NATIONAL DATA VIZ VIDEO CHALLENGE TERMS OF PARTICIPATION

PLEASE READ THESE TERMS OF PARTICIPATION CAREFULLY.

By participating in the Challenge through submitting a Challenge Entry Form, the Participant shall be deemed to have accepted and agreed to be bound by all the Terms of Participation set out herein.

1. Key Definitions

1a. The "National Data Viz Video Challenge" ("the Challenge") is organized by the Government Technology Agency of Singapore or in short, GovTech ("the Organiser"). GovTech invites students from Singapore-based Institutes of Higher Learning (IHLs) and Junior Colleges to participate in the Challenge. Students will need to use at least one (1) government dataset from any Singapore government open data portal such as Data.gov.sg, LTA Datamall, and preferably cross-analyse with other reliable publicly available data sources, to create an impactful visualisation video. Students are also free to create their own data points to support their narrative. The theme of the Challenge is “How Open Data makes a difference for you and me”. There will be two rounds of Judging – the Qualifying and Challenge Rounds. The Qualifying Round will be the submission of Storyboards for the first round of evaluation. Selected teams for the Qualifying Round will advance to the Challenge Round, where they will create the visualisation video. Top three videos for the Challenge will be awarded prizes.

1b. “Storyboard” is your story idea submission as part of the Qualifying Round. It is defined as a presentation to tell your big idea or story, and it should clearly depict the datasets you are visualising, and the impact or insights your visualisation story will bring that can help benefit the society. It has to be submitted in PowerPoint slides format, with a maximum of 15 slides. Please refer to the Challenge Briefing slides uploaded on http://www.tech.gov.sg/datavizsg for guidance on what will need to go into the Powerpoint deck.

1c. “Visualisation video” only needs to be produced by teams that are informed and selected for the Challenge Round, and must be between 60 to 90 seconds in length. It is defined as a video that conveys your shortlisted storyboard in a visually engaging and easy to understand format. It can be in the form of animation, motion graphics, stop motion, and other relevant video styles in order to best convey the story you are putting across through data.

1d. Each participant may be an individual or a team comprising of up to four (4) individuals from the same institution or across different institutions. Given the nature of the Challenge, teams formed could be cross-disciplinary, such as those in computer science and visual media. Reference to “Participant” shall be taken to mean the individual submitting an entry or the individuals comprising the team submitting an entry.
2. Qualifying Round Submission

2a. To enter the Challenge, Participant shall download the pdf form (“Challenge Entry Form”) available on http://www.tech.gov.sg/datavizsg. To qualify for the Challenge, Participant will need to email the completed Challenge Entry Form and Storyboard, to competitions@data.gov.sg by 28 April 2017 2359hrs. Hardcopy entries will not be accepted. Successful submissions should receive an acknowledgement of receipt email from the organiser.

2b. The Organiser is not responsible for Challenge Entry Forms and Storyboards which are lost, misdirected, fail to enter via the processing system, or are processed, reported, or transmitted late or incorrectly or are lost for any reason including any electronic, computer or communication malfunction or error, or the inability to access the form or any website associated with the Challenge.

2c. All Participants are required to fill in their personal particulars accurately in the Challenge Entry Form. Challenge Entry Forms with incomplete or invalid details will be disqualified immediately.

2d. Participants are allowed to submit more than one entry, with different Storyboards.

2e. Submitted Storyboards with content deemed as irrelevant, offensive or sensitive by the Organiser will be removed at the Organiser’s sole discretion. The Organiser reserves the right to disqualify submitted Storyboards which (a) are considered to be spam; (b) contain vulgar language or violence; (c) contain pornography, obscenity; and/or (d) are, in the Organiser’s view, of inappropriate nature to be published on the Internet.

3. Challenge Period

3a. The Qualifying Round begins on Friday, 3 February and ends on Friday, 28 April 2017 2359hrs SGT. The Organiser reserves the right to extend the deadline of the Challenge if required.

3b. A briefing was conducted at Microsoft Auditorium on 17 February 2017, 1800-2100hrs (Microsoft Office, Level 21 Auditorium, 1 Marina Boulevard, Singapore 018989). The Challenge Briefing slides have been uploaded on www.tech.gov.sg/datavizsg. Participants are encouraged to view the slides, as they will serve as useful reference for the Challenge.

4. Eligibility

4a. The Challenge is open to:
• All full-time students in **Singapore-based** Institutes of Higher Learning (Polytechnics, Universities, Institutes of Technical Education, Foreign Universities based in Singapore) and Junior Colleges
• Participant must be Singapore Citizen, Permanent Resident or Foreigner studying in Singapore during period of Challenge

Any breach of this term shall be deemed as a breach of condition and the Participant would automatically be disqualified from the Challenge.

5. **Use and attribution of data**

5a. While Participants are free to use publicly available datasets from other reliable online sources, all entries submitted must minimally include **at least 1 (one) government dataset from Data.gov.sg or any other Singapore government open data portal**. Entries that do not meet this criteria will not be eligible.

5b. The relevant terms of use applicable to Singapore government datasets will apply. Participants are required to check and comply with the relevant terms of use whenever they access or download any Singapore government datasets for use. The same applies to non-government datasets.

5c. In addition, Participants are to clearly state in their Challenge Entry Form and Storyboard the source of the datasets e.g. the websites that they were downloaded from and the date the datasets were downloaded.

6. **Judging Criteria and Format**

6a. All eligible submissions will be shortlisted and judged based on the following criteria:

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Description</th>
<th>Weightage (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Application and analytics of data</td>
<td>How creative is the use of data? How effectively have these datasets been applied or cross-analysed?</td>
<td>40</td>
</tr>
<tr>
<td>Quality and creativity of storyline (for Qualifying Round) and video production (for Challenge Round)</td>
<td>Is the story idea easy to comprehend for the general public? How effective is it in telling the story? Is it creative enough to attract public attention and go viral?</td>
<td>40</td>
</tr>
<tr>
<td>Impact and Insights generated</td>
<td>Significance and benefits to the society? Ability to make the public realise the benefits of open data? How relevant is the story idea in relation to the theme of the Challenge?</td>
<td>20</td>
</tr>
</tbody>
</table>
6b. Participant who makes it to the Challenge Round will be notified by email by the Organiser, and agrees to present his/her visualisation video in person to the final judging committee at a live judging event held by the Organiser. If any shortlisted Participant is absent from the live judging event, that Participant will be deemed to have withdrawn from the Challenge and will not be eligible to receive any prize. For Participants that comprise a team, all members of the team must be present at the live judging event. If the whole team is not present at the live judging event, that Participant will be deemed to have withdrawn from the Challenge and will not be eligible to receive any prize.

7. Prizes

7a. The top 3 winning visualisation videos will be awarded attractive prizes. If the winning submission was submitted by a team, each member will receive the relevant prize.

7b. Prizes are non-transferable, non-negotiable and non-exchangeable. Prizes given are sponsored by industry partners or the Organiser.

7c. The Organiser reserves the right to cancel, change, replace or remove the prizes at any time with or without notice to the Participants.

8. Intellectual Property Rights

8a. Each Participant acknowledges that it is the sole author and owner of all rights, title and interest subsisting in their submitted Storyboard and Visualisation Video (including intellectual property rights).

8b. Each Participant warrants that their submitted Storyboard and Visualisation Video is their original work and idea, without any attempt of plagiarising. All references or data sources must be properly attributed.

8c. Each Participant grants the Organiser an irrevocable, perpetual, royalty-free, non-exclusive worldwide license to display, broadcast, modify, summarise and communicate their Visualisation Video to the public and to any entities on any and all media whatsoever, for any purpose whatsoever, including (but not limited to) featuring them on websites or other media channels for publicity or educational purposes, at any time.

8d. It is compulsory for all finalists to include the Organiser’s and supporting partners’ logos, in line with the respective branding guidelines, in their final Visualisation Video submissions. Relevant branding resources will be provided to finalists.

8e. Submissions that do not fulfil the above criteria will be deemed ineligible and will be disqualified.
9. Publicity

9a. Each Participant consents to participate in the publicity activities of the Organiser in relation to the Challenge and other future publicity without any payment or compensation thereof.

9b. Each Participant consents to the public disclosure of his/her name, photograph, and other details as submitted in the Challenge Entry Form, as the case may be, for administering the Challenge and for publicity purposes. Each Participant consents to the use of any data provided by such Participant for any publicity effort by the Organiser or by any third party acting on behalf of the Organiser, without any payment or compensation thereof. Such use includes, but is not limited to the following purposes:

- Operating, administering and promoting the Challenge;
- Displaying the Participant’s Visualisation Video on any media or community space; and
- Issuance of any media release, media stories or posting on newsletters and online social media channels.

10. Liability and Indemnity

10a. The Organiser will exercise reasonable care in handling the Challenge submissions. However, they will not be liable for any loss of submissions or any unauthorised use of the videos displayed on the Organisers’ website or online channels.

10b. Each Participant accepts all risks of personal injury or property damage of any nature whatsoever that may arise from his/her making or creation of the submission or participation in this Challenge and will not in any way hold the Organiser responsible for any liability, loss, damage, expense and cost which he/she may sustain or incur as a result of his/her participation, except for liability which cannot be excluded by law.

10c. Each Participant (including his or her heirs, parents, legal guardians, executor and/or administrators) hereby agrees to be fully liable to the Organiser and their officers, employees and agents for any violation of confidentiality, patent, copyright or any other intellectual property rights in the Storyboard and Visualisation Video submitted and shall defend, indemnify and hold the Organiser and each of their officers, employees and agents thereof harmless from and against any actions, claims, loss or damages for infringement or alleged infringement of such confidentiality, patent, copyright or any other intellectual property rights.

10d. Each Participant shall keep the Organiser fully indemnified against all losses, actions, liabilities, claims, proceedings, costs and damages arising out of any breach of the above warranties.

10e. Each Participant agrees to keep the Organiser and its respective directors, officers, employees and agents indemnified against any and all of such claims by third parties for any losses or damages arising from the Participant’s submission of the
Challenge Entry Form, Storyboard and Visualisation Video, the Participant’s participation in the Challenge, and the Organiser’ evaluation of the submission.

10f. If for any reason any aspect of the Challenge is not capable of running as planned, including by reason of infection by computer virus, network failure, bugs, tampering, unauthorized intervention, fraud, technical failures or any cause beyond the control of the Organiser which corrupts or affects the administration, security, fairness, integrity or proper conduct of the Challenge, the Organiser may in its sole discretion cancel, terminate, modify or suspend this Challenge, or invalidate any affected submissions, and shall not be liable for any claim, action, damage, or loss as a result of such cancellation, termination, modification, suspension or invalidation.

10g. The Organiser shall not be responsible for any loss, damage, cost or expense howsoever incurred by a Participant in connection with this Challenge, including the collection and subsequent use of the awarded prize, and any unreadable, incomplete, mutilated, tampered or irregular submission, any breakdown or malfunction in any computer system or equipment and any notice which is misdirected or lost.

11. General

11a. The decision of the Organiser on all matters relating to the Challenge, including the eligibility of Participants and the selection of the winners, is final and no dispute or appeal will be entertained.

11b. The Organiser reserves the right to amend these Terms of Participation at any time at its absolute discretion without any further notice, including but not limited to the eligibility terms and criteria, the selection of winners, the timing of any act to be done and all Participants to this Challenge shall be bound by these amendments. All changes will be posted on www.tech.gov.sg/datavizsg, and all Participants who have submitted the Challenge Entry Form will be informed of any substantive changes.

11c. A person who is not a party to these Terms of Participation shall have no right under the Contracts (Rights of Third Parties) Act to enforce any of these Terms of Participation.

11d. In the event of any inconsistency between these Terms of Participation and any brochures, marketing or promotional materials relating to the Challenge, these Terms of Participation, and all its subsequent variations, on http://www.tech.gov.sg/datavizsg, shall prevail.

11e. These Terms of Participation and all its subsequent variations shall be subject to, and governed by and construed in accordance with the laws of Singapore, and all Participants hereby submit to the exclusive jurisdiction of the Singapore courts in the determination of any dispute arising in connection with the Challenge.