



Red Hat

intel

# Hackfest

Learn, collaborate, build.

## Terms & Conditions

<b>Table of contents</b>	<b>2</b>
<b>Intro</b>	<b>3</b>
<b>Embrace the customer journey to deliver value at the edge</b>	<b>4</b>
<b>A great chance to get enabled</b>	<b>5</b>
<b>Play with a real IoT edge device</b>	<b>6</b>
<b>Start coding!</b>	<b>6</b>
<b>The competition</b>	<b>8</b>
Deliverable presentation	8
Scores and ranking	9
<b>The jury</b>	<b>10</b>

## Intro

This hackfest is a competition for partners to develop and improve a solution for fraud detection, built upon a stack of Hybrid stack of Azure Red Hat OpenShift and Edge devices, running containers, for a chance to win recognition and prizes.

*Why Hackfest and not hackathon?!*

Teams joining the event will be supported with the implementation, as they develop and improve the solution, with training, webinars, and support via online chat.

Each week will focus on a technology theme, with concepts introduced and explained by experts. With this new knowledge, teams will build upon the solution to win points for technical, and business improvement. At the event, each and every team will finalize their solution and present it to be judged.

Irrespective of judging and points, every team will get the opportunity to learn new skills, techniques, and technologies, and participate with a community of other teams and experts.

### **Join a diverse community of experts in cloud-native development, for Public Cloud and Edge!**

Partners who participate in this community will find it becomes an enabling forum, to quickly and consistently build solutions around public cloud, and Edge. Integral to this are hybrid cloud management, Internet of Things, Quarkus, and the upcoming latest technologies.

Specifically, this event will also involve the QIoT project (Quarkus IoT) for EMEA App Dev partners interested in using the new Red Hat cloud-native technologies and edge architecture design to respond to the evolution of their customers' demand for modern applications.

## Embrace the customer journey to deliver value at the edge

The recent COVID crisis has accelerated the digital transformation of most of the customers, whatever they are in B2C or B2B businesses, with a fundamental driver to have a closer engagement with the final customers delivering specific contextualized value adds. This is done leveraging edge computing technologies. Besides the buzzwords, edge computing will impact sooner or later all the industry verticals. Integrating edge computing in your offering will strengthen your leadership in front of your customers.

Delivering value adds at the edge can provide significant business benefits (new business models, cost reduction, performance,etc) but it also brings a certain number of challenges such as real-time processing, latency, security, performance, reliability, resources consumption... An Edge Computing solution is therefore a trade-off between the choice of technology, the ability to handle resource limitations and the business needs to cover.

This Hackfest will help your team learn how to work together to manage this trade-off, discover the value of open source and the Red Hat offering to handle the edge challenges and deliver value add at the edge. A large part of the Red Hat portfolio will be used to deliver the Hackfest's project but particular emphasis will be given on developing and deploying super light and super fast applications at the edge.

## A great chance to get enabled

A webinar series will be run during the week before the event, the enablement week, to give participants more insights around both the business and the technical sides of IoT and cloud-native technologies.

On the week commencing Monday February 27, 2023, all participants are invited to attend two-hour long enablement live virtual sessions with Red Hat experts at 10:00 CET each day.

- Red Hat Hackfest Webinar 1 - Red Hat Edge Computing Strategy & Intel + Azure vision
- Red Hat Hackfest Webinar 2 - A technology stack for retail use-cases
- Red Hat Hackfest Webinar 3 - Openshift as a central platform for innovation
- Red Hat Hackfest Webinar 4 - The role of Integration by Red Hat in the distributed world
- Red Hat Hackfest Webinar 5 - Quarkus deep dive and security

## Play with a real IoT edge device

The Hackfest is part of a journey for our partners and customers around edge computing and cloud-native application development technologies that will be key technologies to support the solutions related to digital transformation. Partners joining this event will have fun and experience the broader scope of application of Red Hat technologies.

## Get Started Coding!

Teams willing to participate must register on the official landing page of the event.

The team registration phase opens on Monday, January 16th to Friday, February 24, 2022 and is split in two parts:

1. **Team Leader Registration** - The team leader registers themselves and the team members' emails to the event. Once the registration process completes successfully and is approved, the Team Leader will receive a confirmation email containing a registration code to be used by the team members to register individually to the event. The registration code is associated with the team leader. Additionally, the team leader will be asked to fill the registration form with the address to send the package containing the hardware.
2. **Team Member Registration** - Each team member registers themselves to the event. In order to complete the registration successfully and be associated with the correct team, the registrant needs to fill the form with the registration code mentioned above, to be shared by the team leader with the members of the team.

Each team should be made up of a minimum of 3 people and maximum 5 people. After the team leader registers they will receive a confirmation email containing a code to be used by their team members to register in turn.

**Teams from** Austria, Belgium, Bulgaria, Denmark, France, Germany, Ireland, the Netherlands, Norway, Poland, Spain, Sweden, and Switzerland will receive from Red Hat a package containing the hardware for the edge device, sent to the Team Leader in time for the beginning of the HackFest (shipping time may vary depending on the address the team had put in the registration form). The hardware package will contain the following items:

1. Intel NUC
2. Fitlet2
3. SD Card
4. Azure Red Hat OpenShift environment

Intel will provide NUC computers for each team to use. These will need to be returned at the end of the Hackfest and will be collected from each team by a Red Hat arranged courier. If there is any inconvenience with the shipping the teams will receive remote access to a virtual environment.

**Teams from** Albania, Israel, Lebanon, South Africa, Turkey, and the United Kingdom will not receive hardware but instead will receive remote access to a virtual environment to avoid shipping delays and assure your participation in the event.

The team is required to use Red Hat technologies to implement the business logic of the edge device and to make it communicate with and send sensor data to the Data Hub.

Teams have 4 weeks to complete the project.

The implementation will be split into four phases to make sure each and every team is on track:

- The week of the edge.
- The week of the container.
- The week of integration.
- The week of server.

To make this happen, a weekly drop-in clinic will be run by the Hackfest technical team, made up of Red Hatters experts in edge computing solutions, App Dev products and cloud-native development.

At the end of the Hackfest, the best 3 implementations will be awarded and prizes will be sent to the addresses included in the registration process.

## The Competition

At the end of the four weeks, each team is asked to present their solution to a panel of esteemed Red Hat Quarkus and edge computing leaders.

### Deliverable presentation

#### **Stage 1 - Technical**

Each and every team will have to present the following list of deliverables to a Technical Jury who will evaluate according to the Scores and Ranking punctuation, and choose six teams that will go through to stage 2 and will be able to present to a Business Panel.

List of deliverables:

- Open and accessible repositories on Github, hosting the code produced by the team
- A technical document that highlights the business and technical choices made during the development weeks
- A presentation used to pitch the business value proposition of the prototype created to the business Jury

#### **Stage 2 - Business**

The selected six teams will have a 15 mins time slot for the introduction and explanation of their solution, with an additional five mins for the Q&A with the members of the Business Jury.

The order of presentation will reflect the order of registration to the event.

The sessions will be scheduled from April 10 to April 14, 2023, to give to each and every team the chance to showcase their skills and get questioned by the Jury.



## Scores and ranking

While all participants will benefit from developing their skills, there is of course a competitive element to the initiative.

At the end of 4 weeks, each team is asked to present their solution to a panel of Red Hat, Intel and Microsoft experts for evaluation.

### Stage 1: Technical Jury

Each team will present a list of deliverables to a Technical jury who will evaluate their project. From this evaluation, six teams will be selected to go through Stage 2 of the evaluation.

<b>Architecture Innovation</b> (0 - 5 Points)	Are there features or techniques used that have not been previously observed in systems? Are there new inventions or business methods that support the novelty?
<b>Level of Quarkification</b> (0 - 5 Points)	To what degree does the application rely on the Quarkus framework? Does it use unique features of Quarkus in expected or unexpected ways? Does the app highlight the technical and business benefits of Quarkus?
<b>Edge device management</b> (0 - 5 Points)	How well does the operating system interact with the hardware the edge device is made up of.
<b>Container technology</b> (0 - 5 Points)	How standard and compliant to the specs the approach to containerized applications is. Edge device Business Logic is expected to run entirely on top of a container engine
<b>Quality of Deliverable</b> (0 - 5 Points)	How well implemented and executed is the submission? Is it intuitive and easy to use (UX)? Does it use development best practices (Good code)? No critical issues/bugs were found.
<b>Cloud Innovation</b> (0 - 5 Points)	How does the solution benefit from running in the cloud? We'll be looking at scaling, native integrations, data sovereignty, latency, and

---

	availability.
--	---------------

---

## Stage 2: Business Jury

The selected six teams will have a 15 mins time slot for the introduction and explanation of their solution, with an additional five mins for the Q&A with the members of the Business Jury.

<b>Business Value</b> (0 - 5 Points)	The ability to articulate the business value proposition around the prototype. (target accounts, addressable market, target pipeline.) - what is the competitive landscape, marketability (how mature and receptive is the market?) visibility of the addressable market?
<b>Customer challenges</b> (0 - 5 Points)	The ability to pitch how the outcome of the co-creation phase can help customers to solve their business challenges
<b>Short term goals and objective</b> (0 - 5 Points)	The ability to present a valid and consistent roadmap that will facilitate the adoption of the emerging technologies in the prototype by the customer (e.g.: Edge Transformation, Digital Transformation, cloud adoption, container technology adoption, etc)
<b>Presentation Skills</b> (0 - 5 Points)	The ability to deliver a formal and articulated pitch around the implemented solution

Judges can use their laptops or mobile phones to enter ranking. Judges will score every criterion rating it from 0 to 5.

Final results will be presented by the team listing average ranking value earned for each criteria and will be published on w/c April 17, 2023 on the landing page of the event.

All the participants to the event are invited to join the closing and award ceremony scheduled on w/c April 17, 2023.

## Prizes

The 3 best implementations will be awarded with the following prizes:

### The 1st place team:

- Each member will receive 1 Arcade Console with 4260 games and 2 joysticks
- A winner certificate
- Subject to acceptance of Red Hat's Marketing Development Fund (MDF) terms and conditions, the winning team partner organization will receive:
  - For 1st place team: MDF support of EUR 40,000 from Red Hat over the span of 2 quarters with no quarter exceeding more than EUR 20,000. EUR 10,000 is allocated towards Marketing activities and EUR 10,000 is allocated towards Customer Workshops and POC, per quarter for 2 quarters only until December 2023.
  - Please read the section below for the full details.

### The 2nd place team:

- Each member will receive 1 package of Huawei wireless earbuds
- A winner certificate
- Subject to acceptance of Red Hat's Marketing Development Fund (MDF) terms and conditions, the winning team partner organization will receive:
  - For 2nd place team: MDF support of EUR 20,000 from Red Hat over the span of 2 quarters with no quarter exceeding more than EUR 10,000. EUR 5,000 is allocated towards Marketing activities and EUR 5,000 is allocated towards Customer Workshops and POC, per quarter for 2 quarters only until December 2023.

### The 3rd place team:

- Each member will receive 1 Logitech Keyboard
- A winner certificate
- Subject to acceptance of Red Hat's Marketing Development Fund (MDF) terms and conditions, the winning team partner organization will receive:
  - For 3rd place team: MDF support of EUR 10,000 from Red Hat over the span of 2 quarters with no quarter exceeding more than EUR 5,000. EUR 2,500 is allocated towards Marketing activities and USD 2,500 is allocated towards Customer Workshops and POC, any quarter until December 2023.

<b>Winners &amp; Prizes</b>	1st place = Arcade Console with 4260 games and 2 joysticks
	2nd place = Wireless earbuds Huawei
	3rd place = Logitech Keyboard

Each winning team will have the opportunity to document and explain their implementation in a video that will be produced by Red Hat.

## The Jury

Technical Jury (Stage 1)	Business Jury (Stage 2)
<p><b>Andy Cathrow</b> Senior Director, Product Management Global</p>	<p><b>Rob Hall</b> Microsoft Alliance Manager, Red Hat</p>
<p><b>James Read</b> Principal Solution Architect, Red Hat</p>	<p><b>Fevzi Konduk</b> EMEA Director Market Incubation, Red Hat</p>
<p><b>Iain Boyle</b> Chief Architect for Retail, Red Hat</p>	<p><b>Frank Feldman</b> EMEA VP, Cloud Services, Red Hat</p>
<p><b>Roy de Milde</b> App Innovation Specialist, Microsoft</p>	<p><b>Andrea Battaglia</b> Edge BDM - EMEA Ecosystem Market Incubation, Red Hat</p>
<p><b>Mattia Mascia</b> Principal Consultant - Middleware, Red Hat</p>	<p><b>Tracie Zenti</b> Partner Alliance Development Manager, Microsoft</p>
	<p><b>Andrea Toigo</b> EMEA Territory Sales Manager, Intel</p>

---

For additional details please contact us at [hackfest-emea@redhat.com](mailto:hackfest-emea@redhat.com).

## **Eligibility**

The 2023 Red Hat Hackfest (the “Contest”) is open to individuals who are legal residents of Albania, Austria, Belgium, Bulgaria, Denmark, France, Germany, Ireland, Israel, Lebanon, the Netherlands, Norway, Poland, South Africa, Spain, Sweden, Switzerland, Turkey and the United Kingdom, and who are of the age of majority in their jurisdiction of residence at the time of entry (“Participant”).

Employees and contractors of Red Hat, Inc. and each of its respective affiliated companies, subsidiaries, advertising or promotional agencies, and other agents, and the immediate family members of, and any persons domiciled with, such employees and contractors are not eligible to enter.

Government officials, employees or representatives of government entities, candidates for public office, and employees of state-owned enterprises are not eligible to enter. Government entities include government agencies, departments, branches, instrumentalities, and public enterprises whether national, regional or local.

Government entities can also include:

- Government-owned or controlled schools, hospitals, utilities and other organizations that provide public services;
- Public international organizations, such as the United Nations or World Health Organization; or
- Entities that procure under public procurement laws and regulations.

A state-owned enterprise is any other type of entity not mentioned above that is owned, controlled, organized, or sponsored by a government entity or government official.

If you are entering as part of a company or on behalf of your employer, these rules are binding on you, individually, and/or your employer. If you are acting within the scope of your employment as an employee, contractor, or agent of another party, you warrant that such party has full knowledge of your actions and has consented thereto, including your potential receipt of a prize. You further warrant that your actions do not violate your employer's or company's policies and procedures.

## **Prizes and Odds**

Each member of the 1st place team will receive one (1) Arcade Console with 4260 games and 2 joysticks with an Approximate Retail Value (“ARV”) of \$135 USD. Each member of the 2nd place team will receive one (1) pair of Huawei Wireless Earbuds with an ARV of \$85 USD. Each member of the 3rd place team will receive one (1) Logitech Keyboard with an ARV of \$95 USD. The console, earbuds, and keyboard are collectively referred to herein as “Prize” or “Prizes.” The total ARV of all Prizes awarded is less than or equal to \$1600 USD, depending on how many people are on the 1st, 2nd, and 3rd place team combined.

Prizes are subject to availability and Sponsor reserves the right to substitute a prize of equal or greater value. Odds of winning depend on the number of teams who enter the Contest. Sponsor will not replace Prize if lost or stolen. Prize may not be redeemed for cash value and may not be transferred or assigned, except by Sponsor. The Prize consists of only the item specifically listed as part of the Prize. Prize will be delivered to the winners via UPS, DHL, FedEx or OnTime Courier approximately 4 weeks after the contest results are published. Prize is awarded without warranty of any kind from Sponsor, express or implied, without limitation, except where this would be contrary to federal, state, provincial, or local laws or regulations. Expenses not specifically stated above, together with the reporting and payment of all

applicable taxes, fees, duties, and/or surcharges, if any, arising out of, or resulting from, acceptance or use of the Prize, are the sole responsibility of the Winner. Restrictions, conditions, and limitations apply.

The trademarks associated with the Prizes awarded under this Contest are registered or unregistered trademarks of their owners, who are not affiliated with nor have endorsed this Contest. Prizes awarded under this Contest may be subject to restrictions and licenses from its manufacturer and may require additional hardware, software, service, or maintenance to use. The Winner shall bear all responsibility for use of such Prize in compliance with the conditions imposed by the manufacturer, and any additional costs associated with its use, service, or maintenance.

### **Market Development Funds**

Subject to acceptance of RH's Marketing Development Fund (MDF) terms and conditions, the winning team's partner organization will receive:

- (i) For 1st place team: MDF support of EUR 40,000 from Red Hat over the span of 2 quarters with no quarter exceeding more than EUR 20,000. EUR 10,000 is allocated towards Marketing activities and EUR 10,000 is allocated towards Customer Workshops and POC, per quarter for 2 quarters only until December 2023.
- (ii) For 2nd place team: MDF support of EUR 20,000 from Red Hat over the span of 2 quarters with no quarter exceeding more than EUR 10,000. EUR 5,000 is allocated towards Marketing activities and EUR 5,000 is allocated towards Customer Workshops and POC, per quarter for 2 quarters only until December 2023.
- (iii) For 3rd place team: MDF support of EUR 10,000 from Red Hat over the span of 2 quarters with no quarter exceeding more than EUR 5,000. EUR 2,500 is allocated towards Marketing activities and USD 2,500 is allocated towards Customer Workshops and POC, any quarter for 2 quarters only until December 2023.

The winning amounts are not upfront cash but MDF allocations subject to:

- (iv) Plan submissions and approvals as per standard Red Hat MDF guidelines and process.
- (v) Request to be shared with your Red Hat account manager and partner marketing manager to be forwarded to the Red Hat EMEA Partner team for approvals one month prior to the start of the Red Hat quarter. Any delays could lead to the amount being forfeited for the quarter. Red Hat works on calendar year quarterization with the first quarter starting in January and the last quarter ending in December.
- (vi) Any amount not requested in the quarter will be forfeited and will not be subject to transfer to other quarters

- (vii) Proposed activities should be of (1) Marketing activities, which shall include but not limited to digital marketing activities (paid social media, content syndication, paid advertising), webinars, email campaigns, telemarketing, virtual/ physical roundtables) which leads to opportunity creation or (2) Opportunity advancement/ qualification activities which shall include but not limited to customer workshops, POCs. MDF should not be used for any other activities not related to marketing or customer engagement.
- (viii) Access to Red Hat marketing agency to execute your marketing campaigns with co-branded Red Hat content.

Expenses not specifically stated above, together with the reporting and payment of all applicable taxes, fees, duties, and/or surcharges, if any, arising out of, or resulting from, acceptance or use of the prize, are the sole responsibility of the winner. Restrictions, conditions, and limitations apply.

**Condition of Participation.** By entering the Contest, Participants agree to be bound by these Official Rules and the decisions of the Sponsor, which shall be final and binding in all respects. Any attempt to deliberately damage the content or operation of this Contest is unlawful and subject to legal action by Sponsor or its agents. Sponsor reserves the right to disqualify persons found tampering with or otherwise abusing any aspect of this Contest as solely determined by Sponsor.

Winner may be asked to participate in publicity. Except where prohibited by law, Winner's acceptance of the Prize constitutes permission for Sponsor to use such Winner's name, address (city and country only), statements, photograph, video, voice and/or likeness for any advertising and promotional purposes relating to the Contest, in any media now known or hereafter devised, without further notice, compensation, consideration, review or consent and without regard to moral rights.

**Compromise of the Contest.** In the event the Contest is not capable of running as planned as the result of bugs, virus, non-authorized human intervention, tampering, technical failures, fraud, or other causes beyond the reasonable control of Sponsor that corrupts or impairs the administration, security, fairness, integrity or proper operation of the Contest, Sponsor reserves the right in its sole discretion to cancel, suspend, modify or terminate the Contest. Should the Contest be terminated prior to the stated expiration date, Sponsor reserves the right to award the Prize based on the entries received before the termination date.

**Limitations of Liability.** By entering the Contest, Participant agrees that (1) any and all disputes, claims, and causes of action arising out of or in connection with the Contest, or any Prizes awarded, shall be resolved individually without resort to any form of class action, and Participant waives his or her right to a jury trial for such disputes, claims, and causes of action; (2) any claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with entering the Contest, but in no event attorneys' fees; and (3) under no circumstances will any Participant be permitted to obtain any award for, and Participant hereby waives all rights to claim punitive, incidental or consequential damages and any and all rights to have damages multiplied or otherwise increased and any other damages, other than damages for actual out-of-pocket expenses. Sponsor assumes no responsibility for any error, omission, interruption, deletion, defect, or delay in operation or transmission; communications



line failure; or theft, destruction of, alteration or unauthorized access to Contest Entries. Sponsor is not responsible for any typographical or other error in the printing of the offer, administration of the Contest, or in the announcement of the Winner.

**General Release.** By entering the Contest, Participant releases and holds harmless Sponsor, any other Contest sponsors, and each of their respective affiliated companies, directors, officers, employees, representatives, partners and agents from any liability whatsoever for any claims, costs, injuries, losses or damages of any kind arising out of or in connection with the Contest or with the acceptance, possession or use of any Prize (including, without limitation, claims, costs, injuries, losses or damages related to personal injuries, death, damage to, loss or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light).

**Privacy.** Participants will be asked to provide personal information to enter the Contest, which will be transferred to servers located in the U.S and globally. By entering the Contest, you consent to transfer of your personal information and to the terms of the Sponsor’s privacy policy located at [www.redhat.com/en/about/privacy-policy](http://www.redhat.com/en/about/privacy-policy). If you wish to opt out of receiving further communications from Sponsor or have other questions regarding Sponsor’s privacy policy, please contact Sponsor at [privacy@redhat.com](mailto:privacy@redhat.com), or, by logging into your Red Hat account, or through the web at <https://www.redhat.com/apps/response/feedback.html>.

**Governing Law.** This Contest is subject to all United States federal, state and local laws. This Contest and Official Rules are governed and interpreted by the laws of the State of North Carolina, without regard to its conflict of law provisions.

**Official Rules / List of Winners.** The Official Rules will be posted online on the contest landing page on or before January 16, 2023. The names of the members of the winning teams will be posted online on the contest landing page week commencing April 14, 2023 and will remain there for six (6) months thereafter.

**Sponsors.** Red Hat, Inc., located at 100 East Davie Street, Raleigh, NC 27601, USA, are the sponsor of the Contest (“Sponsor”).