



## iZOOM Arena Digital Edition Robotics Hackathon 2020

### GENERAL RULES

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*iZOOM Arena Premium Partners*



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## Introduction

**TL;DR.** *Be respectful. Harassment and abuse are never tolerated. If you are in a situation that makes you uncomfortable at iZOOM Arena, please report it to the organizers (see procedures).*

At iZOOM Arena we believe that every single person has the right to hack in a safe and welcoming environment. Harassment includes but is not limited to offensive verbal or written comments related to gender, age, sexual orientation, disability, physical appearance, body size, race, religion, social class, economic status, veteran status, sexual images, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. If what you're doing is making someone feel uncomfortable, that counts as harassment and is enough reason to stop doing it.

Participants asked to stop any harassing behavior are expected to comply immediately.

## iZOOM Arena 2020 – Digital Edition Overview

Due to the ongoing global pandemic, iZOOM Arena will be hosting the first ever online hackathon to combine robotics and gaming.

### Robotics Category Rules

The rules of competition are constituted by iZOOM Arena.

#### 1. Material

- a. Participants are allowed to use any building materials they deem appropriate. We encourage participants to use LEGO® controllers, motors, and sensors, including NXT, EV3, and SPIKE Prime, but large metal pieces, wooden blocks, Arduino® microcontrollers are also allowed. There are no limitations on the third-party sensors that can be added to the configuration. Teams are allowed to modify original LEGO® parts.
- b. Teams should prepare all the equipment, software, and portable computers they need during the tournament.
- c. Teams should make sure to have enough spare parts. Even in the case of any accidents or equipment malfunction, iZOOM Arena is not responsible for their maintenance or replacement.
- d. Coaches are not allowed to provide any instructions and guidance during the competition.
- e. **ALL THE PARTS FOR THE ROBOT SHOULD BE DISASSEMBLED AND IN THEIR INITIAL STATE (NOT PRE-BUILT) WHEN THE ASSEMBLY TIME STARTS. All robots must be entirely built during the 24h of the event.**

#### 2. Regulations about the robot

- a. There are no maximum dimensions for the robot. We will judge each creation independently and the size of the robot will not be a factor in our assessment.
- b. The number of motors and sensors to be used is not restricted.
- c. Teams may choose to build robots which make use of the Bluetooth and Wi-Fi functions.

#### 3. Prior to competing

- a. Each team is responsible for ensuring that they are not using any code written before the event or pre-built parts. Any attempt at breaking this rule will result in immediate disqualification.

## 4. Competition

- a. The competition consists of 24 hours of building and coding a creative robot that can solve a real-world problem.
- b. There are no age restrictions for the participants, however, age will not be a factor in our judging.

## 5. Prohibited matters

- a. Destruction of other participant's code.
- b. Use of dangerous items that may cause interference with the competition.
- c. Inappropriate words and/or behavior toward other team members, other teams, audience, judges, or staff.
- d. Any other situation which judges might consider as interference or violation of the spirit of the competition.

## 6. Fairness

- a. By competing at iZOOM Arena, teams accept the iZOOM Arena rules set.
- b. If any of the rules mentioned in this document are broken or violated, the judges can decide on what the consequences should be.

## 7. Duplicate models and programs

- a. If a team is identified as having a robot that is too similar to a robot (including hardware and / or software!) sold or posted online, or clearly not their work, the team will be subject for investigation and possible disqualification.
- b. If a team is identified as having a robot that is too similar to a robot (including hardware and / or software!) that is clearly not their own and might be designed by a non-team member, the team will be subject for investigation and possible disqualification.

## 8. Submissions

- a. All submissions will be submitted through Devpost.
- b. Each team will be responsible for creating a video (max. 3 mins) showcasing the features of their robot. While submissions may be longer than three minutes, we do not guarantee that judges will watch beyond the three minute mark.
- c. Each team is responsible for attaching all code in their Devpost submission. This can be achieved by other linking a GitHub or a Shared Google Drive. There must be no changes to the code after the project has been submitted.