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## Competition Rules

### 1. The Competition

As a part of the 21<sup>st</sup> Century Schools Programme, British Council Albania is organizing a Coding Challenge for all 10 to 15 year-old students from eligible participating schools.

The Challenge aims to reach children across Albania and inspire young people to solve real-life problems in their schools and communities using physical computing. The Challenge will use the BBC micro:bit device to allow children to come up with a project to respond to [Sustainable Development Goals](#) and explore solutions on the issues they face in their everyday life.

The Coding Challenge is organized in partnership with the Ministry of Education, Sports and Youth.

### 2. Territory and eligibility

The Competition is open to all 10 - 15 year old students from schools which participated in the 21 Century Schools Programme during October – December 2020. (See attached: Annex 1 for the list of eligible schools.)

The entry must be submitted on behalf of the participant by a parent/guardian over the age of 18 years who, in submitting the entry, agrees to and accepts these Competition Rules.

- Two team members will be accepted to participate from one school with one project.
- Only one entry per school is allowed.
- Entry to the Competition is free of charge although participants are responsible for their own costs of connecting to the Internet.
- Entries content should be around the [Sustainable Development Goals](#) and explore solutions for issues that we face in our everyday life.
- Entries must meet the following Qualification Criteria in order to be shortlisted for phase 2 judging:
  - **Contact details** – as specified in the registration form
  - **Competition Privacy Notice and Consent form signed:** Annex 2
  - **Written submission:** Annex 3 – short description of the project, what issues the project is addressing, how will it help the students, their schools or communities? How is the project related to [Sustainable Development Goals](#) (**The project description should be submitted in a word document. Pictures of hand- written papers will be scored with minimal points.**)
  - .hex file upload. The entrants must submit the code. (**The code should be submitted in a format that can be checked and tested for its functionalities.**)
  - Up to 5 photos of the finished physical project. (**The photos should only represent the project and not children or the environment around.**)

All the required documents are supposed to be zipped together in one folder, and the whole folder **cannot be bigger than 5 MB** due to the restrictions of the platform they are being uploaded to.

- Entries will be evaluated against the Evaluation Criteria:
  - **Purpose of the project** – What is the project aiming to achieve (reference to written submission Q2);
  - **Overall impact of the idea** – Sustainable Development Goals: What is the change your project aims to achieve? How will it affect the community? (reference to written submission Q3 and Q4);
  - **Originality and creativity** in solving a problem related to Sustainable Development Goals – How will you approach solving the problem in a unique way? (reference to written submission Q5 and Q6);
  - **Technical complexity of the code** - Is the product functional? (reference to written submission Q7); (Annex 4: Rubric with descriptors on technical complexity)
  
- 20 shortlisted online entries will be invited to participate in a face to face Coding Challenge.
- Only the winner team and the second runner up from the face to face competition will be eligible to participate at the Regional Coding Challenge.
- The presentation at the Regional Coding Challenge will be in English language.
- The winner from the Regional Coding Challenge will participate at Bett Show, London, UK.

### 3. Competition dates

The opening date of the Competition is **09:00** on **February 3, 2020** and the closing date is **17:00** on **February 23, 2020**. Any entry received before the opening date or after the closing date will not be included in the Competition. The British Council accepts no responsibility whatsoever for any technical failure or malfunction or any other problem with any system, server, provider or otherwise that may result in any entry being lost, delayed or not properly registered.

### 4. How to enter

The Competition will be promoted through the British Council website, <https://www.britishcouncil.al/>, where you will see the Coding Challenge 2020 tab in the main page.

- Enter the name of the school and the city
- Enter the first and last name of the teacher and their email address where indicated.
- You will submit all the required documentation of your project as a zip folder where indicated
- Click the following button, read the privacy notice and click again on the following button.
- You will receive a confirmation on your screen and your e-mail address that you have successfully completed your application.

### 5. Judging Process

1. The Challenge will be judged in three phases:  
Phase 1 – initial shortlisting of online submitted entries.

Phase 2 – up to 20 shortlisted online entries will be invited to face to face Coding Challenge competition.

Phase 3 – selecting 1 winner team and 2 runner ups from the Coding Challenge (Competition Rules for this phase of evaluation will be sent only to the shortlisted competitors).

## 6. Personal data

The British Council will collect and store the names and email addresses of all participants. The British Council will use this personal data for the following purposes:

- managing the relationship between the participants and the British Council;
- communicating with participants to answer their queries about the Competition;
- communicating with winners and arranging delivery of their prizes; and
- marketing and publicity in accordance with section 7 below.

By participating in the Competition, participants consent to their personal data being processed by the British Council in accordance with, and for the purposes set out in, this section 6.

Participants can exercise their rights to access their personal data held by the British Council and withdraw their consent to the processing of their personal data by sending an email, accompanied by a scanned photocopy of their valid passport to: [daniela.nuredini@britishcouncil.org](mailto:daniela.nuredini@britishcouncil.org)

## 7. Publicity and rights

The British Council intends to publish the names and photographs of the winner[s] on the British Council's websites, Facebook pages, Twitter pages, press releases and in other promotional and marketing material. In addition, the British Council may write and publish articles about the [winner's]/[winners'] enjoyment of their prize. By entering the Competition, each participant agrees to the use of their name and image and agrees to co-operate with any such publicity or marketing if they win [a]/[the] prize.

[Participants will retain copyright in the entry material that they submit to the British Council. By entering the Competition each participant grants the British Council, free of charge, permission to use the entry material (including, without limitation, modifying and adapting it for operational and editorial reasons) in any media worldwide for purposes connected with the Competition. Participants who win [a]/[the] prize grant the British Council further permission to publish and exhibit their entry material (including, without limitation, modifying and adapting it for operational and editorial reasons) in print and any media worldwide for any British Council purpose. Each participant confirms that the entry material is their original work, is not defamatory and does not infringe any English laws, that they have the right to give the British Council permission to use it for the purposes specified above, and that all necessary consents for the submission of the entry material have been obtained.

All rights in the British Council's name and logo, websites, Facebook pages, Twitter pages, press releases and other promotional and marketing material and all course and examination content and materials (together the "**Council's Materials**") shall vest in and remain with the British Council (or its

licensors). By participating in the Competition, participants agree that they will not use, broadcast, publish, export, exploit, reproduce nor copy part or all of the Council's Materials.

## **8. General**

The British Council may disqualify or refuse to accept the entry of any participant which does not meet the eligibility criteria in section 2 or does not otherwise comply with these Competition Rules.

These Competition Rules shall be governed by and interpreted in accordance with the laws of England and Wales and the courts of England and Wales shall have exclusive jurisdiction over any disputes or claims (including, without limitation, non-contractual disputes or claims) arising out of or in connection with the Competition.

## **9. Acceptance of Competition Rules**

By participating in this Competition, participants are deemed to have accept these Competition Rules.