

Terms and Conditions

UMPSA x HUAWEI AppGallery Mobile App Competition 2024

The following terms and conditions (“T&Cs”) apply to UMPSA x HUAWEI AppGallery Mobile App Competition 2024 (“competition”) conducted and organised by Faculty of Computing, Universiti Malaysia Pahang Al-Sultan Abdullah (“organiser”), in collaboration with HUAWEI AppGallery and Malaysia Digital Economy Corporation (“co-organisers”).

1. Participant Agreement

- 1.1. By submitting your registration for the UMPSA x HUAWEI AppGallery Mobile App Competition 2024, all participants consent and agree to abide by the following T&Cs.
- 1.2. Participants acknowledge and accept that if they breach this agreement, they may be required to:
 - 1.2.1. Leave the competition immediately;
 - 1.2.2. Provide personal technology items used during the competition for inspection by organiser; or
 - 1.2.3. Forfeit eligibility for any prizes or rewards for participating in the competition.

2. Eligibility

- 2.1. This competition is open to all undergraduate students currently enrolled in any Malaysia Higher Education Institution (UA/IPTA/IPTS).
- 2.2. Participants are required to register a HUAWEI ID.
- 2.3. Participants must be 18 years old or above at the time of registration.
- 2.4. Employees of the organiser, co-organisers, their affiliates, and immediate relatives, as well as members of organising committee, are not eligible to participate in this competition.

3. Registration

- 3.1. Registration must be completed through the official online registration form before the announced deadline.
- 3.2. Participants may register for either one (1) track or both tracks. Separate registration forms must be submitted for each track if registering for both.
- 3.3. An individual may only join one (1) team per track.
- 3.4. Participants may choose to join individually or as part of a team, with a maximum of three (3) members per team.
- 3.5. All team members must be enrolled in the same institution.

- 3.6. Each team must designate a leader who will serve as the primary contact with the organiser and be responsible for managing the team, including submitting work and overseeing all team activities throughout the competition.
- 3.7. Participants must ensure that all submitted details are true, accurate, and complete, with no liability to the organiser in case of inaccuracy. Incomplete, false, fraudulent, or forged registration forms will not be considered.
- 3.8. By submitting the registration form, participants consent to the use and sharing of their personal data by the organiser for purposes related to the competition.
- 3.9. This section applies to Track B participants:
 - 3.9.1. Registration for Track B is only confirmed upon full payment of the registration fee and submission of the receipt through the registration form before the deadline.
 - 3.9.2. The registration fee does not cover transportation or accommodation costs. Participants are responsible for arranging their travel to UMPSA Pekan Campus if selected for the final stage.
 - 3.9.3. The registration fee is strictly non-refundable and shall not be subject to reimbursement, except under extraordinary circumstances as determined solely by the organiser.

4. Submission

- 4.1. All submissions must be made through the official online submission form before the announced deadline.
- 4.2. The team leader is responsible for submitting the entry, and only one (1) submission is permitted per team.
- 4.3. For teams participating in both tracks, the submitted projects must be distinct.
- 4.4. Participants may modify submission details before the submission deadline. No changes will be allowed after the submission period has closed.
- 4.5. Participants must ensure their submissions are true, accurate, and complete, with no liability to the organiser in case of inaccuracy. Incomplete, false, fraudulent, illegible, or misdirected submissions will not be considered.
- 4.6. Submissions must not have been published previously, exhibited publicly, or selected as a winner in any other competition.
- 4.7. The submission and all its components must be the participant's original work. However, appropriate referencing to existing solutions is allowed.
- 4.8. Any team found to have submitted plagiarised content will be disqualified from the competition.
- 4.9. This section applies to Track A:
 - 4.9.1. Each team must submit a minimum of 15 valid HUAWAI AppGallery IDs in the specified format for the submission to be considered.
- 4.10. This section applies to Track B:
 - 4.10.1. Submitted works must integrate at least 1 HMS open capability or service, and run seamlessly on devices with HMS installed.

- 4.10.2. Works may use third-party game engines, middleware, open-source software, or code libraries, so long as they are authorized in advance by the rights holders.
- 4.10.3. Contestants must fully comply with the [HUAWEI Developers Service Agreement](#) and any other relevant terms and/or service agreements for HUAWEI developer services, including but not limited to the [HUAWEI Developers Merchant Service Agreement](#) and [HUAWEI Partner Paid Service Agreement](#), as well as terms and/or service agreements related to the use of [AppGallery Connect](#) and [HMS Core](#).
- 4.10.4. Apps that are to be released on AppGallery must fully comply with the [AppGallery Review Guidelines](#).

5. Evaluation Criteria

- 5.1. Selection of winning entries for the competition will be carried out by a joint judging panel from the organiser and co-organisers. The judging panel's decisions are final and no correspondence will be entered into.
- 5.2. The judging panel and the evaluation criteria will be announced during the briefing session.

6. Prizes

- 6.1. The organiser reserves the right to change any of the prizes (of different or similar value) at their discretion without notification.
- 6.2. The organiser bears no responsibility for any fluctuations in the value of the prizes.
- 6.3. Prizes are not negotiable, transferable, convertible, nor refundable.
- 6.4. The organiser may select alternative prize winners if a winner is disqualified for violating the T&Cs.
- 6.5. All prizes must be shared among all team members. The organiser is not responsible for the allocation of prizes among team members or any disputes arising from this.
- 6.6. Responsibility for any issues arising after the receipt of the prizes lies beyond the responsibility of the organiser.

7. Postponement

- 7.1. The organiser reserves the right to amend the competition without notice in the event of circumstances outside of the organiser's control.
- 7.2. Participants are not entitled to any claim or compensation against the organiser for any or all losses or damages suffered or incurred, whether directly or indirectly, as a result of any postponement of the event.

8. Data Privacy

- 8.1. The organiser processes and uses any personal data and work information provided by participants for the purposes of this competition in accordance with the local applicable laws. To the extent that you provide any personal data, it shall only be processed for lawful purposes directly related to this competition, including but not limited to any administrative matters to facilitate the management and organisation of this competition.
- 8.2. In general, when you use HUAWEI services, such as HUAWEI ID and HUAWEI Developers, your personal data shall be processed in accordance with the respective [Privacy Statement](#).

9. Intellectual Property Rights

- 9.1. Participants represent and warrant that, in respect of the works:
 - 9.1.1. they are the true and lawful owners of the intellectual and industrial property rights (including any code);
 - 9.1.2. there are no pending legal claims or disputes; and
 - 9.1.3. they have the right to submit works to the competition.
- 9.2. Participants shall retain copyright and any other intellectual and industrial property rights that they own for their works.
- 9.3. For publicity, marketing, and promotional purposes, participants agree to grant the organiser and co-organisers an irrevocable, non-exclusive, worldwide, and royalty-free license to publish, promote, and/or duplicate its work (either on its own or with the works of third parties) on the competition's official website or other HUAWEI websites, HUAWEI AppGallery, or any sales or marketing channels or partner channels, and to display the name, picture, and video of said work and the participant's competition registration information (e.g. name).

10. Disqualification

- 10.1. Participants may be disqualified from the competition for any of the following reasons, including but not limited to:
 - 10.1.1. The participant's work is plagiarized;
 - 10.1.2. Third-party code plug-ins used in the participant's works are not authorized or they are the subject of a legal dispute;
 - 10.1.3. The work infringes on the legitimate rights and interests of HUAWEI or any third party in any form (including but not limited to intellectual property rights and privacy rights);
 - 10.1.4. The work violates relevant T&Cs, service agreements, or rules applicable to HUAWEI developer services, including but not limited to [HUAWEI Developers Service Agreement](#), [Agreement on Use of HUAWEI APIs](#), and [AppGallery Review Guidelines](#).
 - 10.1.5. The participant is in breach of any of these T&Cs;

- 10.1.6. The organiser suspects the participant of impersonation, fraud, cheating, deception, or other unfair playing practices; or
- 10.1.7. The participant is in breach of any applicable laws, regulations, or codes of conduct in the country.

11. Liability

- 11.1. To the fullest extent permitted by law, the organiser and co-organisers will not be responsible or liable for compensating a participant or accept any liability for any loss, damage, or personal injury or death, as a result of participating in the competition.
- 11.2. Participants shall indemnify and hold the organiser and co-organiser harmless from and against any claims by third parties arising from any violation of any third party's rights or any other unlawful act committed during the competition or from any breach of these competition T&Cs.

12. General

- 12.1. Participants shall ensure that their behaviour in the competition does not violate any applicable laws, regulations, or policies, nor infringe upon the legitimate rights and interests of any third party.
- 12.2. The organiser reserves the right, at any time and without prior notice, to:
 - 12.2.1. Hold void, amend, suspend, or cancel the competition or any other matters to the competition;
 - 12.2.2. Amend the rules of the competition and these T&Cs;
 - 12.2.3. Make final decisions on all matters related to the competition, including but not limited to, rule interpretations, competition results, and dispute resolutions; and
 - 12.2.4. Verify the eligibility of an entry or entrant and disqualify any participant found to be in non-compliance with the T&Cs.
- 12.3. Participants shall regularly check the competition's official website (<https://www.uxhmac.com>) to stay up to date with any changes to the rules of the competition and the T&Cs.
- 12.4. For further inquiries, participants may contact the organiser via email at hackathon@umpsa.edu.my or connect on social media.