

Terms & Conditions for NASA Space Apps Challenge Kuala Lumpur 2020

1. INTRODUCTION

1.1. The NASA Space Apps Challenge Kuala Lumpur 2020, and all of its properties listed below will be defined and referred as below;

- a. The Terms & Conditions that is solely prepared for NASA Space Apps Challenge Kuala Lumpur 2020 will be referred to as “the T&Cs”
- b. NASA Space Apps Challenge Kuala Lumpur 2020 will be referred to as “the Event”
- c. UNLOCK DESIGN INTERNATIONAL Sdn. Bhd., the sole organizer for the Event and the main company who manages this event and all of the Event’s branding will be referred to as “the Organizer”.
- d. The official website; <http://www.spaceappsmys.com> that is specifically made for the Event will be referred to as “the Website”.
- e. The official Facebook Page that is specially catered to the Event, <https://www.facebook.com/spaceappskl/> will be referred to as “the Facebook Page”.
- f. All companies and establishments that agreed to collaborate, with consent, for this Event will be referred to as “the Partners”.
- g. Individuals who are, with his consent, on filling in and submitting his information details in NASA Space Apps Challenge Kuala Lumpur 2020 Registration [Form](#), will be defined as “the Participant”.
- h. “NASA Space Apps Challenge Kuala Lumpur 2020 Official Platforms” are digital internet platforms that are referring to the Website and the Facebook Page.

1.2. The Organizer is not responsible for any losses, accidents or failures that occur from the T&Cs.

1.3. By participating in the Event, participants are acknowledging and agreeing that the personal details requested by the Organizer will be used internally by the Organizer for all usage.

1.4. The Organizer has the right to Amend, Modify, Change and to remove ANY part of the T&Cs up to the very end of the Event without further notice to the Participants, unless the change is deemed necessary by the Organizer.

1.5. If changes in T&C is deemed important to the Organizer, all announcements will be announced in all Official Platforms of the Event.

2. PARTICIPANT’S GENERAL ELIGIBILITY

2.1. This event is open to all nationalities, race and gender.

2.2. Participants who are less than 18 years old on the day of the event must obtain parents’ or guardians’ approval on participating in this event. Organizer has the right to suspend or terminate his participation or winnings if there are any issues happening in between parent/guardian and participant that cause problems to the organizer.

3. REGISTRATION FORM

3.1. Before proceeding with the Registration Form, please read the T&Cs carefully. All registrations are done via Google Form Link here : <https://forms.gle/bQBfxifkNCQd45KH8>

3.2. Make sure to provide a reachable email address for the Organizer to send out the online webinar link access prior event day.

3.3. Registration Form can be modified until 23:59, 4th October 2020..

3.4. All Participants are required to register for NASA Account, in order to qualify for Global Submission in NASA Official Website.

3.5. Event Changes

- a. Information, performance, event dates and times shown on all Official Platform is subject to change. The Organizer is not responsible for any cancellation or rescheduling of the Event or for any changes in the timing of the Event.
- b. If the Event itself is wholly cancelled, the Organizer will announce this matter via all Official Platforms prior to the Event's date.

3.6. The Organizer Disclaimer and Limitation of Liability

- a. The Organizer has no control over the maintenance or management of <http://www.spaceappschallenge.org>
- b. The Organizer is not liable whether in contract or in tort for any injury, damage, loss, delay, additional expenses, internet disruption, poor internet connectivity, server crash or any inconvenience caused by force majeure or other events which are beyond our control or which are not preventable by reasonable diligence on our part including, but not limited to war, civil disturbance, fire, floods, earthquakes, volcanic eruptions, unusually severe weather, acts of God, acts of Government or any other authorities, accidents to or failure of machinery or equipment or industrial action.

3.9. Third Party Information

- a. [NASA Official Website](#), Spaceapps.org, will require certain information by the Participants which only will be used solely for the purpose of the Event itself.

4. PUBLICITY AND PRIVACY

4.1. Participants who registered are considered to have acknowledged and granted their permission to use their name, affiliation, visual, chat texts, screen sharing, photograph and audio recording about their activity in the Event for the Event and the Organizer's past and future promotions, all without further compensation, unless prohibited by law.

4.2. The Organizer is liable on not publishing footages and pictures that are deemed inappropriate in a general context for general publicity such as, but not limited to sexually explicit images, political content, immoral pictures, controversial images, aggressive behavior and profane gestures.

4.3. In the case where the photo published is considered inappropriate for his/her consideration, such as, but not limited to, showing particular body parts that is deemed inappropriate for his/her belief, culturally inappropriate gestures/posing, or any images from the Event that may cause further inconvenience or harm to the affected Participants, the Participants must inform the Organizer about the concern. However, the Organizer has the right to decide on any further action of the said matter.

4.4. All information provided by the Participants will be considered as Confidential, and only will be used by the Organizer and its subsidiaries.

6. HACKATHON & IDEATHON MECHANICS

- 6.1. All participants must register for their participation as mentioned above in 3. REGISTRATION.
- 6.2. Both categories will run simultaneously at the same time.
- 6.3 Forming a team is optional.
- 6.4. Maximum 5 members per team is allowed.
- 6.5. Each team is only allowed to participate in one category. The organizer has the right to ask the participants' to pick only one category if they found them registered for both.
- 6.6. Each team is highly encouraged to only pick and work with one challenge.
- 6.7. Each team is required to submit a Pitching Video using Youtube to the Organizer for evaluation via the Submission Form before 4th October 2020, 23:59.
- 6.8. Each team is also encouraged to provide all of their working resources such as, but not limited to, websites, GitHub Link, Apps and any related resources that can be used for evaluation.
- 6.9. All projects will be evaluated by Academic-based and Industry-based judges, with related expertise to Tech and Business.
- 6.10. Only one (1) evaluation will be conducted.
- 6.11. The Top 3 winners for each category will be announced in 4-weeks after the event ended.
- 6.12. All Teams must pick one (1) challenge from categories they have chosen, and incorporate NASA Open Data in their project as a whole or a part of it. Mixing outside data is allowed.

7. CONFERENCE MECHANICS

- 7.1. All participants must register for their participation as mentioned above in 3. REGISTRATION
- 7.2. Participants are responsible to check for the Webinar link on all Official Platforms.
- 7.3. Participants are highly encouraged to interact with the Speakers during the Q&A Session.
- 7.4. All Conferences will be held through webinar.
- 7.5. The quality of the Live Streaming is dependent on the Speaker's internet speed.
- 7.6. All Participants are required to view NASA Space Apps Challenge Kuala Lumpur [Community Guidelines](#) to ensure a smooth communication among all participants and personnel.
- 7.7. All Participants are encouraged to attend the webinar according to the schedule, however, they are free to attend the webinar at any time they prefer.

8. HACKATHON & IDEATHON SUBMISSION FOR EVALUATION

- 8.1. All Hackathon & Ideathon teams are required to create a 3-minute video explaining the project that they are developing.
- 8.2. The content of the Video is based on the team's own discretion. The Organizer is not responsible if the Team failed to impress the Judges due to unsuitable or irrelevant Video content.
- 8.3. All teams are expected to provide their working resources such as website, GitHub site, programming code, or any relevant resources for added-value content.
- 8.4. Not all team members are required to be present / speak in the submitted video.
- 8.5. If the Video submitted is longer than 3-minutes, Judges are only evaluated up to the 3-minute mark.
- 8.6. All Videos must be strictly submitted via Youtube Link, or other Video-Sharing platform that does not require any downloads into the device or Third-Party Software to view the Video.
- 8.7. All Videos must be available to be viewed by the Organizer and the Judges. Videos that are found 'Private' will not be evaluated.

- 8.8. All submission must be done before 4th October, 2020, 23:59.
- 8.9. No Q&A Session or Feedback will be given.
- 8.10. Only one person per team is allowed to Submit the Project on behalf of the Team.
- 8.11. Videos can be made both in English or Bahasa Malaysia. English Subtitles are compulsory if videos are made in languages other than mentioned above.

9. JUDGING CRITERIA

- 9.1. The full judging criteria will be uploaded in the Official Platform.
- 9.2. Judges will evaluate based on the provided resources by the Participants via the Submission form.
- 9.3. All evaluation will be done no later than 4 weeks after the Event ended.
- 9.4. All evaluations will be conducted without prejudice.
- 9.5. All Judges' decisions are final.

10. PRIZE

- 7.1. The Winner of Hackathon will be chosen from one of the Participants and will receive a cash prize of <will be updated soon> only.
- 7.2. The First Runner Up of Hackathon will be chosen from one of the Participants and will receive a cash prize of <will be updated soon> only.
- 7.3. The Second Runner Up of Hackathon will be chosen from one of the Participants and will receive a cash prize of <will be updated soon> only.
- 7.4. The Winner of Ideathon will be chosen from one of the Participants and will receive a cash prize of <will be updated soon> only.
- 7.5. All cash prizes are non-transferable to any third parties.
- 7.6. Cash prizes' value is final and cannot be transformed into other forms of assets.
- 7.7. All cash value will be paid in Malaysian Ringgit. Changes of currency is strictly not allowed.
- 7.8. All cash prizes will be transferred to the winner through online banking. Winners will be contacted by the Organizer for their details.
- 7.9. All transfers will be completed in 60 days after the end of the Event.

11. COMMUNICATION

11.1. All Participants are advised to communicate with the Organizer via these communication platforms below;

- a. Email : info@ud-intl.com
- b. Facebook Messenger via Space Apps KL Facebook Page : [m.me/spaceappskl](https://www.facebook.com/m.me/spaceappskl)
- c. Space Apps KL Discord Server : <https://discord.gg/qzvBuSH>

11.2. All announcements will be made in Official Platforms.

11.3. The Organizer is not responsible for any case of failures such as poor internet connectivity, application failure, or problems in internet connections due to natural disasters or system failure.

11.4. All Participants are highly advised to follow the [Community Guidelines](#). The Organizer has the right to ban the participation of certain participants if found violating the Community Guidelines.

12. TERMINATION OF PARTICIPATION AND WINNER DISQUALIFICATION

12.1. The participation will not be evaluated if the Participants;

- a. Failed to provide the Video via public Video-Sharing Platform.
- b. Video setting is made Private.
- c. No subtitle provided for videos that are made in languages other than Bahasa Melayu or English.

12.2. The Participation will be terminated if the Participants;

- a. Submitted video contains sensitive contents that are against the Community Guidelines.
- b. Defaming other individuals or entities.
- c. Stealing other Participants' Personal Information or Projects. Organizer will only take action if reports are made.

13. MERCHANDISE

13.1. Merchandise sold by the Organizer is open for everyone, including non-participants.

13.2. The Organizer has the right to limit each merchandise production in a certain number of items.

13.3. All orders are Pre-Orders.

13.4. All orders will only be posted out in Batches, on a scheduled date.

13.5. All orders are only available online via the Official Website.

13.6. No limit to the number of purchases.

13.7. All orders are based on a first-come-first-serve basis.

13.8. No reservations are allowed unless full payment is received.

13.9. No exchanges in sizes.

13.10. Colour might be slightly different from the actual item due to different lighting conditions.

13.11. There might be slight differences in measurements.

13.12. All orders will be shipped out via Postal Courier service.

13.13. No COD is available.

13.14. Once orders are shipped out, the Organizer is only responsible for providing the tracking number. Delivery time, current location of the parcel, or the status and condition of the parcel after the order has shipped out with a tracking number given is under the Postal Courier's responsibility.

13.15. All orders will be wrapped respectively to avoid damage. However, the Organizer is not responsible if the parcel is damaged during the shipping.

13.16. Refunds will only be given based on certain circumstances based on the Organizer's sole discretion. Proof of Payment is required for all refund matters.

14. REQUEST FOR CHANGE IN REGISTRATION

14.1. All participants are allowed to request for changes to

- a. Add one or more registered Team Members
- b. Remove one or more registered Team Members
- c. Changing Team Name
- d. Change to a different team (self-change)

14.2. All changes should be done via [NASA Space Apps Challenge - Request for Changes Form](#)

14.3. Only one type of request is allowed to be submitted per form. If a Participant wishes to submit multiple different requests, kindly submit the request separately.

14.4. Participants are advised to write the details properly to ensure a smooth transition of information.

14.5. Participants are advised to have mutual consent among team members before making any changes.

14.6. Participants are highly advised to keep the receipt of the response as future references.

14.7. The receipt of the response is considered as a confirmation email.

14. GENERAL RULES & REGULATIONS.

14.1. Only registered participants are eligible for all tentative schedules for the event.

14.2. Participants are allowed to join the webinar at any time throughout the event period. However, the Organizer is not liable for all the loss if the Participants have missed any tentative.

14.3. The Organizer has the right to replace any speakers, remove certain agenda or reschedule the agenda (within the Event Period) without prior notice