

# CONTEST RULES

## “HACKAPP”

### 1. Subject and nature of the Contest

1.1 WebRatio srl (hereinafter referred to as WebRatio), with registered office in Milan, Piazzale Cadorna, 10 C.F. – VAT registration number 02624270134, promotes the Contest named “HACKAPP”, which aims to select: 1. the best mobile app (the Winning App); 2. the App with the best User Experience and graphic design; 3. the App which best integrates new technologies within the WebRatio Mobile Platform Professional Edition.

These Apps will all be developed by the Participants using the WebRatio Mobile Platform Professional Edition tool.

1.2 This Contest is held pursuant to and in accordance with Article 6 (1) (a) of DPR 430/01 “Regolamento concernente la revisione organica della disciplina dei concorsi e delle operazioni a premio, nonché delle manifestazione di sorte locali”.

1.3 Participation to the contest is free.

### 2. Contest participation: eligibility requirements

2.1 Only natural persons of 18 years and over at the moment of registration - students, researchers, independent professionals, and in general, anyone who is interested in mobile apps technology and automatic code generation - can participate to the contest.

### 3. Modality and terms of registration, and number of participants.

3.1 Registration is exclusively possible by signing up on the website [bit.ly/HackAppContest](http://bit.ly/HackAppContest) filling the online form in which the

Participants have to provide their personal data (name, surname, place and date of birth, address, etc.) and a valid email address.

3.2 Registration implies the full acceptance of these rules by the Participants, who, before the beginning of the contest, will also have to undersign the relevant paper document for full acceptance.

3.3 Registration ends on September 21 2015, and the maximum number of participants is 15 (fifteen).

WebRatio, however, reserves the right to close registration in advance in case the maximum number of Participants is reached.

3.4 Participation to the contest will be individual.

#### 4. Time and place where the event will occur.

4.1 The contest will take place on 28 - 30 September 2015 and the Participants will have 16 hours to develop their App (see the [event program](#) for details).

4.2 The contest will take place in Lomazzo (CO), at the ComoNExT Science and Technology Park, Cavour Street 2, where a free food&beverage service will also be provided.

4.3 Participants will be responsible for travel and accommodation expenses. For further information and more details regarding the contest logistics and the manner in which the contest will be carried out, participants can contact the organizers at this email address: [paolo.riviello@webratio.com](mailto:paolo.riviello@webratio.com).

#### 5. How the contest will take place.

5.1 Participants will work on their personal laptops. They will have to guarantee ownership of licensing for eventual programs and/or technologies used.

5.2 The laptop will have to meet the minimum system requirements of the WebRatio Mobile Platform Professional Edition ([release notes](#)), and it will be possible to use any other technology which can be integrated within the platform.

5.3 Participants will be granted, free of charge, a license to use the WebRatio Mobile Platform Professional Edition, from the time of registration to the end of the contest. The aforementioned license is intended as an integral and essential part of these Rules, and Participants must accept in full the terms and conditions laid down therein.

5.4 Participants will be able to use, free of charge, the wi-fi Internet connection available on-site, and they will be forbidden to perform any operation which might affect and/or compromise the service for other users.

5.5 During the event, support staff will be available to help with the use of WebRatio Mobile Platform Professional Edition.

5.6 The work session will take place following a few general guidelines about the topic to confront. These guidelines will be disclosed in the seven days prior to the event, and will be available at: [bit.ly/HackAppContest](http://bit.ly/HackAppContest).

At the end of the work sessions, each individual Participant will have to present their App project, having 5 minutes at their disposal.

The project has to be a working prototype, even if not 100% complete.

5.7 Each App project presented by each Participant must be an original work, exclusively the result of the Participant's creativity, and, in accordance with copyright law (L. 633/41 ), must not breach any moral or property right of any third party.

Eventual semi-finished projects used as a starting point must necessarily be “open source”.

5.8 In this respect, Participants expressly indemnify WebRatio, its partners and/or eventual representatives, from any third-party claim or demand.

Furthermore, Participants will be held liable for any direct and indirect damage to equipment, software or configurations used during the contest, and are considered responsible for any violations of protected accesses, copyrights and licenses.

5.9 By registering to this contest, Participants will transfer for free to WebRatio s.r.l. all the rights , excluding none - under Articles 12- 18 bis and 87 - 98 of Law 633/41 - to the economic use of the Apps, including the Winning App, selected Apps and non-winning apps, developed during the day of work, except for recognition of the authorship of the work and of the moral rights connected to it, and except what provisioned by Article 8 below.

5.10 Participants waive any claim for payments against WebRatio, except those outlined under Article 8 of these Rules. Furthermore, Participants waive any claim against WebRatio for any use WebRatio might make of the Participants' Apps. They also recognize WebRatio's right to implement the operations described under Articles 64 bis, 64 ter, 64 quater of the Law 633/41, including translation, adaptation, alteration, decompilation, etc., of the Apps, both in case the prototype is complete and in case it is not completed yet. The transfer of the rights allows WebRatio, its assignees and its licensees to use the Apps in any way or form, and to license, assign, transfer copyrights and usage rights relative to the Apps in any way or form.

## 6. Evaluation criteria and timing of the Contest.

6.1 The Apps developed by the Participants will be judged by a Jury of experts, whose decisions are final and unquestionable. The Jury, whose members are specified below, under Article 7, will evaluate Apps and attribute them a score on a scale from 1 to 5, deciding which is the best App in relation to the contest objectives, and considering the following criteria:

- a. innovation, inventiveness and creativity;
- b. usefulness of the App;
- c. technologies used and User Experience design.

6.2 The Apps can be developed both for the Android and the IOS platforms. Compatibility with both platforms will be positively regarded by the jury during the evaluation phase.

6.3 The best App, which will win the contest, will be the App which obtains the highest score after adding the scores received for each category ("Winning App").

6.4 Furthermore, the jury will award two special prizes (selected Apps) to:

- a. the App with the best User Experience and graphic design;
- b. the App which best integrates new technologies within the WebRatio Mobile Platform Professional Edition.

6.5 The winners will be designated at the end of the contest, on September 30.

## 7. Jury.

The Jury will be composed of:

- Stefano Butti, WebRatio CEO, President of the Jury
- Marco Brambilla, Polytechnic University of Milan
- Fausto Dassenno, Moon Submarine

## 8. Considerations

8.1 For the three selected Apps, WebRatio will pay a consideration, rewarding the intellectual work services provided, amounting to:

- a. Winning App: **€ 500** (five hundred);
- b. App with the best User Experience and Graphic Design: **€ 200** (two hundred);
- c. App which best integrates new technologies within the WebRatio Mobile Platform Professional Edition: **€ 200** (duecento);

8.2 The considerations will be released within 30 days of the winners being proclaimed.

8.3 The provisions of articles 5.9 and 5.10 are applicable.

## 9. Miscellaneous

9.1 By participating in this event, you authorize WebRatio to use, free of charge, recordings and photographs taken during the event, possibly also through adaptations and alterations, for the purpose of dissemination.

9.2 In no event shall WebRatio be held responsible for damages, losses or detriments of any kind, incurred by the participants either by using the provided Internet connection, or due to disservices, or due to temporary or permanent system malfunctions.

9.3 WebRatio reserves the right, at its sole discretion, to cancel the contest or to modify the Rules.

## 10. Personal data treatment.

10.1 The personal data provided by participants will be processed by WebRatio in accordance with the provisions of the Legislative

Decree 196/2003 (Data Protection Code), and pursuant to the ex Article 13 of the aforementioned decree, available at:

<https://www.webratio.com/account/privacy-general-document>