

## **AgeTech@Home Hackathon Terms and Conditions**

### **BACKGROUND**

AGE-WELL NCE Inc. is Canada's Technology and Aging Network. The pan-Canadian network brings together researchers, older adults, caregivers, partner organizations and future leaders to accelerate the delivery of technology-based solutions that make a meaningful difference in the lives of Canadians. AGE-WELL researchers are producing technologies, services, policies and practices that improve quality of life for older adults and caregivers, and generate social and economic benefits for Canada. AGE-WELL is funded through the federal Networks of Centres of Excellence program.

VHA is a not-for-profit charitable organization that offers 24/7 health care and support services to people of all ages and cultural backgrounds. Founded in 1925 as the Visiting Homemakers Association, VHA's goal is to provide clients with spectacular service when, where and how they want it to support their independence. VHA is dedicated to partnering with clients and their families to deliver care and support to make life easier and health challenges more manageable.

The 2021 AgeTech@Home Hackathon is a month-long opportunity for collaboration to address real-world healthy aging and home care challenges. The process will help AGE-WELL network trainees and VHA staff hone their problem-solving and design skills. More importantly it will allow older adults, and caregivers the chance to use their lived experience and insights to co-design meaningful solutions.

Participants will be challenged to develop an idea for a novel technology and/or tech-based service solution to one of the three posed challenges. Finalist teams will be selected to participate in a rapid 5-minute pitch presentation followed by 5-minute Q&A with a panel of expert judges. The team with the most promising solution will receive a cash prize.

### **ELIGIBILITY**

To be eligible for the AgeTech@Home Hackathon, individuals must be:

- Canadian residents of or above the age of majority in their region
- Must work with their team to develop and pitch a new and unique technology-based solution (including service delivery, education, etc.), specifically targeted to one of the three hackathon challenges
- Members of the AGE-WELL and VHA organizing team are not eligible to participate in the challenge. This includes their immediate family members and/or those living in the same household (whether legally related or not). For purposes of the challenge, immediate family members are defined as spouse, domestic partner, parents, legal guardians, in-laws, grandparents, siblings, children and grandchildren.

### **CONTEST PERIOD AND ENTRY**

Participants will work with their teams throughout the month of November to develop their ideas and pitches.

A video entry must be submitted via link to [hackathon@agewell-nce.ca](mailto:hackathon@agewell-nce.ca) by November 22, 2021 at 11:59 pm ET for consideration to participate in the final pitch competition and be eligible for

the cash prize. It is the sole responsibility of each applicant to ensure all required materials are received by the hackathon planning team.

The final pitch competition will be held on November 30 from 2-3pm ET.

## **SELECTION PROCESS**

Individuals eligible to participate will be placed into teams to maximize expertise depth and breadth. Teams will be supported to develop their ideas and pitches throughout the month of November. Teams will be asked to submit a video on 22 November, 2021. These submissions will be screened and finalists selected by the organizing team. Finalists will participate in a live pitch competition on 30 November, 2021.

## **PRIZES**

The prize packages for the hackathon winner includes, but is not limited to:

- Cash prize (\$250 per team member for first place) + various in-kind prizes to support the continued development of the idea. The winning team will be eligible to receive support and mentorship from the AGE-WELL business development and commercialization team, membership in the AGE-WELL Startup Affiliate program, and will be supported to apply for a variety of additional cash supports to further develop the solution. VHA will also support the winning team to apply to their Seed and Innovation Fund.
- Cash prize (\$100 per team member for runner up)

Additional prizes and compensation include, but is not limited to:

- Honoraria (gift cards) provided to older adult/caregiver stakeholder participants
- Gift card prizes throughout the month

Please note that participants must actively participate throughout the month and complete a post-Hackathon survey to receive prizes and/or honoraria.

## **VIDEO CRITERIA**

1. Teams must submit a 4-5-minute video showcasing the following:
  - The challenge and problem being addressed
  - Their unique solution for the stated problem
  - The market opportunity of the proposed solution
  - The impact and value that the solution will provide to older adults and/or caregivers
  - The strength of their team
2. Submission must not exceed 5 minutes in length for this video component.
3. Submissions must be submitted as link to a public or an unlisted YouTube video (the video cannot be private).
4. A submission must be respectful and courteous.
5. AGE-WELL and VHA will not accept submissions that are deemed to be offensive to an individual or an organization. AGE-WELL and VHA reserve the right to refuse or remove any material from the competition that is deemed to be offensive.

Hackathon organizers will judge and select the finalists based on the following criteria:

<b>Team Name:</b>		
<b>Scoring Category</b>	<b>Score</b>	<b>Comments</b>
<b>Challenge:</b> How effectively does the team describe the challenge they are addressing? Have they identified a specific problem area to target?	1 2 3 4 5	
<b>Unique Solution:</b> Has the team ideated a unique and feasible solution? How well does the solution target the identified problem?	1 2 3 4 5	
<b>Market Opportunity:</b> Is this solution implementable on a large scale? How well has the team articulated the potential impact of their solution?	1 2 3 4 5	
<b>Stakeholder Engagement:</b> How has the team ensured that stakeholders, including older adults, caregivers,	1 2 3 4 5	
<b>Pitch Clarity &amp; Organization:</b> Consider both content and delivery. Does the team have a deeper understanding? Did multiple team members contribute to answers?	1 2 3 4 5	
<b>Total Score</b>	/25	

### PITCH COMPETITION ADJUDICATION CRITERIA

On November 30, 2021, prizes will be awarded by a panel of expert judges adjudicating pitches based on the following criteria:

<b>Team Name:</b>		
<b>Scoring Category</b>	<b>Score</b>	<b>Comments</b>
<b>Need:</b> Has the team identified a specific need related to one of the three challenge categories? Does the solution fill this identified need? How effectively does the idea/solutions address the identified need?	1 2 3 4 5	
<b>Technical Feasibility:</b> How technically feasible is the proposed solution? Is it feasibly to create and produce?	1 2 3 4 5	

<b>User Acceptance:</b> How likely is this solution to be accepted by the target users? It is practical and user-friendly? Is it ethical?	1 2 3 4 5	
<b>Business and/or Knowledge Translation Plans:</b> Is this solution implementable? How likely is it to lead to a viable business? Is there revenue potential?	1 2 3 4 5	
<b>Pitch Clarity &amp; Organization:</b> Consider both content and delivery. Does the team have a deeper understanding? Did multiple team members contribute to answers?	1 2 3 4 5	
<b>Total Score</b>		/25

## PRIVACY AND INTELLECTUAL PROPERTY

AGE-WELL and VHA shall not be considered as liable regarding any information submitted during the course of this competition.

AGE-WELL and VHA do not claim any intellectual property from the participants, applicant and winners.

The intellectual property belongs to the team that submitted the idea. If an idea is submitted by a team made up of more than one person, then the team must decide and agree on ownership prior to submission of the idea to the competition.

The video submission and pitches must be an entirely original work created by the team, and the team must have all necessary rights in and to the submission or pitch.

The submission or pitch must not infringe upon or violate any laws or any third party rights, including, but not limited to, copyright, patent, trademark, trade secret or other proprietary rights and must not constitute material that would be considered libelling, defamatory, a privacy violation, tortious or a contract breach.

Teams, to protect their own privacy and the privacy of others, must not include personal information including, but not limited to, phone numbers, social insurance numbers, banking information, resumes or email addresses in their submissions or pitches. Any submissions or pitches that appear to contain such personal information may be deemed ineligible.

## GENERAL CONDITIONS

1. To be declared a winner, the selected team must meet the requirements previously stated and agree to the competition terms and conditions. Should the selected team fail to meet the abovementioned terms or any other condition herein, the team will be disqualified and, at the organizing teams' discretion, either the prize will be cancelled or the prize will be awarded to another team in accordance with these rules. The same conditions will apply and the necessary adaptations made, if applicable.

2. Any person taking part or attempting to do so in the hackathon through means that do not comply with these rules and which are unfair to other participants (e.g., computer piracy, failure to declare prior intellectual property) will be automatically disqualified.
3. Prizes must be accepted as described on the website and cannot under any circumstances be transferred in whole or in part to another applicant, replaced by another prize or redeemed for cash, subject to the discretion of the organizing team.
4. Limitation of liability – Inability to act. The organizing team shall assume no liability whatsoever for any situation in which their inability to act results from an event or situation beyond their control, or a strike, lockout or any other labour dispute in the places of business of the hackathon organizations or partners.
5. Limitation of liability – Hackathon participation. By participating in the hackathon, or attempting to do so, participants agree not to hold liable the hackathon organizing team or partners for any damages that may result from entering or attempting to enter the hackathon.
6. By accepting the prize, winners authorize the hackathon team and partners to use, if required, their name, photo, likeness and voice for publicity purposes without any form of compensation.
7. All personal information obtained from eligible applicant will be used for hackathon administration purposes only.
8. All persons who enter the hackathon agree to be bound by these rules and to final decisions by the organizing team administering the hackathon.

Any personal information collected in order to administer the hackathon is under the control of AGE-WELL and VHA and will be managed in accordance with the Privacy Act. Information collected for the purposes of administering the hackathon may be subject to disclosure in accordance with the Access to Information Act. Personal information of Finalists and Winners, such as name, likeness, institution of enrolment and/or prize information may be used, without compensation, in any publication or promotional material by AGE-WELL and VHA for the sole purposes of promoting the hackathon, its Finalists and/or Winners and/or the benefits of research in aging and technology fields.

Questions regarding the collection, disclosure and use of your personal information may be directed to [hackathon@agewell-nce.ca](mailto:hackathon@agewell-nce.ca).