

# **Terms & Conditions - Huawei European University Challenge Poland Edition**

## **ARTICLE 1 – ORGANIZATION OF THE COMPETITION**

The company BeMyApp, a French company with a capital of 1.250,00 euros, whose registered office is located 18 Boulevard Michelet, 13008 Marseille, France - company registration number B 523 824 258 (Marseille RCS) (“BeMyApp”) is organizing on behalf of **Huawei Polska sp. z o.o.**, a company incorporated and existing under the laws of **Poland**, having its registered office in Warsaw at ul. Domaniewska 39A, 02-672 Warsaw entered into the register of entrepreneurs maintained by the District Court for the capital city of Warsaw, XIII Commercial Division of the National Court Register under KRS no. 0000221936, BDO number 000029056, tax identification number NIP 526-28-00-201, with a share capital of PLN 17,000,000 (hereafter referred to, collectively, as “Organizer”) an online hackathon called “Huawei European University Challenge Poland Edition” (hereafter referred to as the “Competition”) from November 3, 2020 to December 16, 2020.

## **ARTICLE 2 – OBJECTIVE OF THE COMPETITION**

The contest is to ask the students to design and implement a similarity identification algorithm to improve the data reduction ratio.

## **ARTICLE 3 – PARTICIPATION PROCESS**

The Competition is free and without any purchase obligation. The Competition is open to all individuals (i) who have the age required by law in their country of residence to enter this competition, (ii) who hold a bank account in their country of tax residence, (iii) who have IT skills, technical skills, design skills, or marketing skills and (iv) who have their own computer hardware and internet in working order at their own cost throughout the duration of the Competition (hereafter referred to as “Participants”). The Participants have to be students of a University in Poland. Erasmus students doing semesters in a University in Poland can register for the Competition.

Employees of Huawei Poland and BeMyApp and/or their affiliates, and members of their families, as well as anyone who has directly or indirectly contributed to the conception, organization or realization of the Competition, are ineligible to take part in the Competition.

The registration for the Competition is open from November 3, 2020 until December 1, 2020, 11:59 pm (CET). The hackathon will take place from December 4, 2020 until December 16, 2020.

Each registration in the hackathon is individual, and only one registration per person is allowed during the entire duration of the Competition.

This is an online hackathon and you can participate from anywhere.

### **Phase 1: Registration process**

- Date: From November 3, 2020 to December 1, 2020 at 11:59 pm (CET)
- Object: Every person wishing to participate can register online on the dedicated website for the Competition accessible at the following address: [huawei-euchallenge.bemyapp.com/poland](https://huawei-euchallenge.bemyapp.com/poland). Registrants must provide the following information: last name, first name, date of birth, address, phone number, email and their profile for the purpose of the Competition, as suggested on the website. This information is required for the completion of their application.

Each Participant shall ensure that the information entered during his/her application to the Competition is complete and accurate. Any false, incorrect or incomplete information will automatically result in the application being rejected.

The Organizer reserves the right to reject an application at any time if the profile of the Participant does not comply with the Competition standards.

### **Phase 2: Beginning of the Competition**

- Date: On December 4, 2020 at 00:00 am (CET)
- Platform website address:  
<https://platform-poland.huawei-euchallenge.bemyapp.com/>
- Object: Presentation of the tasks on the hackathon platform, creation of the teams, opening of the submission platform (managed by Huawei Poland)

### **Phase 3: Work on the projects**

- Date: From December 4, 2020 until December 13, 2020 at 11:59 pm (CET)
- Platform website address:  
<https://platform-poland.huawei-euchallenge.bemyapp.com/>
- Object: Participants will participate individually as a team of one (1) (hereafter referred to as “Teams”) to focus around the Data Reduction Task (the “Project Work”). A Participant cannot be a part of more than one Team. The contest is to ask the students to design and implement a similarity identification algorithm to improve the data reduction ratio. Similarity deduplication algorithm is a typical storage algorithm to find the similar data segments among a lot of data blocks, and call the compression methods to shrink the storage space the data would occupy. Identifying the data blocks containing similar segments in a large data sets is the key for the algorithm. We hope the students can design and implement an intuitive mechanism to help identifying these data blocks, and thereafter to improve the data reduction ratio compared with the baseline algorithm.  
2 live Q&A sessions will be organized by the Organizer, 1 per task.

#### **Phase 4: Selection of the finalists**

- Date: From December 14, 2020 to December 15, 2020
- Object: The Organiser will review the Participants' Project Work and select up to six (6) Teams with the best scores.

#### **Phase 5: Evaluation of the algorithm**

- Date: From December 14, 2020 to December 15, 2020
- Object: Via a web conferencing tool, organisation of the Jury's deliberation

#### **Phase 6: Jury's selection and Competition results**

- Date: On December 16, 2020
- Platform website address:  
<https://platform-poland.huawei-euchallenge.bemyapp.com/>
- Object: Announcement of winners and prizes via the platform.

### **ARTICLE 4 – DETERMINATION OF WINNERS**

The three (6) winning Teams will be determined by a jury of 5 to 8 members representing Huawei and other professionals. The composition of the jury will be communicated to the Participants at the latest on December 16, 2020. The jury will designate the winners before December 16, 2020

The winners will be selected from among the Participants who actually:

- Satisfy the conditions for participation as set forth in the present rules
- Participated in the Hackathon session
- Have submitted their Project Work on the Huawei dedicated platform before December 13, 2020

The jury will select the winning Teams based on the following criteria:

- 1) The platform will score the results by the data reduction ratio. The higher the data reduction ratio, the better the result.

Jury decisions are final and cannot be challenged.

### **ARTICLE 5 – PRIZES AWARDED**

The Competition is endowed with six (6) prizes;

**1st prize:** 1 Phone P40 PRO

**2nd prize:** 1 Phone P40

**3rd prize:** 1 smart Watch GT2

**4th prize:** 1 Huawei Band 4 PRO

**5th prize:** 1 Huawei Band 4 PRO

**6th prize:** 1 Huawei Band 4 PRO

The gained prizes are neither exchangeable nor refundable against their cash value. Organizer reserves the right, if circumstances so require, to replace the prizes with others of equivalent value, without liability being incurred thereby.

#### **ARTICLE 6 – PRIZE ALLOCATION**

Prizes will be sent by the Organizer to the winners within a maximum of four (4) months, to the address indicated by the winners.

If the address of a winner is unusable (illegible, incomplete, or erroneous), the latter will lose the profit of its prize.

In addition, the Organizer cannot be held liable because of an error of routing of the prize, the loss of the prize during shipment, or inability to contact the winner.

No mail will be sent to Participants who did not win.

#### **ARTICLE 7 – COMPENSATION**

Each Participant waives all of his/her claims regarding compensation against the Organizer due to his/her participation in the Competition.

#### **ARTICLE 8 – MODIFICATION, INTERRUPTION AND TERMINATION OF THE COMPETITION**

The Organizer reserves the right to shorten, extend, modify or terminate the Competition, or a part of the Competition, as a result of a force majeure event without incurring liability as a result thereof.

In such case, the Organizer will provide notice thereof to the Participants by any means of its choice (including email and/or publication on the Competition website), and, if the need arises, will communicate to the Participants the new rules applicable or the new ending date of the Competition, as the case may be. Each Participant may notify the Organizer by email that s/he refuses the new conditions of the Rules, in which case s/he will be excluded from participating, which s/he expressly accepts. If no refusal is communicated to the Organizer

within 72 hours, the new conditions of the Rules will be deemed to have been accepted by Participants.

In case of a modification to the Rules, cancellation or interruption of the Competition, or a reduction or an extension of its length, the Organizer waives all liability and Participants will not be entitled to any compensation.

## **ARTICLE 9 – FRAUD**

The Organizer may cancel all or part of participation in the Competition if it appears that fraud has occurred in any form whatsoever, in particular computer fraud, during the Competition. The Organizer reserves, in this case, the right not to award prizes to fraudsters, to disqualify the concerned Project Work and/or to bring actions against the authors of these frauds. The Organizer shall not incur any responsibility towards the Participants because of the committed frauds.

Furthermore, the Organizer cannot be liable in case of damage, whether material or immaterial, caused during the Competition and thereafter, to the Participants, to their computing equipment, or to the data, including consequences which may ensue from it on their personal, professional or commercial activity.

## **ARTICLE 10 – EXPLOITATION RIGHTS AND INTELLECTUAL PROPERTY**

Exploitation and property rights to any Project Work developed by Participants during the Competition are reserved for those Participants, subject only to the rights herein.

The Participants will receive access to certain proprietary source code, software, APIs, or other copyrighted materials or both, including pictorial, audio, video or audio-visual content or both (“Organizer Materials”) owned by Huawei Poland, and must comply with all license terms associated with such Organizer Materials.

If the Participants wish to assign their rights in Project Work, they shall first offer to the Organizer the option to acquire the rights in their Project Work for any and all commercial use. The conditions of this assignment of rights shall be defined by way of a separate agreement between Huawei Poland and the Participants.

During the Competition, the Participants shall only use elements that are clear of any rights. Any third-party elements included in their Project Work, including open-source software, must be clearly identified with their version, the terms of the applicable license, and any other details regarding their use. The Participant understands that this information is taken into account in the assessment for the allocation of a prize.

The Participants warrant that Project Work shall not infringe on any intellectual property right or images right. Each Participant warrants to the Organizer that their Project Work

does not infringe in any way any third-party rights, and that s/he obtained, where necessary, the authorization of any third party.

By joining the Competition, Participants expressly authorize the Organizer, for free, to publish, communicate, exhibit, and disclose orally, graphically or in writing, any Project Work presented during the Competition. Each Participant agrees that its participation and Project Work may be published by the Organizer (portfolio, website, etc.) and authorizes the Organizer, for free, to present all the Project Work realized on all the communication media used in support of this Competition as well as to mention names, first names, and images of the Participants.

The Participant shall not acquire any full or partial right of any kind on the name and trademark "Huawei" nor on any names and/or brands associated with Huawei, used alone, in association with or as part of another word or name, or any rights on trademarks, names or logos of Huawei, or any of its associated or related companies.

#### **ARTICLE 11 – IMAGE RIGHTS**

Participants may be recorded during the event. By joining the Competition, the Participants agree to the use and the distribution of their image by the Organizer, including for promotional events occurring after the Competition. The production and distribution of films and photographs of the event will not lead to any compensation of the Participants.

#### **ARTICLE 12 - CONFIDENTIALITY**

The Participant acknowledges the confidentiality of all information and documents which have been shared with him/her throughout the Competition.

During the whole duration of the Competition, the Participant will not directly or indirectly use or share any information with any third party, unless s/he has obtained a written authorization to do so, delivered by the Organizer beforehand. This applies to information shared with him/her by the Organizer or shared with him/her indirectly upon the execution of this contract.

The Participant commits to delivering any document containing confidential information or shared with the Participant upon the execution of this contract, on the Organizer's simple request. This confidentiality agreement is valid for 24 months from the start of the Second Phase mentioned in these terms and conditions.

#### **ARTICLE 13 – PROTECTION OF PERSONAL DATA**

The collection and processing of personal data relating to the Participant by the Organizer is primarily intended to ensure that the Competition will be properly completed and in particular to

allow the Organizer to contact the winner and to award them prizes in an efficient way and, if the case arises, to publish the list of the winners.

Personal Data you submit when you participate in the Hackathon will be treated in accordance with the BeMyApp privacy policy at <http://privacy.bemyapp.com/> and Huawei Poland's applicable privacy policy [at this link](#). Both BeMyApp and Huawei Poland shall protect such data in accordance with all applicable data protection laws.

## **ARTICLE 14 - RESPONSIBILITY**

The Organizer reminds Participants about the characteristics, limitations and risks of the Internet network and accepts no responsibility for any consequences that may occur while they are connected to the event websites and during their participation in the Competition.

Neither Huawei Poland nor BeMyApp shall be liable if Participants cannot connect to the website of the event due to a technical fault or in the event of any problem linked namely and not exclusively to (1) network overload ; (2) an electric or human error (3) any malicious intervention; (4) a issue related to a phone line ; (5) an issue related to hardware or software ; (6) a hardware or software malfunction ; (7) a case of emergency ; (8) disruptions that may affect the smooth running of the Competition.

It is the Participant's responsibility to select and acquire necessary material (computer, internet access devices) and access to network services at its own costs, expenses and risks to participate in the Competition.

It is the Participant's responsibility to take appropriate measures to protect his/her own data and/or software located on his/her computer equipment, against any violation. The Participant's connection to the event websites and their participation in the Competition is made under their own sole responsibility. BeMyApp shall not be held responsible for any infection by potential viruses on the Participant's computer equipment, or of the intrusion of a third party on their system.

The Organizer shall not be held responsible if, for any reason, data related to a Participant's registration doesn't reach the company or is illegible or impossible to process.

BeMyApp and Huawei Poland reserve the right to exclude any Participant or person disrupting the Competition's smooth running. They reserve the right to use any recourse, including suing anyone suspected of cheating, falsifying, or disrupting the process described in the Terms and Conditions, or suspected of trying to accomplish such actions. Any Participant deemed by Huawei Poland or by BeMyApp to have disrupted the Competition in any of the ways stated above, will be deprived of the right to obtain any prize, and no claim will be accepted consequently.

Participants remain solely and entirely responsible for the damages caused by them or their

equipment to goods or people during the competition. They seek to cover their risks by their own insurance and renounce any right to resort to Huawei Poland or BeMyApp in that respect.

#### **ARTICLE 15 – APPLICATION OF THE TERMS AND CONDITIONS**

This document is accessible on the event website [huawei-euchallenge.bemyapp.com/Poland](http://huawei-euchallenge.bemyapp.com/Poland) during the full duration of the Competition.

Participation in the Competition implies full acceptance without reservation of these terms and conditions. Participation in the Competition is strictly personal and each Participant cannot, under any circumstances, be replaced. Any claim relating to the Competition will be barred after the period of 6 (six) months from the deadline for participation stipulated in Article 1 above.

These terms and conditions and any contractual and non-contractual disputes in connection with them shall be governed by, construed and take effect in accordance with English law and the English courts shall have exclusive jurisdiction in any dispute arising from these terms and conditions or in relation to the Competition.