

Terms and Conditions for UMPSA x Huawei Mobile App Competition 2023

The following terms and conditions (“T&Cs”) govern the UMPSA x Huawei Mobile App Competition 2023 (“Competition”), conducted and organised by the Faculty of Computing, Universiti Malaysia Pahang Al-Sultan Abdullah (“Organiser”), in collaboration with Huawei Services (Hong Kong) Co., Ltd. (“Co-organiser”).

Binding Agreement

By registering and participating in the Competition, you represent that you have the full authority to do so on behalf of yourself or a third party. Your participation signifies your complete understanding of and agreement to abide by all the T&Cs that govern the Competition. Upon entering the Competition, you commit to accepting and abiding by all the T&Cs herein.

Eligibility

- This Competition is open to all Diploma and Degree students from Public Institutions of Higher Learning (IPTA), Private Institutions of Higher Learning (IPTS), and polytechnics under the Premier Digital Tech Institutions (PDTI) initiative by Malaysia Digital Economy Corporation (MDEC).
- You must sign in to you HUAWEI ID to be an eligible participant.
- You must be 18 years of age or older to enter the Competition. Individuals below the age of 18 are not eligible for the Competition.
- Employees of Huawei and its affiliates, their immediate relatives, and student committees affiliated with the Organiser are not eligible for the Competition.
- You can participate individually or as part of a team.

Registration

Team registration must be completed before 20 September 2023, 23:59 (GMT+8).

Team setup rules:

- Each participant can only join one (1) team.
- Each team must consist of a minimum of one (1) member and a maximum of two (2) members.
- All team members must belong to the same institution.
- Each team must have a name. Team names that are vulgar, defamatory or infringe on the legitimate rights of any third party are prohibited.
- Each team should have a team leader, who is responsible for managing the team, such as inviting or removing members, submitting works, and for all the behaviour of the team and its members throughout this Competition.
- A team member can apply to join or leave a team.
- The score for a competition submission belongs to the team. A member leaving a team will not affect the team's score.

- Teams advancing to the Final Stage must be able to present at Universiti Malaysia Pahang Al-Sultan Abdullah (UMPSA) on 31 October 2023.
- Upon joining a team, your personal data, such as your profile picture, name, and contact information will be shared within the team and you explicitly consent to this.
- Registration fee:
 - The registration fee for each team is RM 150.00. (For students under the Faculty of Computing, UMPSA, the registration fee will be borne by the faculty)
 - Registration is confirmed and a team's participation will be secured only upon full payment of the registration fee before the registration closing date.
 - The registration fee does not include transportation and accommodation expenses. Participants must arrange their own presence at the Final Stage if selected.
 - The registration fee is non-refundable and shall not be subject to reimbursement unless extraordinary circumstances apply, at the Organiser's sole discretion.

Submission

Works must be submitted via the official website by 6 October 2023, 23:59 (GMT+8).

Requirements for works to be a valid entry:

- Works must integrate at least one (1) HMS open capability or service, and run seamlessly on devices with HMS installed.
- Works may use third-party game engines, middleware, open-source software, or code libraries, as long as they are authorized in advance by the rights holders.
- Participants must fully comply with [HUAWEI Developers Service Agreement](#) and other relevant T&Cs 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 T&Cs and/or service agreements related to the use of [AppGallery Connect](#) and [HMS Core](#).
- Apps that are to be released on AppGallery must fully comply with [AppGallery Review Guidelines](#).
- Only the team leader's account can be used to integrate HMS open capabilities or services and submit works.
- Work attachments must be in ZIP or RAR format, not exceeding 200 MB. Such attachments include APKs and app introduction documents.

Evaluation criteria

Preliminary rating rules:

Total score (100 points) = Preliminary judging panel score (50 points) + AppGallery bonus points (10 points) + Other bonus points (40 points)

- i. Judging panel score

- User experience (20 points): The submitted app is stable and functional in real life, with impressive user interactions, a user-friendly interface, and appealing visuals and sounds.
 - Originality (20 points): The submitted app is loaded with unique and innovative functions that cannot be found in similar apps, ensuring long-term user appeal.
 - Social value (10 points): The submitted app addresses an issue of widespread concern, and offers new solutions for a specific user group and/or scenario.
- ii. AppGallery bonus points
10 points will be added after an app is successfully released on AppGallery.
- iii. Other bonus points
Other bonus points, which are capped at 40 points, comprise those for capability or service integration and those for applicability to targeted scenarios.
- Open capabilities or services
8 points will be added for integrating each of the following: [3D Modeling Kit](#), [ML Kit](#), [AR Engine](#), [Video Editor Kit](#), [Audio Editor Kit](#), [Map Kit](#), [Wireless Kit](#), [Network Kit](#), [Scan Kit](#), [Safety Detect](#), [Keyring](#), [AV Pipeline Kit](#), [Computer Graphics Kit](#), [Scene Kit](#), [Wear Engine](#), [Auth Service](#), [Cloud Functions](#), [Cloud DB](#), [Cloud Storage](#), [Cloud Hosting](#), [Cloud Testing](#), [Cloud Debugging](#), [Remote Configuration](#), and [App Linking](#). For other capabilities or services, 4 points will be added for each.
 - Application scenarios
8 points will be added for each of the following: telematics, watches, glasses, speakers, smart displays, tablets, PCs, and earphones. For other scenarios, 5 points will be added for each.

Winners' selection and announcement

Winners will be chosen by a joint judging panel from the Organiser and Co-organiser.

Results and winners of the Competition will be announced through posts on the Competition website. Posted results will include a list of the participants' names, nicknames, or team names and the app names, ranked in order of scores. Winners' names will be published only with their consent.

Judges' decisions regarding winners are final and the Organiser will not respond to any disputes from participants regarding the final decisions. Participants must not engage in any behaviour that annoys, abuses, threatens, or harasses any other entrants, personnel, or judges.

Prizes

Total prize value: RM 12,168.00

1 st place	Huawei MatePad 11-inch x 2 units (RM 1,999.00 each)
2 nd place	Huawei Nova 9 Smartphone x 2 units (RM 1,799.00 each)
3 rd place	Huawei MatePad SE 10.36 WiFi 4GB + 128 GB x 2 units (RM 999.00 each)
Best Game App	Huawei Watch GT-2 x 1 unit (RM 1,088.00) + Huawei FreeBuds SE x 1 unit (RM 199.00)
Best Social Impact App	Huawei Watch GT-2 x 1 unit (RM 1,088.00) + Huawei FreeBuds SE x 1 unit (RM 199.00)

Notes:

- Prizes are not negotiable, transferable, convertible, or refundable.
- The Organiser may offer alternative prizes (of different or similar value), if for unforeseen reasons, or reasons beyond the Organiser's control, it becomes necessary to do so.
- The Organiser may select alternative winners if a winner is disqualified for violating the T&Cs herein.
- The Organiser is not responsible for prize value fluctuations.
- If a prize is awarded to a team winner, the team leader is strictly responsible for allocating the prize amongst team members. The Organiser shall in no way be responsible for the allocation of prizes amongst team members or any dispute in relation thereto.
- The Organiser and Huawei do not provide warranties, representations, or guarantees, whether express or implied, in fact or law, regarding any prize(s). This encompasses aspects such as the use, value, or enjoyment of the prize(s), including but not limited to its quality, mechanical condition, merchantability, or fitness for a specific purpose.
- Prizes will be bestowed upon the winning teams in the form of physical items during the awards ceremony on 31 October 2023. Any issue arising after the receipt of prizes lies beyond the Organiser's responsibility.

Privacy Terms

Competition organisers process and use 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 organizing of this Competition. Any personal data provided by participants in connection with the Competition will be retained for no longer than twelve (12) months after the end of the Competition. 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](#). We may collect the following information about you for the purpose of managing and organizing the Competition: user name (nickname), country or region, user profile picture, team name, Competition profile information, email address, mobile number, team subscription, identity document, student ID card or similar document, and submitted attachments (e.g., APK files).

All APKs submitted by participants as well as app IDs will be shared with Huawei Services (Hong Kong) Co., Ltd., to check the number of integrated HMS Core capabilities and services.

Intellectual Property Rights

Participants represent and warrant that in respect of the works:

- i. they are the true and lawful owners of the intellectual and industrial property rights (including any code);
- ii. there are no pending legal claims or disputes; and
- iii. they have the right to submit works to the Competition.

Participants retain copyright and any other intellectual and industrial property rights for their works.

For publicity, marketing, and promotional purposes, a participant who is a Competition finalist or winner, grants the Organiser (and the Co-organiser, agents, sponsors, or partners) 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. nickname).

General Conditions

Participants must 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.

The Organiser reserves the right, at any time and without prior notice, to:

- i. hold void, suspend, or cancel the Competition or any other matters to do with the Competition;
- ii. amend the rules of the Competition and these T&Cs;
- iii. make final decisions on all matters related to the Competition, including but not limited to, rule interpretations, Competition results, and dispute resolutions; and
- iv. verify the eligibility of an entry or entrant and disqualify any participant found to be in non-compliance with the T&Cs.

These actions may be taken at the Organiser's sole discretion due to technical, financial, legal (including but not limited to fraud or security), or other reasons beyond reasonable control. Participants shall check the Competition official website regularly to keep up to date with any changes to the rules of the Competition and the T&Cs that affect them. The Organiser may also modify, interpret, or supplement the T&Cs or establish new rules or regulations to stipulate the matters not provided for herein in the form of emails, online bulletins, or other proper means, with all such modifications becoming effective upon release.

Participation in the Competition is entirely at the participant's own risk. To the fullest extent permitted by law, the Organisers (including the Co-organiser) and its affiliates, agents or distributors, will not in any circumstance be responsible or liable for compensating a participant or accept any liability for any loss (including, but not limited to, direct, indirect, or consequential loss), damage, or personal injury or death, arising from or in relation with participation in the Competition or the use of any prize.

Indemnity

Participant agrees to hold harmless, indemnify, and keep indemnified the Organiser and Co-organiser at all times from and against any liability, actions, claims, suits, demands, proceedings, losses, damages, costs, fees (including legal fees), and expenses arising or resulting from:

- i. any act, default, or omission of the participant, including but not limited to posting or making any comments that are detrimental to the Organiser's (and Co-organiser's) image, reputation, executives, committees, or employees and may even cause intellectual property rights infringement or other damage;
- ii. a breach of any of these T&Cs by the Participant;
- iii. any third-party claims arising from submitted works (including but not limited to claims for breach of intellectual property rights or defamation);
- iv. breach of any applicable laws, regulations, or codes of conduct in the country; and
- v. their acceptance and use of a prize/reward from this Competition.

Disqualification

Participants may be disqualified from the Competition for any of the following reasons:

- i. the participant's work is plagiarized;
- ii. third-party code plug-ins used in the participant's works are not authorized or they are the subject of a legal dispute;
- iii. 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);
- iv. 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](#).
- v. the participant is in breach of any of these T&Cs;
- vi. the Organiser suspects the participant of impersonation, fraud, cheating, deception, or other unfair playing practices; or
- vii. the participant is in breach of any applicable laws, regulations, or codes of conduct in the country.

Statement

Please read the T&Cs carefully before participating in the competition, and comply with the competition's rules. The Organiser reserves the right to disqualify any work that breaches the rules.