Terms & Conditions
Intro

Use your IoT and Java skills to implement the edge side of an IoT architecture with Quarkus for a chance to win prizes.

Why Hackfest and not hackathon?!

Teams joining the event will be guided through the implementation phases of the solution.

Real use case experience supported by a solid enablement offering around Red Hat technologies for IoT solutions.

By the end of every week and by the end of the overall event, each and every team will be on track, finalizing the implementation and acquiring skills on IoT and cloud-native technologies.

Join a diverse community of actors in both the sectors of IoT/edge computing and cloud-native development.

Partners will make this community grow up and will use it as a vial to quickly and consistently build solutions around the Internet of Things supported by the latest technologies on the market when it comes to cost-saving and dramatic performance improvements.

The QIoT project is designed for EMEA App Dev partners interested in using the new Red Hat cloud-native technologies and edge architecture design to respond to the evolution of their customers’ demand for modern applications.

EMEA App Dev Partners will join the project participating in a Hackfest, a challenge for partners to implement a solution for a real-world problem based on cloud-native technologies.

Red Hat provides the set of technologies to face this type of innovative use-cases.
Embrace the customer journey to deliver value at the edge

The recent COVID crisis has accelerated the digital transformation of most of the customers, whatever they are in B2C or B2B businesses, with a fundamental driver to have a closer engagement with the final customers delivering specific contextualized value adds. This is done leveraging edge computing technologies. Besides the buzzwords, edge computing will impact sooner or later all the industry verticals. Integrating edge computing in your offering will strengthen your leadership in front of your customers.

Delivering value adds at the edge can provide significant business benefits (new business models, cost reduction, performance, etc) but it also brings a certain number of challenges such as real-time processing, latency, security, performance, reliability, resources consumption... An Edge Computing solution is therefore a trade-off between the choice of technology, the ability to handle resource limitations and the business needs to cover.

This Hackfest will help your team learn how to work together to manage this trade-off, discover the value of open source and the Red Hat offering to handle the edge challenges and deliver value add at the edge. A large part of the Red Hat portfolio will be used to deliver the Hackfest’s project but particular emphasis will be given on developing and deploying super light and super fast applications at the edge.
A great chance to get enabled

A webinar series will be run during the week before the event, the enablement week, to give participants more insights around both the business and the technical sides of IoT and cloud-native technologies.

On the week commencing Monday October 25, 2021, all participants are invited to attend two-hour long enablement live virtual sessions with Red Hat experts at 10:00 CEST each day.

- Monday October 25, 2021 - The Red Hat build of Quarkus.
- Tuesday October 26 2021 - Red Hat Edge computing & IoT value proposition.
- Wednesday October 27, 2021 - OpenShift as a central platform for innovation.
- Thursday October 28, 2021 - The role of Integration by Red Hat in the distributed world.
- Friday October 29, 2021 - Quarkus deep dive and security.
Play with a real IoT edge device

The Hackfest is part of a journey for our partners and customers around edge computing and cloud-native application development technologies that will be key technologies to support the solutions related to digital transformation. Partners joining this event will have fun and experience the broader scope of application of Red Hat technologies.

Get Started Coding!

Teams willing to participate must register on the official landing page of the event.

*The team registration phase opens on Monday September 13 to Sunday October 17, 2021 and is split in two parts:*

1. **Team Leader Registration** - The team leader registers themself and the team to the event. Once the registration process completes successfully, the registrant will receive a confirmation email containing a registration code to be used by the team members to register to the event. The registration code is associated with the team leader. Additionally, the team leader will be asked to fill the registration form with the address to send the package containing the hardware to.

2. **Team Member Registration** - Each team member registers themselves to the event. In order to complete the registration successfully and be associated with the correct team, the registrant needs to fill the form with the registration code mentioned above, to be shared by the team leader with the members of the team.

Each team should be made up of 3-5 people max. After the team leader registers they will receive a confirmation email containing a code to be used by their team members to register in turn.
Every team leader will receive from Red Hat a package containing the hardware for the edge device, in time for the beginning of the hackathon (shipping time may vary depending on the address the team hat put in the registration form). The hardware package will contain the following items:

1. Intel NUC
2. Fitlet2
3. SD Card

Intel will provide NUC computers for each team to use. These will need to be returned at the end of the Hackfest and will be collected from each team by a Red Hat arranged courier.

The team is required to use Red Hat technologies to implement the business logic of the edge device and to make it communicate with and send sensor data to the Data Hub.

Teams have 4 weeks to complete the project.

The implementation will be split into four phases to make sure each and every team is on track:

- The week of the edge.
- The week of the container.
- The week of integration.
- The week of server.

To make this happen, a weekly drop-in clinic will be run by the Hackfest technical team, made up of Red Hatters experts in edge computing solutions, App Dev products and cloud-native development.

At the end of the Hackfest, the best 3 implementations will be awarded and prizes will be given away.
The Competition

At the end of the four weeks, each team is asked to present their solution to a panel of esteemed Red Hat Quarkus and edge computing leaders.

Deliverable presentation

Each and every team will present itself and the deliverable in the Deliverable Presentation Sessions. Every team will have a 15 mins time slot for the introduction and the technical discussion, with an additional five mins for the Q&A with the members of the Jury.

The order of presentation will reflect the order of registration to the event.

There will be at most nine sessions, two sessions per day, scheduled from November 29 to December 3, 2021, to give to each and every team the chance to showcase their skills and get questioned by the Jury.

The schedule of each and every session is as follows:

- Intro - 10 minutes
- 3 x Team Introduction, deliverable presentation, Q&A - 20 min
- Break - 5 minutes
- 3 x Team Introduction, deliverable presentation, Q&A - 20 min
- Closing - 5 minutes
Scores and ranking

The panel will be ranking each team’s solution for the following criteria:

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Description</th>
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<tbody>
<tr>
<td>Radical Innovation</td>
<td>Are there features or techniques used that have not been previously observed in systems? Are there new inventions or business methods that support the novelty?</td>
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<tr>
<td>Level of Quarkification</td>
<td>To what degree does the application rely on the Quarkus framework? Does it use unique features of Quarkus in expected or unexpected ways? Does the app highlight the technical and business benefits of Quarkus?</td>
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<tr>
<td>Edge device management</td>
<td>How well does the operating system interact with the hardware the edge device is made up of.</td>
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<tr>
<td>Container technology</td>
<td>How standard and compliant to the specs the approach to containerized applications is. Edge device Business Logic is expected to run entirely on top of a container engine</td>
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<tr>
<td>Quality of Deliverable</td>
<td>How well implemented and executed is the submission? Is it intuitive and easy to use (UX)? Does it use development best practices (Good code)? No critical issues/bugs were found.</td>
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Judges can use their laptops or mobile phones to enter ranking. Judges will score every criterion rating it from 1 to 5.

Final results will be presented by the team listing average ranking value earned for each criteria and will be published week commencing December 13, 2021 on the landing page of the event.

All the participants to the event are invited to join the closing ceremony scheduled week commencing December 13, 2021.
The 3 best implementations will be awarded with the following prizes:

<table>
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<tr>
<th>Winners &amp; Prizes</th>
<th>1st place = Samsonite backpack</th>
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<tbody>
<tr>
<td></td>
<td>2nd place = JBL headphones</td>
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<tr>
<td></td>
<td>3rd place = Water bottle</td>
</tr>
</tbody>
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The Jury

Mark Little
Vice President Global, Software Engineering

Nick Barcet
Senior Director, Product Management Global

George Gastaldi
Principal Engineer - Red Hat Application Services

Max Andresen
Principal Engineer - Red Hat Runtimes

Markus Eisele
Business Development Manager - Developer Adoption

Andrea Battaglia
Partner Development Manager Technical - Cloud-Native and DX

Mattia Mascia
Principal Consultant - Middleware

For additional details please contact us.
Eligibility
The 2021 Red Hat Hackfest (the “Contest”) is open to individuals who are legal residents of Albania, Austria, Belgium, Bulgaria, Denmark, France, Germany, Ireland, Israel, Lebanon, the Netherlands, Norway, Poland, Russia, South Africa, Spain, Sweden, Switzerland, Turkey and the United Kingdom, and who are of the age of majority in their jurisdiction of residence at the time of entry (“Participant”).

Employees and contractors of Red Hat, Inc. and each of its respective affiliated companies, subsidiaries, advertising or promotional agencies, and other agents, and the immediate family members of, and any persons domiciled with, such employees and contractors are not eligible to enter. Government employees and contractors are not eligible to enter.

If you are entering as part of a company or on behalf of your employer, these rules are binding on you, individually, and/or your employer. If you are acting within the scope of your employment as an employee, contractor, or agent of another party, you warrant that such party has full knowledge of your actions and has consented thereto, including your potential receipt of a prize. You further warrant that your actions do not violate your employer’s or company’s policies and procedures.

Prizes and Odds
Each member of the 1st place team will receive one (1) Samsonite backpack with an Approximate Retail Value (“ARV”) of $76.20 USD. Each member of the 2nd place team will receive one (1) pair of JBL headphones with an ARV of $29.30 USD. Each member of the 3rd place team will receive one (1) water bottle with an ARV of $21.10 USD. The pack, headphones, and water bottle are collectively referred to herein as “Prize” or “Prizes.” The total ARV of all Prizes awarded is less than or equal to $633 USD, depending on how many people are on the 1st, 2nd, and 3rd place team combined.

Prizes are subject to availability and Sponsor reserves the right to substitute a prize of equal or greater value. Odds of winning depend on the number of teams who enter the Contest. Sponsor will not replace Prize if lost or stolen. Prize may not be redeemed for cash value and may not be transferred or assigned, except by Sponsor. The Prize consists of only the item specifically listed as part of the Prize. Prize will be delivered to the winners via UPS, DHL or OnTime Courier approximately 4 weeks after the contest results are published. Prize is awarded without warranty of any kind from Sponsor, express or implied, without limitation, except where this would be contrary to federal, state, provincial, or local laws or regulations. Expenses not specifically stated above, together with the reporting and payment of all applicable taxes, fees, duties, and/or surcharges, if any, arising out of, or resulting from, acceptance or use of the Prize, are the sole responsibility of the Winner. Restrictions, conditions, and limitations apply.

The trademarks associated with the Prizes awarded under this Contest are registered or unregistered trademarks of their owners, who are not affiliated with nor have endorsed this Contest. Prizes awarded under this Contest may be subject to restrictions and licenses from its manufacturer and may require additional hardware, software, service, or maintenance to use. The Winner shall bear all responsibility for use of such Prize in compliance with the conditions imposed by the manufacturer, and any additional costs associated with its use, service, or maintenance.
**Condition of Participation.** By entering the Contest, Participants agree to be bound by these Official Rules and the decisions of the Sponsor, which shall be final and binding in all respects. Any attempt to deliberately damage the content or operation of this Contest is unlawful and subject to legal action by Sponsor or its agents. Sponsor reserves the right to disqualify persons found tampering with or otherwise abusing any aspect of this Contest as solely determined by Sponsor.

Winner may be asked to participate in publicity. Except where prohibited by law, Winner’s acceptance of the Prize constitutes permission for Sponsor to use such Winner’s name, address (city and country only), statements, photograph, voice and/or likeness for any advertising and promotional purposes relating to the Contest, in any media now known or hereafter devised, without further notice, compensation, consideration, review or consent and without regard to moral rights.

**Compromise of the Contest.** In the event the Contest is not capable of running as planned as the result of bugs, virus, non-authorized human intervention, tampering, technical failures, fraud, or other causes beyond the reasonable control of Sponsor that corrupts or impairs the administration, security, fairness, integrity or proper operation of the Contest, Sponsor reserves the right in its sole discretion to cancel, suspend, modify or terminate the Contest. Should the Contest be terminated prior to the stated expiration date, Sponsor reserves the right to award the Prize based on the entries received before the termination date.

**Limitations of Liability.** By entering the Contest, Participant agrees that (1) any and all disputes, claims, and causes of action arising out of or in connection with the Contest, or any Prizes awarded, shall be resolved individually without resort to any form of class action, and Participant waives his or her right to a jury trial for such disputes, claims, and causes of action; (2) any claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with entering the Contest, but in no event attorneys’ fees; and (3) under no circumstances will any Participant be permitted to obtain any award for, and Participant hereby waives all rights to claim punitive, incidental or consequential damages and any and all rights to have damages multiplied or otherwise increased and any other damages, other than damages for actual out-of-pocket expenses. Sponsor assumes no responsibility for any error, omission, interruption, deletion, defect, or delay in operation or transmission; communications line failure; or theft, destruction of, alteration or unauthorized access to Contest Entries. Sponsor is not responsible for any typographical or other error in the printing of the offer, administration of the Contest, or in the announcement of the Winner.

**General Release.** By entering the Contest, Participant releases and holds harmless Sponsor, any other Contest sponsors, and each of their respective affiliated companies, directors, officers, employees, representatives, partners and agents from any liability whatsoever for any claims, costs, injuries, losses or damages of any kind arising out of or in connection with the Contest or with the acceptance, possession or use of any Prize (including, without limitation, claims, costs, injuries, losses or damages related to personal injuries, death, damage to, loss or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light).
**Privacy.** Participants will be asked to provide personal information to enter the Contest, which will be transferred to servers located in the U.S and globally. By entering the Contest, you consent to transfer of your personal information and to the terms of the Sponsor’s privacy policy located at [www.redhat.com/en/about/privacy-policy](http://www.redhat.com/en/about/privacy-policy). If you wish to opt out of receiving further communications from Sponsor or have other questions regarding Sponsor’s privacy policy, please contact Sponsor at [privacy@redhat.com](mailto:privacy@redhat.com), or, by logging into your Red Hat account, or through the web at [https://www.redhat.com/apps/response/feedback.html](https://www.redhat.com/apps/response/feedback.html).

**Governing Law.** This Contest is subject to all United States federal, state and local laws. This Contest and Official Rules are governed and interpreted by the laws of the State of North Carolina, without regard to its conflict of law provisions.

**Official Rules / List of Winners.** The Official Rules will be posted online on the contest landing page on or before October 25, 2021. The names of the members of the winning teams will be posted online on the contest landing page week commencing December 13, 2021 and will remain there for six (6) months thereafter.

**Sponsors.** Red Hat, Inc., located at 100 East Davie Street, Raleigh, NC 27601, USA, are the sponsor of the Contest (“Sponsor”).