Cybera and ISAIC present the "Bridging the Connectivity Challenge" Data Science Hackathon

1. Challenge Information

Challenge Name: Bridging the Connectivity Challenge

Challenge Website: https://www.cybera.ca/connectivity-hackathon (the "Challenge Website")

Registration Website:
https://www.eventbrite.ca/e/bridging-the-connectivity-challenge-rural-connectivity-hack-a-thon-tickets-148667585751

Communication Tool: Discord Server https://discord.gg/jhkxsqUAq2

2. Hackathon Sponsors

Hackathon Co-Sponsor: Cybera, 3512 33 St NW #200 Calgary, AB T2L 2A6

Hackathon Co-Sponsor: ISAIC # W1-060, 9107- 116 Street, Edmonton, AB T6G 2R3

3. Dates and Timing

Promotion, and Individual or Team Registration Period: April 5 - 30, 2021.

Data Science Hackathon Period:
- May 3, 2021 - Virtual Kick-Off Event. Welcome to all sponsors and participants.
- May 3 - 31, 2021 (the "Challenge Submission Period").
- Judging: June 1 - 4, 2021 (the "Judging Period").

Bridging the Connectivity Challenge

May 3 - 30, 2021

ISAIC   cybera

Winners Announced:
- June 4, 2021 - Virtual closing ceremony event. Final awards and prize winners announced.

4. Eligibility

- No payment is required to enter and participate.
- You may participate individually or as a team.
- You must be over the age of 18 as of May 3, 2021.
- Organizations (including corporations, not-for-profit corporations and other nonprofit organizations, limited liability companies, partnerships, and other legal entities) that exist and have been organized or incorporated at the time of registration AND who have headquarters or offices in Alberta.

5. Submission Requirements

Participants must follow all of the below requirements during the Challenge Submission Period:

1. **What to Create.** Participants must create data science products (the "Submission") that:
   a. Have a clear goal or hypothesis that aligns with the hackathon's goals.
   b. Identify, use and transform relevant provided and open datasets;
   c. Analyze data,and develop compelling metrics and data visualizations that support their hypothesis.
   d. Tell their story.
2. **What and How to Submit.** If you want your Submission to be considered for judging and prizes, you must submit it to us by 11:59 pm Mountain Time on May 30, 2021. All Submissions require:
   a. Creating a public GitHub repository (the "Submission GitHub repository").
   b. Contributing your programming code and scripts to your Submission GitHub repository.
      i. **NB**, do not upload your raw or transformed data to GitHub. Please read in your data via URL and provide the code and scripts that will transform this data.

c. Creating a descriptive README text file in your Submission GitHub repository that follows this [format](#).

d. Recording a demo video (5 minutes maximum) and making it publicly accessible via URL (eg. [YouTube](#)) that you link to in the README text file.

e. (Optional) A URL link to a demo website or app in the README text file.

f. Officially submitting your hackathon Submission using this [Google Form](#).

g. Participants must make their Submission available free of charge, without any restriction for testing and evaluation by the judges during the Challenge Submission and Judging Periods and until the winner's announcement.

3. **Platforms.** Submitted data science products may be any kind of software application for any software platform broadly available to the public, including but not limited to Android, iOS smartphones or tablets, web or mobile web browsers, and Windows or Mac desktop computers.

4. **Multiple Submissions**. A participant or team may submit more than one submission, however, each submission must be unique, as determined by the Sponsors.

5. **Intellectual Property.** Your Submission must: (a) be your's (or your team's or Organization's) original work product; (b) be worked on and developed during the Challenge Submission Period; (c) be solely owned by you, your team, or your Organization with no other person or entity having any right or interest in it; and (d) not violate the intellectual property rights or other rights including but not limited to copyright, trademark, patent, contract, and/or privacy rights, of any other person or entity. By entering the Challenge, you represent, warrant, and agree that your Submission meets these requirements.

6. Judging Criteria

- Social Impact = 25%
- Creativity & Resourcefulness = 25%
- Communicating Your Project Story = 25%
- Technical Proficiency, Implementation and Feasibility = 25%

Tie Breakers:
- For each Prize or Award listed below, if two or more Submissions are tied, the tied Submission with the highest score in the first applicable criterion listed above will be considered the higher scoring Submission. In the event any ties remain, this process will be repeated, as needed, by comparing the tied Submissions' scores on the next

applicable criterion. If two or more Submissions are tied on all applicable criteria, the panel of Judges will vote on the tied Submissions.

7. Prize Distribution and Delivery

Over $5,000 in cash and prizes will be awarded to multiple teams and individuals. Stay tuned for prize details!

- "Best Overall" Award
- "Social Impact" Award
- "Technical Implementation" ISAIC Award
- "Solo Effort" Awards and Prizes

Prizes will be mailed to the winning Participant's address (if an individual) or the Representative's address (if a team or Organization) after confirmation of address. It will be the responsibility of the winning Participant's Representative to allocate the Prize among their team or Organization's participating members, as the Representative deems appropriate.

8. Publicity

By participating in the Challenge, you consent to the use of personal information about you, if you are a winner, by the Sponsor, Administrator, and third parties acting on their Behalf.

Additionally all presentations, workshops, opening and closing ceremonies will be recorded and may be reproduced for the external use of Cybera, Rural Municipalities of Alberta, ISAIC or their sponsors. By attending these virtual events you are consenting to this use.