluded.

8. JUDGING

8.1. To maintain ethical standards and ensure impartiality, members of the judging panel commit to informing the organizing committee of any conflicts of interest in evaluating the developed technological solution as soon as they are identified.

8.2. Judging - September 4, 2023

8.2.1. Document Deliverables:

8.2.1.a) Each team must submit their folder named after their team containing their project files by **September 3, 2023, at 9:59 pm** (GMT-3).

8.2.1.b) Assessment of the deliverables: assesses the quality and quantity of information contained in the documentation according to judging criteria mentioned in items 5.4.2 to 5.4.4 of this regulation. Each team will receive scores from 01 to 04 with a 0.5-point interval.

8.2.2. About the Pitch

8.2.2.a) A 3-minute pitch recorded in video format. The video pitches must be submitted by **September 3, 2023, at 9:59 pm** (GMT-3) and must follow the following procedures:

8.2.2.b) Record a video with a duration of up to 3 minutes.

8.2.2.c) Upload the video to YouTube as unlisted.

8.2.2.d) Provide the link to access the video in the link-to-video-pitch.txt" file in the team's deliverables folder.

8.3. The judging panel will evaluate the pitches on **September 4, 2023**.

8.3.1. Evaluation criteria for the video pitches. See item 5.4.1 of this regulation.

8.3.2. The decisions of the evaluation committee are final and cannot be appealed.

8.3.3. Tiebreaker criteria: In case of a tie, the score for item 8.2.1.b) Assessment of the deliverables will be used, and if the tie persists, the highest score for the item Link To Austria will be considered.

8.4. Announcement of Winners – **September 5, 2023**

8.4.1. Live announcement via the internet

8.4.1.a) On **September 5, 2023**, the winning teams will be announced live on the previously

disclosed channels through Hackathon Brasil's social media platforms.

8.4.1.b) At least one representative from each winning team must be present during the closing live stream, otherwise the team may be disqualified.

9. COMMUNICATION

9.1. Throughout all stages of the Samba Meets Waltz Hackathon, the organizing committee will communicate with registered participants, preferably through electronic means, specifically via email at contato@hackathonbrasil.com.br.

9.2. Registered participants are responsible for keeping track of the schedule, results, and any changes to the competition.

9.3. The organizing committee requests participants to disable anti-spam filters that may block communications regarding the Samba Meets Waltz Hackathon, which will be sent from the domain "@hackathonbrasil.com.br". It's impossible to claim a lack of knowledge about event information and/or results.

10. FINAL CONSIDERATIONS

10.1. The dates related to the registration period and the announcement of approved participants may be extended at the discretion of the organizing committee. In such cases, the changes will be made public through the address <https://hackathonbrasil.com.br/samba-meets-waltz/>.

10.2. The Samba Meets Waltz Hackathon will be coordinated by an ORGANIZING COMMITTEE, composed of members and directors of the Hackathon Brasil Community and the **ADVANTAGE AUSTRIA Brasil** who are responsible for appointing and inviting speakers, mentors, and evaluators to be part of the judging panel.

10.3. By registering for the Samba Meets Waltz Hackathon, participants agree to the full terms of the regulations, authorizing the ORGANIZING COMMITTEE to use, edit, publish, reproduce, and disclose their names, voices, images, projects, or companies, through newspapers, magazines, television, cinema, radio, internet, VHS, and CD-ROM, or any other means of communication, without cost, prior or additional authorization, both nationally and internationally, for an indefinite period.

10.4. Regarding the safeguarding of intellectual property rights, the ideas, arrangements, and methods will remain the responsibility of the project's team of creators.

10.5. Participants also authorize the ORGANIZING COMMITTEE to use all the data provided during registration. All registrations will be kept and held under the care and responsibility of the ORGANIZING COMMITTEE.

10.6. Participants are responsible for the originality of all content produced by them under this regulation, fully and exclusively liable for any damages or burdens on third parties, excluding and indemnifying the members of the ORGANIZING COMMITTEE in the event of a judicial or extrajudicial claim brought by third parties, alleging violation of intellectual property rights, image, voice, and name.

10.7. The ORGANIZING COMMITTEE is not responsible for using public and/or private

databases by Samba Meets Waltz Hackathon participants.

10.8. Suspected unethical conduct, non-compliance with internal rules in the spaces where this contest takes place, as well as disrespect for these regulations will be analyzed and judged by the organizing committee and may result in the disqualification of the respective participant.

10.9. Copied or reproduced technological solutions, in whole or in part, from other sources and/or competitions will not be accepted. Identifying a total or partial copy will result in the disqualification of the respective participant.

The decisions of the judging panel members regarding the selection and awarding of participating teams, as well as the decisions made by the organizing committee, will be final and not subject to appeal, and no contestation of the same or its results will be accepted.

10.10. This regulation will be available at the address <https://hackathonbrasil.com.br/samba-meets-waltz/>.

10.11. The Samba Meets Waltz Hackathon is solely for cultural purposes, aiming to recognize and promote innovative technological solutions, stimulating their diffusion in the business environment. It does not have a commercial character, is not conditioned in any way to luck, nor aims to achieve financial results, and does not require participants to acquire, use, and/or purchase products or services from the organizing entity or its partners.

10.12. The ORGANIZING COMMITTEE may, at its sole discretion, at any time, if deemed necessary, alter the rules of this regulation, as well as substitute any of the announced prizes with others of equal value, by communicating through the address <https://hackathonbrasil.com.br/samba-meets-waltz/>.

10.13. The competition may be interrupted or suspended due to force majeure or problems with internet access and servers. No compensation or indemnification will be due to the contest participants and/or any third parties. The ORGANIZING COMMITTEE will try to continue the Samba Meets Waltz Hackathon as soon as the problem is resolved. However, the possibility of definitive cancellation remains in the event of its impossibility to be held.

10.14. Participation in this contest subjects all participants to the rules and conditions established in this regulation. Therefore, upon registration, participants adhere to all provisions, declaring that they have read, understood, are fully aware of, and accept all the items in this regulation without restriction.

10.15. The organizing committee will judge any matters not provided for in this regulation;

10.16. I consent that the Austrian Federal Economic Chamber (=WKO) and the Austrian Business Agency Österreichische Industrieansiedlungs- und WirtschaftswerbungsgmbH (=ABA) receive my personal data listed above to contact me for the advertisement of similar events, information regarding living & working in Austria and related services offered, as well as for job opportunities in Austria. I can withdraw my consent at any time by sending an e-mail to ifo@wko.at. The withdrawal of my consent does not affect prior lawful data processing. The Data Protection Rules of WKO (www.wko.at/service/data-privacy-statement.html) and ABA (<https://aba.gv.at/en/privacy-policy>) apply, respectively.

10.17. Participation conditions:

10.17.1. Participation in the hackathon requires acceptance of the conditions of participation.

By participating in the hackathon, the participant accepts these conditions of participation. The participants must be at least 18 years old. A team will be selected among all participants to win the main prize. This is done with the exclusion of legal recourse. In addition, the winners will be informed in writing by email. The announcement of the winners is made without guarantee. The prize cannot be exchanged. The award is not transferable to third parties. The cash payment of the award is excluded. There is no warranty or guarantee on the award. The legal process is excluded.