

# CompThink Championship (CTC)

A PURCHASE OR PAYMENT WILL NOT INCREASE YOUR CHANCES OF WINNING.

SUBMISSION OF ANY ENTRY CONSTITUTES AGREEMENT TO THESE OFFICIAL RULES AS A CONTRACT BETWEEN ENTRANT (AND EACH INDIVIDUAL MEMBER OF ENTRANT), THE HACKATHON SPONSOR, AND ORGANISERS.

## Goals:

1. To nurture students' Computational Thinking and problem-solving skills.
2. To promote students' coding interest
3. To create a coding culture in Malaysia

**Theme:** Green Technology

**Format:** sb

**Platform:** Scratch

## Submission of Entries Format:

1. Students need to hack / solve the coding problems.
2. 20 problems will be given to students
3. Selection based on the greatest number of problems solved and shortest submission time

## RULES AND REGULATIONS

### 1. Dates

- There are two rounds of competition: Submission of Entries and Final.
- Dates and Timing for Submission of Entries:
  - Registration period:** 1 July – 14 October 2024
  - Submission period:** 15 September – 15 October 2024
  - Judging period:** 16 October – 15 November 2024
  - Finalist announcement:** On or around 20 November 2024
  - Invitation to be sent to finalists:** 20 November 2024
  - Final:** 21 December 2024

### 2. Eligibility

- Individual participation
- Competition is opened for Malaysian students aged 7 – 17 and will be placed into these categories:
  - i. Primary: Students aged 7 – 12
  - ii. Secondary: Students aged 13 – 17

All participants can only submit one solution per problem. Once “submit” button is clicked, that is considered submitted.

The competition is not open to:

- Organizations involved with the design, production, paid promotion, execution, or distribution of the competition.
- Employees, representatives and agents of the organizations, and all members of their immediate family or household (including their children, stepchildren, and members of an individual's household include any other person that shares the same residence as the individual for at least three (3) months out of the year).
- Any judge, or company or individual that employs as judge.

### **3. Submission of Entries**

- Time limit: Participants are given one week to solve as many problems as possible.
- Hackathon is open from 15 September till 15 October. Participants can choose any date to start the hacking process and take maximum one week to try solving all problems. For example, if a participant starts the hacking process on 15 September, then he / she will have to finish by 21 September 2024. If a participant starts the hacking process on 10 October, then he / she will have to finish solving all problem by 15 October.
- Judging criteria: the one who can solve the most problem within one week will be selected. If participants solve all the available problem before the one-week time limit, then the selection will be based on the shortest time taken. The result by the judges will be final.

### **4. Final Stage**

- Participants bring their own laptop
- Participants need to:
  - i. solved 5 big problems, and
  - ii. remix a given program: participants will be given a 3-seconds short animation, and based on the theme given, they must extend the animation to 10 seconds, and no longer than 30 seconds.
- Total time given to complete the two tasks is 2 hours
- Intellectual property: participants retain full ownership of the intellectual property rights to their program. However, organizers may request participants to share their code or project details for promotional or showcase purposes.
- Prizes and awards: The hackathon will offer prizes or awards to winning participants based on the judging criteria. The prizes can include cash, mentorship opportunities,

### **5. Fair Play**

Participants must adhere to ethical standards and abide by the rules and regulations set by the organizers. Any form of cheating, plagiarism, or unfair practices will result in immediate disqualification.

## **6. Submission**

Participants must submit their code via the Learning Management System account given before the specified deadline. Late submissions may result in penalties or disqualification. Access must be provided to a participant's program for judging and testing. Participants must make the program available free of charge and without any restriction, for testing, evaluation and use by the Sponsor, Administrator and Judges until the Judging Period ends.

## **7. Judges & Criteria**

Eligible submissions will be evaluated by a panel of judges selected by the Organizers. Judges may be employees of the organizers, sponsors, or third parties, may or may not be listed individually on the Hackathon Website, and may change before or during the Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the Organizers.

### **Submission of Entries**

This first stage will determine via pass/fail whether the solution meet a baseline level of viability, in that the solution reasonably meets the program requirements.

### **Final**

All participants who pass "Submission of entries" stage will be invited to join final stage at a physical location. Submission for final will be judged on the following equally weighted criteria, and according to the sole and absolute discretion of the judges:

- Technological implementation: Does the program demonstrate participant's quality coding skills?
- Design: Is the user experience and design of the project well thought out?
- Quality of the idea: How creative and unique is the project? Does the concept exist already? If so, how much does the project improve on it?

The scores from the judges will determine the potential winners of the applicable prizes. The participants that are eligible for a Prize, and whose Submissions earn the highest overall scores based on the applicable Judging Criteria, will become potential winners of that Prize.

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.

## **8. Prizes**

### **Substitutions & Changes**

Prizes are non-transferable by the winner. Sponsor in its sole discretion has the right to make a prize substitution of equivalent value. Sponsor will not award a prize if there are no eligible submissions entered in the Hackathon, or if there are no eligible participants or submissions for a specific prize.

### **Verification Requirement**

The award of a prize to a potential winner is subject to verification of the identity, qualifications and role of the potential winner in the creation of the submission. The final decision to designate a winner shall be made by the Sponsors, Organizers, and/or Administrator.

## **9. Entry Conditions and Release**

Since this competition is opened to students aged 7 – 17, it is important for parents / guardians to agree on behalf of the participants of the below conditions and release.

- By entering the Hackathon, participants agree to the following:
  - The relationship between participant and the sponsors / organizers / administrator, is not a confidential, fiduciary, or other special relationship.
  - Participants will be bound by and comply with these Official Rules and the decisions of the Sponsor, Administrator, Organizers, and/or the Hackathon Judges which are binding and final in all matters relating to the Hackathon.
  - Participants release, indemnify, defend and hold harmless the promotion entities, and their respective parent, subsidiary, and affiliated companies, the Prize suppliers and any other organizations responsible for sponsoring, fulfilling, administering, advertising or promoting the Hackathon, and all of their respective past and present officers, directors, employees, agents and representatives (hereafter the “Released Parties”) from and against any and all claims, expenses, and liabilities (including reasonable attorneys’ fees), including but not limited to negligence and damages of any kind to persons and property, defamation, slander, libel, violation of right of publicity, infringement of trademark, copyright or other intellectual property rights, property damage, or death or personal injury arising out of or relating to a participant’s entry, creation of submission or entry of a submission, participation in the Hackathon, acceptance or use or misuse of the Prize (including any travel or activity related thereto) and/or the broadcast, transmission, performance, exploitation or use of the submission as authorized or licensed by these Official Rules.
- Without limiting the foregoing, the Released Parties shall have no liability in connection with:
  - Any incorrect or inaccurate information, whether caused by the Sponsor, Organizers, or Administrator’s electronic or printing error, or by any of the equipment or programming associated with or utilized in the Hackathon;

- Technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in phone lines, internet connectivity or electronic transmission errors, or network hardware or software or failure of the Hackathon Website;
- Unauthorized human intervention in any part of the entry process or the Hackathon;
- Technical or human error which may occur in the administration of the Hackathon or the processing of submissions; or
- Any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from the participant's participation in the Hackathon or receipt or use or misuse of any Prize.

The Released Parties are not responsible for incomplete, late, misdirected, damaged, lost, illegible, or incomprehensible Submissions or for address or email address changes of the participants, or any winner's failure to receive notifications or requests regarding Verification Requirements. Proof of sending or submitting the aforementioned will not be deemed to be proof of receipt by the Sponsor, Organizers, or Administrator. If for any reason any participant's submission is determined to have not been received or been erroneously deleted, lost, or otherwise destroyed or corrupted, the Entrant's sole remedy is to request the opportunity to resubmit its Submission. Such a request must be made promptly after the participant knows or should have known there was a problem and will be determined at the sole discretion of the Sponsor, Organizers, or Administrator.

## **10. Publicity**

By participating in the Hackathon, participants consents to the promotion and display of the participant's Submission, and to the use of personal information about themselves for promotional purposes, by the Sponsor, Organizers, Administrator, and third parties acting on their behalf. Such personal information includes, but is not limited to, your name, likeness, photograph, voice, opinions, and comments. It may be used in any existing or newly created media, worldwide without further payment or consideration or right of review, unless prohibited by law. Authorized use includes but is not limited to advertising and promotional purposes.

## **11. General Conditions**

- I. Sponsor, Organizers, and Administrator reserve the right, in their sole discretion, to cancel, suspend and/or modify the Hackathon, or any part of it, in the event of a technical failure, fraud, or any other factor or event that was not anticipated or is not within their control.
- II. Sponsor, Organizers, and Administrator reserve the right in their sole discretion to disqualify any individual or participant if it finds to be actually or presenting the appearance of tampering with the entry process or the operation of the Hackathon or to be acting in violation of these Official Rules or in a manner that is inappropriate, unsportsmanlike, not in the best interests of this Hackathon, or a violation of any applicable law or regulation.

- III. Any attempt by any person to undermine the proper conduct of the Hackathon may be a violation of criminal and civil law. Should the Sponsor, Organizers, or Administrator suspect that such an attempt has been made or is threatened, they reserve the right to take appropriate action including but not limited to requiring a participant to cooperate with an investigation and referral to criminal and civil law enforcement authorities.
- IV. If there is any discrepancy or inconsistency between the terms and conditions of the Official Rules and disclosures or other statements contained in any Hackathon materials, including but not limited to the Hackathon Submission form, Hackathon Website, or advertising, the terms and conditions of the Official Rules shall prevail.
- V. The terms and conditions of the Official Rules are subject to change at any time, including the rights or obligations of the participants, the Sponsor, Organizers, and Administrator. The Sponsor, Organizers, and Administrator will post the terms and conditions of the amended Official Rules on the Hackathon Website. To the fullest extent permitted by law, any amendment will become effective at the time specified in the posting of the amended Official Rules or, if no time is specified, the time of posting.
- VI. If at any time prior to the deadline, a participant or prospective participant believes that any term in the Official Rules is or may be ambiguous, they must submit a written request for clarification.
- VII. The Sponsor, Organizers, or Administrator's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision. Should any provision of these Official Rules be or become illegal or unenforceable in any jurisdiction whose laws or regulations may apply to a participant, such illegality or unenforceability shall leave the remainder of these Official Rules, including the Rule affected, to the fullest extent permitted by law, unaffected and valid. The illegal or unenforceable provision shall be replaced by a valid and enforceable provision that comes closest and best reflects the Sponsor, Organizers, and Administrator's intention in a legal and enforceable manner with respect to the invalid or unenforceable provision.
- VIII. Excluding Submissions, all intellectual property related to this Hackathon, including but not limited to copyrighted material, trademarks, trade-names, logos, designs, promotional materials, web pages, source codes, drawings, illustrations, slogans and representations are owned or used under license by the Sponsor, Organizers, and/or Administrator. All rights are reserved. Unauthorized copying or use of any copyrighted material or intellectual property without the express written consent of its owners is strictly prohibited. Any use in a Submission of Sponsor, Organizers, or Administrator's intellectual property shall be solely to the extent provided for in these Official Rules.

## **12. Limitations of Liability**

By entering, all participants agree to release the Released Parties from any and all liability in connection with the Prizes or participant's participation in the Hackathon. Provided, however, that any liability limitation regarding gross negligence or intentional acts, or events of death or body injury shall not be applicable in jurisdictions where such limitation is not legal.

## **13. Disputes**

- I. Except where prohibited by law, as a condition of participating in this Hackathon, participant agrees that:
  - o Any and all disputes and causes of action arising out of or connected with this Hackathon, or any Prizes awarded, shall be resolved individually, without resort to any form of class action lawsuit;
  - o Judgment upon such arbitration award may be entered in any court having jurisdiction.
- II. Under no circumstances will participant be permitted to obtain awards for, and participant hereby waives all rights to claim, punitive, incidental or consequential damages, or any other damages, including attorneys' fees, other than participant's actual out-of-pocket expenses (i.e., costs associated with entering this Hackathon), and participant further waives all rights to have damages multiplied or increased.

## **14. Additional Terms**

Please review the Hackathon Terms of Service at [www.genpro.com.my](http://www.genpro.com.my) for additional rules that apply to your participation in the Hackathon and more generally your use of the Hackathon Website. Such Terms of Service are incorporated by reference into these Official Rules. If there is a conflict between the Terms of Service and these Official Rules, these Official Rules shall control with respect to this Hackathon only.

## **15. Participant's Personal Information**

Information collected from participants is subject to the Organizers' Privacy Policy, which is available at [www.genpro.com.my](http://www.genpro.com.my) . Information collected from participants will be disclosed to the Sponsor, Organizers, and Administrator for the purpose of conducting the Hackathon who may, for this purpose, disclose such information to third parties, including but not limited to partners, agents, contractors, service providers, and prize suppliers. Sponsor's Privacy Policy which explains how Sponsor collects, stores, and uses personal information, and sets out participants' data protection rights, including access and correction and how participants may complain or raise a query about the handling of participants information can be accessed here: [www.genpro.com.my](http://www.genpro.com.my) .

For questions, send an email to [compthink@genpro.com.my](mailto:compthink@genpro.com.my)