

AINSI Future Minds Hackathon:

Deadline for entry: 1st June 2025 @ 12:00pm

AINSI Future Minds Hackathon (the "Hackathon") Official Rules

NO PURCHASE OR PAYMENT NECESSARY TO ENTER OR WIN. A PURCHASE OR PAYMENT WILL NOT INCREASE YOUR CHANCES OF WINNING.

SUBMISSION OF ANY ENTRY CONSTITUTES AGREEMENT TO THESE OFFICIAL RULES AS A CONTRACT BETWEEN PARTICIPANT (INDIVIDUAL MEMBER OF PARTICIPANT), THE HACKATHON SPONSOR, SCADCO AND MICROSOFT.

1. Dates and Timing:

Submission Period: Monday, May 5th, 2025 (10:00 AM) – Sunday, June 1st, 2025 (12:00 pm) ("Submission Period").

Winners Judging Period: Monday, June 2nd, 2025 – Thursday, June 5th, 2025 ("Judging Period").

Winners Notified: On or around Friday June 6th, 2025.

Microsoft Head Office Judging: Thursday, June 12th, 2025.

Hackathon Winners Announced Thursday, June 12th, 2025.

2. Administrator

Administrator: Microsoft AI Skills Navigator Team, Scadco, 11 Macbeth Ave, Witkoppen, Sandton, 2068, South Africa – New office space TBD.

3. Eligibility

The Hackathon IS open to:

- Individuals who are in a higher education/tertiary education space.
- Single individuals (this is a singular one-person Hackathon).
- Participant who meets what to build and what to submit requirements.
- A participant who follows the laid-out rubric and template for submission.

- A participant with a COMPLETED body of work that meets the above requirements.

The Hackathon IS NOT open to:

- Individuals who are residents of, or Organizations domiciled in, a country, state, province or territory **OUTSIDE** of South Africa. ****
- Organizations involved with the design, production, paid promotion, execution, or distribution of the Hackathon, including the Sponsor and Administrator ("Promotion Entities").
- Employees, representatives and agents** of such Promotion Entities, and all members of their immediate family or household*
- Any other individual involved with the design, production, promotion, execution, or distribution of the Hackathon, and each member of their immediate family or household*
- Any Judge (defined below), or company or individual that employs a Judge
- Any parent company, subsidiary, or other affiliate*** of any organization described above
- Any other individual or organization whose participation in the Hackathon would create, in the sole discretion of the Sponsor and/or Administrator, a real or apparent conflict of interest

**The members of an individual's immediate family include the individual's spouse, children and stepchildren, parents and stepparents, and siblings and stepsiblings. The members of an individual's household include any other person that shares the same residence as the individual for at least three (3) months out of the year.*

***Agents include individuals or organizations that in creating a Submission to the Hackathon, are acting on behalf of, and at the direction of, a Promotion Entity through a contractual or similar relationship.*

****An affiliate is: (a) an organization that is under common control, sharing a common majority or controlling owner, or common management; or (b) an organization that has a substantial ownership in, or is substantially owned by the other organization.*

*****An exception to this rule is the Qatar students or any UNISA students who will be participating in this Future Minds Hackathon; however, they are not eligible for prizes,*

or entry into the top 10 or an invitation to Future Minds Hackathon at the Microsoft head office in Johannesburg.

4. How To Enter:

Complete the AI Fluency Form provided.

Complete the AI Skills Assessment on the AI Skills Navigator – a screen shot of the completed assessment and upload it accordingly.

Must choose a topic and rubric and submit the Hack in the template provided.

Multiple Submissions:

There are no multiple Submissions per Individual. Only one project may be submitted. You may edit your submission as per request.

Language Requirements:

All Submission materials must be in English or, if not in English, the Participant must provide an English translation of the demonstration video, text description, and testing instructions as well as all other materials submitted.

Intellectual Property:

Your Submission must: (a) be your original work product; (b) be solely owned by with no other person or entity having any right or interest in it; and (c) not violate the intellectual property rights or other rights including but not limited to copyright, trademark, patent, contract, and/or privacy rights, of any other person or entity. A Participant may contract with a third party for technical assistance to create the Submission provided the Submission components are solely the Participant's work product and the result of the Participant's ideas and creativity, and the Participant owns all rights to them. A Participant may submit a Submission that includes the use of open-source software or hardware, provided the Participant complies with applicable open-source licenses and, as part of the Submission, creates software that enhances and builds upon the features and functionality included in the underlying open-source product. By entering the Hackathon, you represent, warrant, and agree that your Submission meets these requirements.

Please see [Data_Ethics_Curriculum_Complete.PDF](#) For more Information.

Financial or Preferential Support:

A Project must not have been developed, or derived from a Project developed, with financial or preferential support from the Sponsor or Administrator. Such Projects include, but are not limited to, those that received funding or investment for their development, were developed under contract, or received a commercial license, from the Sponsor or Administrator any time prior to the end of Hackathon Submission Period. The Sponsor, at their sole discretion, may disqualify a Project, if awarding a prize to the Project would create a real or apparent conflict of interest.

5. Submission Modifications:

You may modify your submission at any point before the closing date of Sunday, June 1st, 2025 (12:00 pm).

The top 10 students will have six hours on the Thursday, June 12th, 2025, at the Microsoft head office where they will be given a new topic and create a new hack topic to create and present. All participants at this event will have to create their hack at the Microsoft head office.

There are no exceptions, and all participants must be prepared to create a new Hack on a new topic on the day of Thursday, June 12th, 2025, at the Microsoft head office. The Topic will only be provided on the day of Thursday, June 12th, 2025, at the Microsoft head office and no time before hand.

If you are late on day of Thursday, June 12th, 2025, at the Microsoft head office, the Sponsor, Administrator and Microsoft are not liable or responsible. The Sponsor, Administrator and Microsoft are not required to give extra assistance or time on the day of Thursday, June 12th, 2025, at the Microsoft head office due to a participant error or inconvenience.

NOTE THE TOPIC AND RUBRIC WILL ONLY BE GIVEN TO THE PARTICIPANTS ON THE MORNING OF THURSDAY, JUNE 12TH, 2025, AT THE MICROSOFT HEAD OFFICE.

6. Judges & Criteria:

Eligible submissions will be evaluated by a panel of judges selected by the Administrator. Judges may be employees of the Administrator or third parties, may or may not be listed individually on the Hackathon Website, and may change before or

during the judging period. Judging will take place in one round with one panel of Judges, at the discretion of the Administrator.

Stage One) Will be judged on completion of all three steps of the "How to enter" section.

Stage Two) All submissions that pass Stage One and meet the requirements for access to Thursday, June 12th, 2025, at the Microsoft head office will then be given a new topic at the Microsoft head office in Johannesburg and given 6 hours to create a new Hack on a new topic that will be provided in the morning of Thursday, June 12th, 2025, at the Microsoft head office in Johannesburg. After which the participants will present their new Hacks to a panel of judges. The top three of the new Hack's at in Johannesburg will receive prizes after judging.

Judging Criteria:

Participants will receive four rubrics, one for each topic, which can be chosen from. Participants may only choose one of the given topics and the corresponding rubric. After which the eligible submissions will enter Stage One of judging (See above) after which, the top 10 students will be invited to the Microsoft head office in Johannesburg (3012 WILLIAM NICOL DRIVE,BRYANSTON Sandton 2191)* on Thursday 12th of June 2025 to participate in Stage Two of judging where by the top 10 students will present their hacks to a panel of judges.

**Note that it is the responsibility of the participant to arrange Transport and Accommodation or financial compensation to the Microsoft head office in Johannesburg (3012 WILLIAM NICOL DRIVE,BRYANSTON Sandton 2191) on Thursday 12th of June 2025. Scadco and Microsoft are not liable or responsible for any Transport and Accommodation or financial compensation. This includes any damage to property or person.*

Tie Breaking:

For each Prize listed below, if two or more submissions are tied, the tied submission with the highest score in the first applicable criterion listed above will be considered the higher scoring submission. In the event any ties remain, this process will be repeated, as needed, by comparing the tied submissions' scores on the next applicable criterion. If two or more Submissions are tied on all applicable criteria, the panel of Judges will vote on the tied submissions.

7. Intellectual Property Rights:

All Submissions remain the intellectual property of the individuals or organizations that developed them. By submitting an entry, participants agree that the Sponsor will have a fully paid, non-exclusive license to use such entry for judging the entry. Participants agree that the sponsor and Scadco shall have the right to promote the Submission and use the name, likeness, voice and image of all individuals contributing to a Submission, in any materials promoting or publicizing the Hackathon and its results, during the Hackathon Period and for three years thereafter. Some Submission components may be displayed to the public. Other Submission materials may be viewed by the sponsor, Scadco, and judges for screening and evaluation. By submitting an entry or accepting any prize, participants represent and warrant that (a) submitted content is not copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights, unless participant is the owner of such rights or has permission from their rightful owner to post the content; and (b) the content submitted does not contain any viruses, Trojan horses, worms, spyware or other disabling devices or harmful or malicious code.

For more information, please see The AI Skills Navigator website privacy policy: [Privacy Policy - AI Skills Navigator Online](#)

8. Prizes:

Prize for initial Hackathon:

Be one of 10 People to come to the Rand Show in Johannesburg on the 19th of April and participate in a custom Hackathon. Have chance to meet industry Professionals, Network and Learn while at the Rand Show.

Prize for 1st place winner of the Rand Show Hackathon:

TBD

Prize for 2nd place winner of the Rand Show Hackathon:

TBD

Prize for 3rd place winner of the Rand Show Hackathon:

TBD

Judges:

A panel of judges.

Please note we will not be accepting judge applications.

IMPORTANT NOTES ON MULTIPLE PRIZE ELIGIBILITY:

- A project/participant can only win one (1) prize for the Future Minds Hackathon.
- A project/participant can only win one (1) prize at Future Minds Hackathon during the event at the Microsoft head office in Johannesburg.

If there are no eligible submissions for a prize, that prize will not be awarded.

1. Substitutions & Changes: Prizes are non-transferable by the winner. Sponsor in its sole discretion has the right to make a prize substitution of equivalent or greater value. Sponsor will not award a prize if there are no eligible Submissions entered in the Hackathon, or if there are no eligible Participants or Submissions for a specific prize.
2. Verification Requirement: THE AWARD OF A PRIZE TO A POTENTIAL WINNER IS SUBJECT TO VERIFICATION OF THE IDENTITY, QUALIFICATIONS AND ROLE OF THE POTENTIAL WINNER IN THE CREATION OF THE SUBMISSION. No Submission or Participant shall be deemed a winning Submission or winner until their post-competition prize affidavits have been completed and verified, even if prospective winners have been announced verbally or on the competition website. The final decision to designate a winner shall be made by Administrator.
3. Prize Delivery:
 - The prize for entry to the Future Minds Hackathon at the Microsoft head office in Johannesburg will be notified on or around Friday June 6th, 2025. The deadline for returning the Required Forms to the Administrator is ten (10) business days after the Required Forms are sent. Failure to provide correct information on the Required Forms, or other correct information required for a Prize, may result in disqualification of the Participant, or forfeiture of a Prize.
 - Prizes at Future Minds Hackathon at the Microsoft head office in Johannesburg will be Given to the Participant on the day of the Saturday, April 19th, 2025, in the afternoon at Future Minds Hackathon at the Microsoft head office in Johannesburg*. The deadline for returning the Required Forms to the

Administrator is ten (10) business days after the Required Forms are sent. Failure to provide correct information on the Required Forms, or other correct information required for a Prize, may result in disqualification of the Participant, or forfeiture of a Prize.

4. Fees & Taxes: Winners are responsible for any fees associated with receiving or using a prize, including but not limited to, wiring fees or currency exchange fees. Winners are responsible for reporting and paying all applicable taxes in their jurisdiction of residence (federal, state/provincial/territorial and local). Winners may be required to provide certain information to facilitate receipt of the award, including completing and submitting any tax or other forms necessary for compliance with applicable withholding and reporting requirements. South African residents may be required to provide a completed form. Winners are also responsible for complying with exchange and banking regulations in their respective jurisdictions and reporting the receipt of the Prize to relevant government departments/agencies, if necessary. The Sponsor and/or Prize provider reserves the right to withhold a portion of the prize amount to comply with the tax laws of the South Africa or other Sponsor jurisdiction, or those of a winner's jurisdiction.

**If there is an issue with shipping or delivery of the prize, additional fees or payment may be required if participant is not at the Future Minds Hackathon at the Microsoft head office in Johannesburg. A participant may also be disqualified from receiving their prize but keep their placement/ can be disqualified all together if no communication or understating is reached with in the 10-day notice period.*

9. Entry Conditions and Release:

A. By entering the Future Minds Hackathon, you agree to the following:

1. The relationship between you, the Participant, and the Sponsor and Administrator, is not a confidential, fiduciary, or other special relationship.
2. You will be bound by and comply with these Official Rules and the decisions of the Sponsor, Administrator, and/or the Hackathon Judges which are binding and final in all matters relating to the Hackathon.
3. You release, indemnify, defend and hold harmless the Promotion Entities, and their respective parent, subsidiary, and affiliated companies, the Prize suppliers and any other organizations responsible for sponsoring, fulfilling,

administering, advertising or promoting the Hackathon, and all of their respective past and present officers, directors, employees, agents and representatives (hereafter the "Released Parties") from and against any and all claims, expenses, and liabilities (including reasonable attorneys' fees), including but not limited to negligence and damages of any kind to persons and property, defamation, slander, libel, violation of right of publicity, infringement of trademark, copyright or other intellectual property rights, property damage, or death or personal injury arising out of or relating to a Participant's entry, creation of Submission or entry of a Submission, participation in the Hackathon, acceptance or use or misuse of the Prize (including any travel or activity related thereto) and/or the broadcast, transmission, performance, exploitation or use of the Submission as authorized or licensed by these Official Rules.

B. Without limiting the foregoing, the Released Parties shall have no liability in connection with:

1. Any incorrect or inaccurate information, whether caused by the Sponsor or Administrator's electronic or printing error, or by any of the equipment or programming associated with or utilized in the Hackathon.
2. Technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in phone lines, internet connectivity or electronic transmission errors, or network hardware or software or failure of the Hackathon Website.
3. Unauthorized human intervention in any part of the entry process or the Hackathon.
4. Technical or human error which may occur in the administration of the Hackathon or the processing of Submissions; or
5. Any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from the Participant's participation in the Hackathon or receipt or use or misuse of any Prize.

The Released Parties are not responsible for incomplete, late, misdirected, damaged, lost, illegible, or incomprehensible Submissions or for address, email address or phone number changes of the Participants. Proof of sending or submitting the will not be deemed to be proof of receipt by the Sponsor or Administrator. If for any reason any Participant's Submission is determined to have not been received or been erroneously deleted, lost, or otherwise destroyed or corrupted, the Participant's sole remedy is to

request the opportunity to resubmit its Submission. Such a request must be made promptly after the Participant knows or should have known there was a problem and will be determined at the sole discretion of the Sponsor/Administrator.

10. Publicity:

By participating in the Hackathon, Participant consents to the promotion and display of the Participant's Submission, and to the use of personal information about themselves for promotional purposes, by the Sponsor, Administrator, and third parties acting on their behalf. Such personal information includes, but is not limited to, your name, likeness, photograph, voice, opinions, comments, hometown, phone number and country of residence. It may be used in any existing or newly created media, worldwide without further payment or consideration or right of review, unless prohibited by law. Authorized use includes but is not limited to advertising and promotional purposes.

11. General Conditions:

1. Sponsor and Administrator reserve the right, in their sole discretion, to cancel, suspend and/or modify the Future Minds Hackathon, or any part of it, in the event of a technical failure, fraud, or any other factor or event that was not anticipated or is not within their control.
2. Sponsor and Administrator reserve the right in their sole discretion to disqualify any individual or Participant if it finds to be actually or presenting the appearance of tampering with the entry process or the operation of the Hackathon or to be acting in violation of these Official Rules or in a manner that is inappropriate, unsportsmanlike, not in the best interests of this Hackathon, or a violation of any applicable law or regulation.
3. Any attempt by any person to undermine the proper conduct of the Future Minds Hackathon may be a violation of criminal and civil law. Should the Sponsor or Administrator suspect that such an attempt has been made or is threatened, they reserve the right to take appropriate action including but not limited to requiring a Participant to cooperate with an investigation and referral to criminal and civil law enforcement authorities.

4. If there is any discrepancy or inconsistency between the terms and conditions of the Official Rules and disclosures or other statements contained in any Future Minds Hackathon materials, including but not limited to the Future Minds Hackathon Submission form, Future Minds Hackathon Website, or advertising, the terms and conditions of the Official Rules shall prevail.
5. The terms and conditions of the Official Rules are subject to change at any time, including the rights or obligations of the Participant, the Sponsor and Administrator. The Sponsor and Administrator will post the terms and conditions of the amended Official Rules on the Future Minds Hackathon Website (AI Skills Navigator Website). To the fullest extent permitted by law, any amendment will become effective at the time specified in the posting of the amended Official Rules or, if no time is specified, the time of posting.
6. If at any time prior to the deadline, a Participant or prospective Participant believes that any term in the Official Rules is or may be ambiguous, they must submit a written request for clarification.
7. The Sponsor or Administrator's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision. Should any provision of these Official Rules be or become illegal or unenforceable in any jurisdiction whose laws or regulations may apply to a Participant, such illegality or unenforceability shall leave the remainder of these Official Rules, including the Rule affected, to the fullest extent permitted by law, unaffected and valid. The illegal or unenforceable provision shall be replaced by a valid and enforceable provision that comes closest and best reflects the Sponsor's intention in a legal and enforceable manner with respect to the invalid or unenforceable provision.
8. Excluding Submissions, all intellectual property related to this Future Minds Hackathon, including but not limited to copyrighted material, trademarks, tradenames, logos, designs, promotional materials, web pages, source codes, drawings, illustrations, slogans and representations are owned or used under license by the Sponsor and/or Administrator. All rights are reserved. Unauthorized copying or use of any copyrighted material or intellectual property without the express written consent of its owners is strictly prohibited. Any use in a Submission of Sponsor or Administrator's intellectual property shall be solely to the extent provided for in these Official Rules.

12. Limitations of Liability:

By entering, all Participants agree to release the Released Parties from any and all liability in connection with the Prizes or Participant's participation in the Future Minds Hackathon. Provided, however, that any liability limitation regarding gross negligence or intentional acts, or events of death or body injury shall not be applicable in jurisdictions where such limitation is not legal.

13. Disputes:

A. Except where prohibited by law, as a condition of participating in this Future Minds Hackathon, Participant agrees that:

1. Any and all disputes and causes of action arising out of or connected with this Hackathon, or any Prizes awarded, shall be resolved individually, without resort to any form of class action lawsuit, and exclusively by final and binding arbitration under the rules of the **Arbitration Act 1965**.
2. The **Arbitration Act 1965** shall govern the interpretation, enforcement and all proceedings at such arbitration; and
3. Judgment upon such arbitration award may be entered in any court having jurisdiction.

B. Under no circumstances will Participant be permitted to obtain awards for, and Participant hereby waives all rights to claim, punitive, incidental or consequential damages, or any other damages, including attorneys' fees, other than contestant's actual out-of-pocket expenses (i.e., costs associated with entering this Hackathon), and Participant further waives all rights to have damages multiplied or increased.

C. All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of the Participant and Sponsor in connection with this Hackathon, shall be governed by, and construed in accordance with, the substantive laws of South Africa.

14. Additional Terms:

Please review the Scadco Terms of Service - [ScadCo](#), The AI Skills Navigator Terms of Service - [Privacy Policy - AI Skills Navigator Online](#) and Microsoft's Terms of Service - [Microsoft Services Agreement](#) for additional rules that apply to your participation in the Hackathon and more generally your use of the Hackathon Website. Such Terms of Service are incorporated by reference into these Official Rules, including that the term "Poster" in the Terms of Service shall mean the same as "Sponsor" in these Official

Rules." If there is a conflict between the Terms of Service and these Official Rules, these Official Rules shall control with respect to this Future Minds Hackathon only.

15. Participant's Personal Information:

Information collected from Participants is subject to Microsoft's Privacy Policy, which is available at [Microsoft Privacy Statement – Microsoft privacy](#), As well as The AI Skills Navigator Website, which is available at [AI Skills Navigator Online](#).

For questions, send an email to aiskills@scadco.co.za.

Technical Resources / Documentation

Use Azure for Students, GitHub and Microsoft's AI Tools to complete the hack.

16. POPI ACT

The members of the AI Skills Navigator Team at Scadco, knows and acknowledges the right of the **Protection of Personal Information Act 4 of 2013**. During the application process personal information is required for means of communication and will not be used for any purpose other than to communicate and be used for reporting to Microsoft.

Note that by participating in the Future Minds Hackathon you are agreeing to all points (1 – 16) including point 10 Publicity which allows for the taking of photos, posting and distribution of photos and work. and collection of personal information for communication, point 16. POPI ACT. For more information please see: [General Data Protection Regulation - Microsoft GDPR | Microsoft Learn](#).

For those agreeing for Microsoft to collect and use personal information, please see the applicable privacy statements below:

- [GitHub Privacy Statement](#)
- [Microsoft Privacy Statement](#)
- [Privacy Policy - AI Skills Navigator Online](#)