

Designathon17 Rules

Rules for the “Designathon: User Interaction in Professional Laundry 2020” on 13-14 October 2017 at HSB Living Lab

General

Remember that Hackathons – and in their tradition also this Designathon – are like marathons. Some people go to compete but most people take part to better themselves and have fun. Whatever the reason is you're at this Designathon, make sure you're upholding the “hacker spirit” (Learn, Build, Share) by collaborating with other teams, helping beginners and having fun.

Participation

- Participants form teams of 2 to 5 people. The organizers encourage the participants to form interdisciplinary teams.
- Participants may register as individuals, as complete teams or as teams open to further team members.
- Participation is open to interested people with a minimum age of 18 years.
- All team members should be present at the event. Leaving the venue for some time to work elsewhere or to sleep is fine.
- Applicants for participation can be rejected, participants can be excluded from the event and teams can be disqualified from the Contest at the organizers' discretion. Reasons might include but are not limited to the maximum number of participants being reached, unsporting behaviour or an applicant/participant having ties to a competitor of Electrolux.

Contest

- Teams can use an idea they had before the event.
- All work on a project should be done at the Designathon.
- At the end of the Designathon the teams present/demonstrate their prototypes to the other teams and the organizers.
- Winners will be judged based on the following criteria:
 - Value for customer and/or environment
 - Ease of implementation
 - Creativity of the solution
 - Elaboration of the prototype towards experience and functionality
- The Contest winners will be selected by a panel of judges.
- The decision of the panel of judges is based on the subjective opinion of the judges. By entering the Contest you release the organizers and the judges from all and any liability related to the decision of the panel of judges.
- Contest prizes are non-transferable by the winner. If you accept a prize, you will be solely responsible for all applicable taxes related to accepting such prize.

Credit: Parts of these rules are adopted from the TADHACK 2017 and the HackUPC 2016.