1. Project Development:
   - Publicly developed and openly licensed SDKs, APIs or other tools or components can be used but must be addressed, if applicable.
   - The license(s) used by the team must be clearly addressed in code or inside a readme file announcing the license(s) the application adheres to. The public code used inside your application should also list the licenses the code is subjected to, if applicable.
   - A team can submit only one entry for hackUST 2021. An individual cannot be in more than one team at the event.
   - A team may not code submissions that violate the code of conduct (e.g. racially insensitive ideas for an application will be automatically disqualified) and/or infringe intellectual property rights.

2. Submission Details:

2.1 1st Round Submission (Deadline: 16 April 2021, 23:59):

   Please submit the following to the hackUST 2021 Entry Submission Platform:
   - A 5-minute presentation video/pitch video:
     - There’s no strict requirement on the video structure but it should be able to deliver clear understanding on your submission project and respond to one of the themes of hackUST 2021;
     - Video format: please upload it to a media viewing platform and submit the URL for us view (the URL needs to be valid from 16 April to 24 April 2021);
   - A brief abstract/executive summary of your proposed project (within 400 words)
   - Prototype/coding: Please upload your source code to Github/other platforms and provide the relevant URL on the submission. It is necessary to make a simple readme file to briefly explain the submission.

   *All the projects selected by the judges as finalists will be code-reviewed to confirm that the code is original work created at hackUST 2021.*

2.2 Final Round

   - The top 10 teams will be shortlisted to our final round.
   - Each team which enters the final round will be required to pitch in REAL TIME to our final judges within 8 minutes, followed by a 7-minute Q&A. English will be used during the presentation and Q&A.
   - The top 10 teams will be announced one-by-one on the final presentation day. Therefore, all teams shall be ready to attend the final presentation day and present. Details of the final round arrangement will be announced in due course.
   - The judging criteria is identical to the first round submission.

3. Intellectual Property

   - All submissions remain the intellectual property of the teams that have developed them.
   - By submitting an entry or accepting any prize, you represent and warrant the following: you will not submit content that is copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights, unless you are the owner of such rights or have permission from their rightful owner to post the content; and the content submitted by you does not contain any viruses, Trojan horses, worms or other disabling devices or harmful code.
   - Copyright:
     - Participant represents and warrants that he or she is the sole author and copyright owner of the Submission, and that the Submission is an original work of the Participant, or if the Submission is a work based on an existing application, that the Participant has acquired sufficient rights to use and to authorize others; and that the Submission does not infringe upon any copyright or upon any other third party rights of which the Participant is aware, and that the Submission is free of malware.
     - By participating in the hackUST 2021, each participant agrees to be legally bound by these Rules and by the interpretation of these Rules by the Organizers (HKUST, Deloitte and Developer Student Clubs), and further warrants and represents that his/her and/or 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 hackUST 2021;
       - 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 Organizers in their sole and absolute discretion.

4. Winner Selection/Judging Criteria
   ● Winners will be judged based on the following criteria:
     ○ Problem Definition (25%)
     ○ Creativity (15%)
     ○ Practicality/Execution (15%)
     ○ Design and Polish (15%)
     ○ Feasibility (15%)
     ○ Presentation (15%)
   ● hackUST winners will be selected by a panel of judges. By submitting any hackUST entry, participants release hackUST, sponsors, their respective subsidiaries, affiliates, directors, officers, employees, representatives, agents, and advisors from any and all liability for any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the decisions of the Judges.

5. Awards
   ● hackUST prizes are non-transferable by the winner. If you accept a prize, you will be solely responsible for all applicable taxes, if any, related to accepting such prize.

6. Privacy and Disclaimer
   ● Any personal information you choose to provide will only be used for the purpose for which it was provided and will not be disclosed to other persons or organizations without your prior consent or if required by law.
   ● The Internet is an insecure medium and users should be aware that there are inherent risks transmitting information across the Internet.
   ● Information submitted unencrypted via electronic mail or web forms may be at risk of being intercepted, read or modified.
   ● The HKUST reserves the right in accepting or declining any persons, teams or organizations participating in hackUST 2021 and any activities or events associated with it, with or without prior notice or reason.
   ● Photos taken (if any) at hackUST 2021 (18 March – 24 April 2021) and information related to hackUST 2021 will be shared among the Organizers and be published for publicity purposes of the event.
   ● The decision of the Panel of Judge of hackUST and the interpretation by the HKUST will be final.