

# METEOHACK

## Official Hackathon Rules and Regulations

The METEOHACK (the “**Hackathon**”) is administered by Hackworks Inc. (the “Organizer”) on behalf of Her Majesty the Queen in right of Canada as represented by the Minister of the Environment (the “Client”). By entering the Hackathon, participants agree to abide by these Rules and decisions of the Organizer and the Hackathon judges, as further defined below. You also agree to comply with all applicable laws. The Hackathon is void to the extent prohibited or restricted by law. No purchase necessary.

### 1. PURPOSE:

The Hackathon is an opportunity for individuals to submit a Submission (hereinafter defined) that addresses one of the four themes:

The Earth and Us: Combine Earth Science data and weather data with sociological and economic information to generate new understandings and perspectives on human-environment interactions.

Find New Audiences for Our Data: Find new applications for a diverse audience that generally does not care about the Earth science and meteorological data: young audiences, students, non-experts and diverse socio-cultural communities.

Warning! Danger Ahead!: Analyze Earth Science data and weather data to assist in monitoring natural disasters and phenomena associated with health risks, and to assess their impacts on life and property.

Artify the Earth: Interpret our Earth Science data and weather data artistically to create beautiful data visualisations, virtual reality experiences, music, or unique pieces of art.

### 2. ELIGIBILITY:

The Hackathon is open to all legal residents of Canada of the legal age of majority or older in their province or territory of residence. Organizer’s employees and their immediate families (i.e. their spouses, siblings, children, parents, spouses’ parents and the spouses of any of those individuals) and their household members (related or not) are not eligible to participate in the Hackathon competing against other eligible participants.

Client’s employees, contractors and their immediate families (i.e. their spouses, siblings, children, parents, spouses’ parents and the spouses of any of those individuals) and their household members (related or not) will be allowed to participate in the Hackathon as an “**Internal Innovator**” participant, competing only against other Internal Innovator individuals. Internal Innovators are not eligible for microgrant and will be judged by separately. Any team with a

participant who is registered as an Internal Innovator, will be deemed an Internal Innovator team and will therefore be ineligible for microgrants and will be judged by a separately. All public service participants must select an Internal Innovator ticket type when registering and must ensure they advise the other members of their team that they are an Internal Innovator, and their inclusion on the team will make the entire team ineligible for microgrant.

Any individual who is eligible to enter the Hackathon (whether as an individual or as part of a team – see below) in accordance with these Official Hackathon Rules and Regulations (the “**Rules**”), as determined by Hackworks Inc. in their sole and absolute discretion, will hereinafter be referred to as an “**Eligible Entrant(s)**”.

Participants are subject to verification in the sole and absolute discretion of Hackworks Inc. Hackworks Inc. reserves the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to Hackworks Inc. – including, without limitation, government issued photo identification) to participate in this Hackathon. Failure to provide such proof to the satisfaction of Hackworks Inc. in a timely manner may result in disqualification.

3. THE ENTRY PERIOD, HACKATHON DATES AND PARTICIPATION OPTIONS:  
Registration to participate in the Hackathon begins on June 12<sup>th</sup>, 2019 at 11am EST and ends on the earlier of: (i) July 8<sup>th</sup>, 2019 at 5pm EST; or (ii) when one hundred (100) individuals have registered for in-person participation and one hundred (100) individuals have registered for virtual participation.

The Hackathon begins on July 8<sup>th</sup>, 2019 at 6pm EST and ends on July 11<sup>th</sup>, 2019 at 6pm EST (the “**Hackathon Period**”). Participants can enter the Hackathon by signing up at (<https://www.hackworks.com/meteohack>) (the “**Website**”) All entries will receive a confirmation email.

4. HOW TO PARTICIPATE:

An Eligible Entrant must register for the Hackathon during the Entry Period, at (<https://www.hackworks.com/meteohack>) Once registered, the Organizer will send a confirmation email to the participants.

5. TEAMS:

Participants must work on a team of two (2) to six (6) people, with each participant meeting the requirements of an Eligible Entrant and being registered to participate in the event. For greater certainty, individuals may not work on multiple teams.

If it is discovered that a participant is found to have acted contrary to this rule, then (in the sole and absolute discretion of the Organizer) he/she and his/her

team(s) (if applicable) may be disqualified from the Hackathon and corresponding Submissions (as set out below) may be subject to disqualification.

#### 6. HACKATHON DETAILS:

During the Hackathon Period, all Eligible Teams are invited to create and demonstrate a submission ("**Submission**").

Eligible Teams may work on their Submissions at any time throughout the Hackathon Period.

All Eligible Teams will be required to provide their own computer and any other equipment required to develop a Submission. All participants will be responsible for their own transportation to the Hackathon venue, food, drink and all other costs/expenses for the duration of the Hackathon Period.

By registering and participating in the Hackathon, you agree to comply with the Hackathon Code of Conduct, as well as any other rules, restrictions, or instructions provided by the Organizer staff. You acknowledge that failure to comply with any of the above may result in your immediate disqualification from the Hackathon and removal from the Hackathon venue. All public service participants (Internal Innovators), must also abide by the [departmental Values and Ethics Code](#).

#### 7. SUBMISSION REQUIREMENTS:

BY SUBMITTING A SUBMISSION, EACH PARTICIPANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES. THE ORGANIZER AND THE CLIENT SHALL BE HELD HARMLESS BY EACH PARTICIPANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES.

Submitted Submissions must never have been previously published, exhibited publicly, or selected as a winner in any other contest. All proprietary code used in the Submissions submitted must be developed during the Hackathon Period. To be eligible for entry in this Hackathon, a Submission must meet the following specific requirements:

- Submitted via Hackworks.com Platform
- Submissions must include:
  - One pager
  - Video Link
  - Code Repository (Github or BitBucket)

Submissions must use data accessed through or from

1) MSC Datamart (<https://dd.meteo.gc.ca/>)

- 2) and/or MSC GeoMet (<https://www.canada.ca/en/environment-climate-change/services/weather-general-tools-resources/weather-tools-specialized-data/geospatial-web-services.html>)")
- 3) and/or the Canadian Centre for Climate Services Portal <https://www.canada.ca/en/environment-climate-change/services/climate-change/canadian-centre-climate-services/display-download/advanced-tools.html>

The used data must comply with all applicable licences. In particular with the Environment and Climate Change Canada Data Server End-use Licence, which details can be found here: [https://dd.meteo.gc.ca/doc/LICENCE\\_GENERAL.txt](https://dd.meteo.gc.ca/doc/LICENCE_GENERAL.txt)

By participating in the Hackathon, each participant agrees to be legally bound by these Rules and by the interpretation of these Rules by the Organizer, and further warrants and represents that his/her team's Submission:

- is original to at least one of the team members and at least one of the team members has obtained all necessary rights in and to the Submission (and all components thereof) to enter the Hackathon;
- does not violate any law, statute, ordinance or regulation;
- does not contain any reference to or likeness of any identifiable third parties, unless consent has been obtained from all such individuals and their parent/legal guardian if they are under the age of majority in their jurisdiction of residence (note: if consent cannot be obtained for an individual appearing in the Submission, then his/her face must be blurred out and voice (if applicable) must be altered so as to be unrecognizable);
- will not give rise to any claims of intellectual property infringement, invasion of privacy or publicity, or infringe on any rights and/or interests of any third party, or give rise to any claims for payment whatsoever; and
- is not defamatory, trade libellous, pornographic or obscene, and does not violate any laws relating to hate speech, and further that it will not contain, depict, include or involve, without limitation, any of the following: nudity; alcohol/drug consumption or smoking; explicit or graphic sexual activity, or sexual innuendo; crude, vulgar or offensive language and/or symbols; derogatory characterizations of any ethnic, racial, sexual or religious groups; content that endorses, condones and/or discusses any illegal, inappropriate or risky behaviour or conduct; personal information of individuals, including, without limitation, names, telephone numbers and addresses (physical or electronic); commercial messages, comparisons or solicitations for products or services; any identifiable third party products, trademarks, brands and/or logos (note: if the necessary consents cannot be obtained, then all identifiable third party products, trade-marks, brands and/or logos must be blurred out so as to be unrecognizable); conduct or other activities in violation of these Rules; and/or any other content that is or

could be considered inappropriate, unsuitable or offensive, all as determined by the Organizer in their sole and absolute discretion.

**Submissions must be submitted in English or French.**

**8. INTELLECTUAL PROPERTY:**

By providing the Applications to the Organizer and Client in connection with the Hackathon, each Eligible Entrant shall retain all right, title and interest (including copyright) in and to the Application, and shall grant to the Organizer worldwide, gratuitous, irrevocable, and non-exclusive licence to copy, use, modify, reproduce, display, adapt and transmit the Application look and feel for use in all media now known or hereafter devised in perpetuity beginning on the date of submission, in connection with the administration, promotion and exploitation of the Hackathon for the purposes of marketing, advertising or promoting any of the Organizer their products or services. The Eligible Entrant hereby confirms that the Application is an original work, solely created by the Eligible Entrant (or the Team, if applicable), and that no third party participated as an author, co-author, photographer or otherwise in the creation of the Application or any part thereof. The Organizer and Client assume no responsibility for any claims of infringement of rights to copyright, privacy and/or personality, and all such liability shall remain with the Eligible Entrant and/or Team. The Organizer and Client reserve the right to exclude any Application on the basis of concerns relating to the rights of third parties, including but not limited to privacy, copyright, defamation, rights of personality, obscenity or hate speech, as determined by Organizer and Client in their sole discretion.

Public servants, participating in the Hackathon as Internal Innovators are informed that as Canadian federal public servants, any copyrightable material/documents, software or other outcomes created during the Hackathon are owned by the federal Crown and will be governed by laws and regulations applicable to employees of the Government of Canada.

**9. SUBMISSIONS PREVIEWED ON WEBSITE:**

Organizer may, in their sole and absolute discretion, choose to display certain Submissions or parts thereof on the Hackathon Website (<https://www.hackworks.com/meteohack>), Government of Canada website or the Hackworks Inc. website ([hackworks.com](https://www.hackworks.com)) once submitted. For greater certainty, the fact that a Submission has (or has not) been displayed on these or other websites will NOT impact the final selection process (selection process set out below).

**10. MICROGRANT:**

- One (1) Grand Champion Microgrant consisting \$1,500 CAD
- Four (4) Theme Champion Microgrants consisting of \$2,000 CAD
- One (1) Student Champion Microgrant consisting of \$250 CAD

- One (1) Open Source Champion Microgrant consisting of \$250 CAD

Following the Hackathon, selected teams and individuals will be advised of their microgrant status by the Organizer within one week (seven days) of the close of the Hackathon.

Microgrants awarded will be divided equally between all members of the selected teams. Microgrant may not be reassigned to another individual. The total microgrant amount awarded to any individual may not exceed \$1,000 CAD.

Selected Teams will receive their microgrant in cash by direct bank deposit. They will have to complete and sign a form to this effect which will be given to them at the end of the Hackathon (see Article 13 for personal information potentially needed). After six weeks, if the individual has not provided the requested information, the Client, at their sole discretion, may determine that the individual is ineligible to receive the microgrant. For the sake of clarity, if a selected individual is declared ineligible by lack of provision of required information, the remaining selected individuals on that selected team will remain eligible to receive microgrants as long as they have provided the necessary information.

## 11. SELECTION PROCESS:

### **Judgment and Selection Process**

A panel of judges appointed by the Organizer and the Client (the "**Judges**") will be in charge of reviewing all Submissions deemed eligible. The Judges will be assigned randomly to review Submissions. In the event a Judge finds themselves in a conflict of interest position related to one or more of the individuals on a team responsible for the Submission they are reviewing, they will be required to recuse themselves and an alternate Judge will be assigned. For the sake of clarity, a Judge will be required to recuse themselves from reviewing a Submission where they may be in an apparent, potential or real conflict of interest or where there may be an appearance of preferential treatment (e.g. where a participant is a member of their family or an employee with which they have a direct reporting relationship).

### Theme Judging:

A group of judges will be assigned to each theme. They will score each team's submission based on the criteria under section 12. The top score in each theme will be deemed the Theme Champions.

## Grand Champion Judging

The Theme Champion's submissions will be reviewed by all the judges. The top score will be deemed the Grand Champion.

### 12. JUDGING CRITERIA:

Criteria	Description	Score		
		0 - 3	4 - 7	8 - 10
<b>Ingenuity</b>	<p>How unique is the concept of the solution? --</p> <p>The degree to which the submission is clever, inventive, and/or skilful in concept and design.</p>	<p>Concept of solution is not unique. --</p> <p>Interesting idea but not fundamentally clever or creative.</p>	<p>The solution proposes a new approach to an existing solution. --</p> <p>Clever, inventive and skilful but not game-changing</p>	<p>The solution is a unique idea that has value. --</p> <p>Clever, inventive and skilful submission that generates enthusiasm and support.</p>
<b>Functionality</b>	<p>How well can the product or solution be used?</p>	<p>Application crashes on some functionality.</p>	<p>Application works, but not fully functional.</p>	<p>Application is fully functional.</p>
<b>User Experience</b>	<p>How is the overall experience of a person using the product in terms of how easy or pleasing it is to use? --</p> <p>Logical flow and functionality</p>	<p>Look needs improvement. User needs help to navigate through app. --</p> <p>The solution does not serve client expectations or behaviours. Poor user experience.</p>	<p>Looks good. Main features were easy to find, some features were too buried. --</p> <p>The solution matches client expectations and behaviours very well. Excellent user experience</p>	<p>Looks great. Navigation is easy, and intuitive. --</p> <p>The solution matches client expectations and behaviours very well. Excellent user Experience.</p>
<b>Alignment with Theme</b>	<p>How well does the solution line up with one of the hackathon theme? --</p> <p>Did the team clearly identify the problem they are attempting to solve? Is the solution relevant to the identified theme?</p>	<p>Application showed poor alignment with the challenge. --</p> <p>The problem isn't clearly articulated and the solution is not relevant.</p>	<p>Average alignment with challenge. --</p> <p>The problem was clearly identified but the solution is only moderately relevant</p>	<p>Exceptional alignment with challenge. --</p> <p>The problem was clearly identified and the solution is very relevant</p>

<p><b>Technical Implementation</b></p>	<p>How effective is the technical approach and implementation of the product or solution? -- Is the solution technically feasible? How well can the solution be implemented into current processes?</p>	<p>The technical implementation of the submission is not realistic. -- Application showed poor implementation of the desired solution</p>	<p>Technical implementation is somewhat realistic and demonstrates some feasibility. -- Average implementation of the app</p>	<p>Technical implementation is realistic and is demonstrated well. -- Superior implementation of the app demonstrating an effective solution to the purported need.</p>
<p><b>Use of Data and Technology</b></p>	<p>How well does the solution use data and/or technology?</p>	<p>Solution does not use any data or technology.</p>	<p>Solution leverages some data and/or technology.</p>	<p>Solution leverages both data and technology.</p>

**13. GENERAL CONDITIONS:**

By entering the Hackathon, each participant agrees to the use of his/her Submission, along with his/her name, address, voice, statements about the Hackathon and/or photograph or other likeness without further notice or compensation, in any publicity or advertisement carried out by the Organizer and the Client in any manner whatsoever, including print, broadcast or the internet.

Each participant further grants to the Organizer and the Client the right to record and/or photograph the participant during the Hackathon Period and the right to use any such recordings and photographs, without further notice or compensation in any publicity or advertisement carried out by the Organizer and Client in any manner whatsoever, including print, broadcast or the internet.

The Organizer and Client will not be liable for: (i) any failure of the Website before, during or after the Hackathon Period; (ii) for any technical malfunction or other problems relating to the telephone network or lines, computer on-line systems, servers, access providers, computer equipment or software; (iii) the failure of any entry to be received for any reason, including, but not limited to, technical problems or traffic congestion on the internet or at any website or for any entry to be deemed inadmissible during Phase 1; (iv) any injury or damage to a participant's or any other person's computer related to or resulting from participating or downloading any material in the Hackathon; (v) any illness, injury, sleep deprivation, stress related illness/injury or any other illness/injury

of any kind claimed to be caused by or related to a participant's entry or participation in this Hackathon; and/or (vi) any combination of the above.

BY PARTICIPATING IN THE HACKATHON, EACH PARTICIPANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE ORGANIZER AND THE CLIENT FROM ANY AND ALL DAMAGES, INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO: (A) FAILURE BY THE PARTICIPANT TO COMPLY WITH ANY OF THESE RULES; (B) ANY MISREPRESENTATION MADE BY A PARTICIPANT UNDER THESE RULES OR OTHERWISE TO AN ORGANIZER IN REGARDS TO THE HACKATHON; (C) PARTICIPATION BY THE PARTICIPANT IN THE HACKATHON; (D) RECEIPT, USE OR REDEMPTION OF ANY MICROGRANT BY THE PARTICIPANT, OR HIS/HER INABILITY TO RECEIVE, USE OR REDEEM ANY MICROGRANT; (E) ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, INVASION OF PRIVACY, COPYRIGHT INFRINGEMENT, TRADEMARK INFRINGEMENT OR ANY OTHER INTELLECTUAL PROPERTY RELATED CAUSE OF ACTION.

The Organizer and the Client reserve the right to withdraw, suspend or amend this Hackathon in any way, in the event of any error, technical problem, computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure or any other cause beyond the reasonable control of the Organizer and Client that interferes with the proper conduct of this Hackathon as contemplated by these Rules. Any attempt to deliberately damage the Website or any website or to undermine the legitimate operation of this Hackathon is a violation of criminal and civil laws and should such an attempt be made, the Organizer and the Client reserve the right to seek remedies and damages to the fullest extent permitted by law. The Organizer and the Client reserve the right to cancel, amend or suspend this Hackathon, or to amend these Rules, without prior notice or obligation, in the event of any accident, printing, administrative, or other error of any kind, or for any other reason.

This Hackathon is subject to all applicable federal, provincial and municipal laws. The decisions of the Organizer and Client with respect to all aspects of this Hackathon are final and binding on all participants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of participants and/or Submissions. All issues and questions concerning the construction, validity, interpretation and enforceability of these Rules or the rights and

obligations as between the participant and the Organizer and the Client in connection with the Hackathon shall be governed by and construed in accordance with the laws of the province of Ontario including procedural provisions without giving effect to any choice of law or conflict of law rules or provisions that would cause the Submission of any other jurisdiction's laws.

The Organizer and the Client reserve the right, in their sole and absolute discretion, and without prior notice, to adjust any of the dates and/or timeframes stipulated in these Rules, to the extent necessary, for purposes of verifying compliance by any participant or Submission with these Rules, or as a result of technical problems, or in light of any other circumstances which, in the opinion of the Organizers, in their sole and absolute discretion, affect the proper administration of the Hackathon as contemplated in these Rules. The Organizers further reserve the right, in their sole and absolute discretion, and without prior notice, to terminate or cancel the Hackathon or any part thereof.

## **CODE OF CONDUCT**

Provided by: [hackcodeofconduct.org](http://hackcodeofconduct.org)

Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, or religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

Photography is encouraged, but other participants must be given a reasonable chance to opt out from being photographed. If they object to the taking of their photograph, comply with their request. It is inappropriate to take photographs in contexts where people have a reasonable expectation of privacy (in bathrooms or where participants are sleeping).

Participants asked to stop any harassing behaviour are expected to comply immediately.

As this is a hackathon, we like to explicitly note that the hacks created at our hackathon are equally subject to the anti-harassment policy.

Sponsors and partners are also subject to the anti-harassment policy. In particular, sponsors should not use sexualised images, activities, or other material. Sponsor representatives (including volunteers) should not use sexualised clothing/uniforms/costumes, or otherwise create a sexualised environment.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of hackathon staff immediately.

Hackathon staff will be happy to help participants contact any local security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the hackathon. We value your attendance.

If a participant engages in harassing behavior, the hackathon organisers may take any action they deem appropriate. This includes warning the offender, expulsion from the hackathon with no refund (if applicable), or reporting their behaviour to local law enforcement.

We expect participants to follow these rules at hackathon and workshop venues and hackathon-related social events.