Rules, Terms and Conditions

**AFRICAN CODE CHALLENGE**

**AT A GLANCE**

- Open to youth aged 8 to 16 across Africa
- Submit a 2-minute YouTube video presenting your game concept
- There will be 3 Winners per country and 3 pan-African Winners!

**THEME:**

‘Courageous Coders’ How will your tech change the future of education?
Participants

You can compete either individually or in teams (5 per team max.)

You must be between 8 and 16 years old

You must be residing or attending school in the country you compete in

If competing in a team: at least 1 female & 1 male per team

Multiple teams can be entered from an organization (i.e.: school, code club...), however each individual can only be entered into 1 team
ENTRIES

Your game needs to be coded with **Scratch**. Any version of the Scratch software can be used.

Your game needs to fit with the ‘Courageous Coders’ theme: How will your tech change the future of education?

You must produce and submit a 2-minute YouTube video explaining and showing how your game works, how it was coded and how it fits with the theme and judging criteria (see below). The video also needs to show the project Name and Logo that you or your team came up with.

It is recommended that your video is created using a screen capture and voice over method. This will allow the judges to clearly see the game and will avoid the need to include images of team members.

The time limit for the video is 2 minutes. Any video that exceeds this time limit will have points deducted.

Link to submit your YouTube video must be created and submitted to the Rajiv Gandhi Science Centre on or before **20 November 2020** by email at manager_elec@rgsctf.org. Upon uploading, YouTube privacy settings must be set to ‘Public’ or ‘Unlisted’ in order to allow the judges to view the entry.

**WINNERS...**

Winner: Rs 10,000
1st Runner-Up: Rs 7,500
2nd Runner-Up: Rs 5,000

Automatically agree to compete in both challenges (national & the Africa-wide) upon registration.

**LAST BUT NOT LEAST...**

We suggest that a teacher, adult supervisor or code club volunteer initially registers each competitor / competing team.

Registration deadline is **25 October 2020**.
Some cool tech gadgets and more surprises are up for grabs in each country and at the pan-African level. Stay tuned!

**JUDGING CRITERIA**

Here is how Judges will evaluate each entry.

**FUNCTIONALITY & INNOVATION**
- Does the game work as intended?
- Is the game easy to use?
- Is the game imaginative?
- Does the game include original and well written code?

**COMMUNITY RESPONSIBILITY**
- Is the game accessible for its target audience?
  - I.e., is it suitable for the age range you built it for?
  - How does the game address the theme?

**COMMUNICATIONS**
- Aesthetics: does the game display correctly and look nice?
- Creativity and design of the game’s name and logo
- Presentation of the game on the video

**KEY MILESTONES**

- **Launch on Sept. 1st!**
- **Registration Round 1 Judging as per the timeline set by each country**
- **Round 2 Judging: down to Global Top 20**
- **Round 3 Judging: down to Global Top 3**
- **Winners announced!**

**SEPTMBER**

**OCTOBER**

**NOVEMBER**

**DECEMBER**
1. Entry Rules

RAJIV GANDHI SCIENCE CENTRE is the Country Level Organiser for this competition and reserves the right to refuse any entry which in their opinion does not comply with these Terms or which contravenes the spirit of the Competition. The organizers have absolute discretion to disqualify any entry, or vary, amend, supplement, or waive the Terms of the Competition at any time and Participants agree that no liability shall attach itself to these organisations as a result thereof and that the exercise of such discretion shall not result in any compensation being payable or paid to any Participant. It is a condition of entry that all rules are accepted as final and that the Participant agrees to abide by these Terms. The Competition is subject to change.

2. Eligibility

Teams must consist of between one to five members of children born between 1 January 2003 and 31 December 2012. Multiple teams can be entered from each school or coding club; however each individual can only be entered into one team. Individuals in multiple teams will have any entries disqualified from the Competition. If entrants are related to a current employee (including intern), contractor, officer, or director of SAP or any of its affiliates you cannot participate in the contest and will be immediately disqualified and forfeit the prize. All relations of the country organizers of The AfriCAN Code Challenge cannot participate in the contest.

3. Entries

Entry into the Competition is free. Registration to participate in the Competition can only be made through the RAJIV GANDHI SCIENCE CENTRE by a teacher, adult supervisor or Code Club volunteer, and requires the submission of the applicant’s name, address and contact details, the applicant’s organisation name team name, name of each team member participating, and agreement to the full Terms and Conditions. Incomplete registrations will not be accepted. You must register your participation at the following link: https://form.jotform.com/202723511799560 on or before 25 October 2020. The Organizers reserve the right to refuse to accept any team names that have been duplicated or are felt, in the discretion of the Organizers, to be objectionable. According to law, language is rated objectionable if it “describes, depicts, expresses or otherwise deals with matters such as sex, horror, crime, cruelty, or violence in such a manner that the availability of the publication is likely to be injurious to the public good.” Furthermore, team names that are deemed to incite violence or discrimination because of age, disability, race, religion, gender or sexuality will be refused. All games created will follow the 2020 theme of ‘Courageous Coders’. Entrants will create a game using the coding program Scratch. All versions of the Scratch software will be accepted. Entrants will then produce a YouTube video showcasing how their game works, the coding used and how the app fits in with the marking criteria. The YouTube video will be limited to 2 minutes long. Any video that exceeds this time limit will have points deducted from the overall total. The reuse/remix of openly licensed code developed by others is acceptable so long as the entry provides attribution regarding any such reuse/remix. Entries must be submitted to RAJIV GANDHI SCIENCE CENTRE.

4. Suggested Approach

Entries may be uploaded electronically onto YouTube and then the link of the video must be submitted to the Rajiv Gandhi Science Centre by e-mail on manager_elec@rgsctf.org. You may be required to submit your scratch file also. The YouTube video needs to be categorized as either ‘Public’ or ‘Unlisted’, as the judges will be unable to view videos categorized as ‘Private’. Guidance on how to upload videos onto YouTube can be found here: https://support.google.com/youtube/answer/57407?hl=en-GB. All entries uploaded to YouTube must comply with the YouTube Community Guidelines. Any entries that do not comply with the guidelines will be disqualified.

The deadline for submission of the link to your video is 20 November 2020.
5. Competition Judging

The Organizers shall appoint the members of the panel that will judge the competition entries. Judging will be based entirely on the evidence submitted in the submission YouTube video. Judging will be based on the judging criteria outlined above. All decisions made by the judging panel shall be final and binding.

6. Prizes

Entries received by the RAJIV GANDHI SCIENCE CENTRE will be judged for the final awards. The Organizers will contact the prize winners by email and the Prizes will be delivered within a timescale at the mutual agreement of the Organizers. However, should the Organizers be unable to contact a winning Participant or be unable to confirm their eligibility to a prize then the Organizers may, at their absolute discretion, determine the Participant to be ineligible for the prize concerned and instead select the next placed Participant as a replacement prize winner in the competition.

The best individuals and teams stand a chance to represent their country in the finals and win cash prizes:

- **Winner:** Rs 10,000
- **1st Runner-Up:** Rs 7,500
- **2nd Runner-Up:** Rs 5,000

7. Marketing & Publicity

Participants will be required to ensure that entering teams have parental permission for inclusion in photography at the event and subsequent promotion and publicity of winning entries. The Organizers reserve the right to use the game on social media, websites and in the press. The Organizers may publish the first name, surname initial, age and/or town/city of members of the winning team and their school/organisation/group/Code Club name. Winners’ names, locations, competition entries, photographs and any comments made in relation to a prize may be used by the Organizers or their Sponsors without limitation for future promotional, marketing and publicity purposes, in all and any media worldwide without notice and without any fee being paid.

8. Confidentiality & Data Protection

In submitting this form to the The AfriCAN Code Challenge 2020 you are giving permission for the Organizers to contact you. The Organizers undertake to keep your information securely and not to provide it to outside parties.
9. Complaints

The Organizers are willing to investigate any complaints to ensure that their high standards are maintained. However, their decision is final and they shall not be obliged to enter into any correspondence regarding the Competition and/or the awarding of the Prizes. If a Participant wishes to complain they should contact the RAJIV GANDHI SCIENCE CENTRE.

10. Jurisdiction

These terms and conditions shall be governed by and shall be construed in accordance with the laws of MAURITIUS. The courts of MAURITIUS shall have exclusive jurisdiction to settle any claim arising out of or in connection with these terms and conditions or the legal relationship established by them.

11. Notice

The Organizers shall not be liable for any injury, loss or damage to persons or property arising directly or indirectly from the Competition. All decisions and outcomes of the Competition are made in good faith and shall be considered final and binding.