

# SC Half-a-Hack-a-Thon

## Code of Conduct



Saturday, December 28<sup>th</sup> from 10:00 am-5 pm

*Signed form must be turned in at check-in.*

### Hackathon Project Rules:

- Participants cannot begin coding projects before the hackathon begins.
- Projects must follow the designated theme.
- Projects may be a website, web app, phone app, or other software.
- Projects must exhibit creativity and originality.
- Projects must have code to demonstrate the proposed idea and have minimal application of the proposed idea.
- Teams may consist of up to 4 people.
- Keep projects appropriate.

### Code of Conduct:

- Be on time. Latecomers may not be admitted.
- Respect, encourage, and support other students.
- Be respectful and courteous to all the staff and volunteers.
- Act as a positive role model to others.
- Refrain from participating in any behavior that could be characterized as harassment.
- Do your own work.
- Do not interfere with anyone else's project unless explicitly allowed to do so by the other student.
- Conduct all coding and other hackathon related activities in the designated rooms.

### What to Bring:

- Laptop and charger
- Devices to test application (Ex: Android Apps require Android device to test implementation)

*Attendees violating these rules may be asked to leave the hackathon at the sole discretion of the hackathon organizers. Additionally, we are not responsible for any lost, stolen or damaged personal items that are brought to the event.*

I, \_\_\_\_\_, have read this Code of Conduct with my parent(s)/guardian(s) and ensure that I will follow this Code of Conduct and all rules of the hackathon for the duration of my participation.

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Student signature

Date

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Parent signature *(If student is under 18 years old.)*

Date