



Rules for “Hacking Creativity” - Kreyon Prize 2016

The Kreyon project (www.kreyon.net), hosted by Sapienza University of Rome, announces a contest for ideas and design of online games or web applications, with the purpose of stimulating human creativity toward the solution of the challenging problems of our time (e.g., learning, sustainability, climate and environment, mobility, health, etc.).

The submitted projects will be judged by a panel, who, in its sole and unappealable discretion, will award three final prizes to each competition category (Junior and Senior) to the best projects, and two bonus prizes (one for each category, Junior and Senior) for the best working implementations. For the implementation of the games, the KREYON Project make the Xtribe platform (www.xtribe.eu) freely available, though implementations on different platforms will be equally considered.

The participation at the contest is moderated by the following rules.

Objectives

The “Hacking Creativity” contest aims at collecting ideas and projects of online games or web applications, with the potential of stimulating human creativity applied to the solution of the main challenges of our times such as learning, sustainability, climate and environment, mobility, health, etc..

The proposed material has to be submitted according to the format described in the following.

In addition, participants who will submit an actual implementation of their idea through a web application and/or an android application and/or an iOs application and/or a web game (also through the Xtribe platform), will also compete for the assignment of the best implementation prizes.

Terms of Participation

To participate, authors have to submit their application to the contest with all informations about their project and the competition category (Junior or Senior) by 2nd October 2016, using the specific form on www.kreyon.net/kreyonPrize/en/registrazione-hacking-creativity/.

A document describing the project with maximum 2000 words and three figures has to be submitted through the web site www.kreyon.net/kreyonPrize/en/registrazione-hacking-creativity/.

Different descriptive material could be included such as a video of presentation describing the project (max 3 minutes, possibly hosted on a web platform as youtube or similar), audio recording (max 3 minutes), animated gif, etc..

Moreover, a further bonus prize might be assigned to those who also provide a working implementation of the project. In this case, a link to the corresponding working application must be provided.

For further information, please refer to the Kreyon Prize website (www.kreyon.net/kreyonPrize/).

Competition Categories

The Hacking Creativity contest envisages two competition categories:

- The **Senior** category, which is open to everyone;
- The **Junior** category, which is reserved to students under 18 years of age. Junior participants must provide, when submitting their projects and definitely before the final deadline (otherwise there will be exclusion from the contest), the scan of the document authorizing the participation (check Kreyon website www.kreyon.net/kreyonPrize/en/registrazione-hacking-creativity/ for the form) signed by a parent or guardian, along with a copy of the ID of the parent of guardian.

Participation can be individual or as part of a group. In case of a group, a contact person must be indicated as well as the name of every single member.

Participation is free.

Selection, Criteria, Communication and Awards

Prizes amount to eight cash prize, broken down as follows:

- Euro 1200 for the best project in Junior category
- Euro 1200 for the best project in Senior category
- Euro 600 for the second best project in Junior category
- Euro 600 for the second best project in Senior category
- Euro 400 for the third best project in Junior category

- Euro 400 for the third best project in Senior category
- Euro 500 bonus for the best implementation in Junior category
- Euro 500 bonus for the best implementation in Senior category

The bonus could be assigned only to the three winners of each category.

A panel, specifically selected, will choose, in its sole and unappealable discretion, the sixteen finalist projects, which will receive an invitation to the award ceremony during the KREYON DAYS 2016 event in Rome on October 2016 to present their projects to the public. The panel could decide to assign a space to the implemented projects within the installations of the KREYON DAYS.

The panel will choose, among the finalist projects the eight winners. This choice will be announced publicly during the award ceremony.

The panel is free to decide not to assign any prize in case the required standards will not be met.

Authorizations

All the material collected will be stored by Sapienza University of Rome, which is free to use this material, in any form, in the frame of the KREYON project and its subsequent editions, by specifying the source in any of its scientific and institutional activities.

All the material collected will not be returned and may be used and published by the KREYON project and its subsequent editions in any form and on any medium (paper and/or digital) for scientific, educational and academic purposes.

Upon decision of the KREYON team, all the collected material, not already protected by licence, will be promoted and disseminated as public property of general interest.

Participation at the contest implies thorough agreement with the above stated rules.

Limitations

The proposed material must not violate any copyright and any kind of rights (image rights, right to privacy, etc.). It is not permitted the use of offensive or inappropriate material.

Privacy

According to Italian art. 11 D. Lsg. N. 196/03, personal data supplied and collected, will be used for purposes related to this announcement and could be published during events

related to the contest. Each participant gives his explicit consent, according to art. 23 D. Lsg. N. 196/03, for these purposes, by registering to the Xtribe platform.

Competent Court

The law governing this contest is the Italian civil code. Disputes, that could arise between parties due to interpretation or application of these rules will fall under the jurisdiction of “Foro di Roma,” excluding all other alternative competent courts.

Rules for “Lego Pixel Art Challenge” - Kreyon Prize 2016

The Kreyon project (www.kreyon.net) of Sapienza University of Rome, announces a contest for the most creative drawings created with virtual Lego bricks in the online game "Lego Pixel Art", hosted on the web platform Xtribe (www.xtribe.eu).

Drawings will be judged by a panel, who, in its sole and unappealable discretion, will confer two final cash prizes to the best drawings, and eight interim prizes consisting of "Lego Architecture" boxes. Interim prizes will be awarded once every two weeks to the best drawing created during the previous two weeks.

Participation in the contest is moderated by the following rules.

Objectives

“Lego Pixel Art Challenge” aims to encourage creativity of “Lego Pixel Art” players, in order to collect data for scientific purposes, to increase the number of drawings created and to monitor players interactions with the game.

Terms of Participation

All players devising drawings on the online game “Lego Pixel Art”, until 2nd October 2016, will be automatically entered in the contest. Playing requires registering on the website www.xtribe.eu and starting a game of “Lego Pixel Art”.

Participation is free.

Selection, Criteria, Communication and Awards

Eight interim prizes of “Lego Architecture” boxes will be assigned (one every two weeks) to the author of the best drawing created in the previous two weeks, and two final cash prizes of 500 euro each (taxes included) will be awarded after the close of the competition.

Every two weeks a single drawing will be chosen by a panel, in its sole and unappealable discretion, among all drawings created in the previous two weeks. Criteria, used to judge drawings may include: originality, times it was guessed by other players, number of “likes” and “dislikes”, number of shares on social networks, times it was emulated.

Once every two weeks, the panel of judges could propose a theme or several restrictions for the incoming next two weeks (e.g. “during these weeks, only level two drawings will be

considered in the challenge”). These restrictions or themes will be announced via publication on the game’s site and on social networks.

At the end of every two weeks period, the drawings of five nominees for the interim prize will be published on www.kreyon.net and on social networks. Interim nominees will have to log into the game within three days of their nomination to provide their data to receive a prize in the event they are chosen as an interim prize winner. Three days after the publication of the nomination, the winner of the interim prize will be informed via email, and his/her name will be published on www.kreyon.net and on social networks. The author of the interim prize winning drawing will receive a “Lego Architecture” box, by standard mail to an address provided or collected at Sapienza University of Rome.

In the case where none of the five nominees supplies their data within the three day interval, the prize will be considered unassigned.

Among all drawings created during the contest period, a specially appointed jury will choose, at its sole discretion, sixteen finalist drawings considered to be the most creative ones. The jury will choose two finalist winners among the finalists, who will receive a 500 euro (taxes included) cash prize and an invitation to the award ceremony during the KREYON DAYS 2016 event in Rome in October 2016.

Authorizations

Any material created by players, will become the sole property of Project Kreyon (www.kreyon.net), and could be used for scientific research purposes and any other purpose related to the project.

Participation in the contest implies complete agreement with the above stated rules.

Privacy

According to Italian art. 11 D. Lsg. N. 196/03 personal data supplied and collected, including drawings created, will be used for purposes related to this announcement and could be published during events related to the contest. Each participant gives his or her explicit consent, according to art. 23 D. Lsg. N. 196/03, for these purposes by registering to the Xtribe platform.

Competent Court

The law governing this contest is the Italian civil code. Disputes that could arise between parties due to interpretation or application of these rules, will be under the jurisdiction of “Foro di Roma”, excluding all other alternative competent courts.

Rules for “Creastoria Challenge” - Kreyon Prize 2016

The Kreyon project (www.kreyon.net) of Sapienza University of Rome, announces the "Creastoria Challenge". The "Creastoria Challenge" is an online contest for the most creative collective stories, composed within the online game "Creastoria" hosted on the XTribe web platform (www.xtribe.eu).

Stories will be judged by a panel which will select winners at its sole and unappealable discretion. The panel will confer a final cash prize of €500 to the best story in each language (Italian and English), and eight interim prizes (four for each language) of Amazon vouchers, awarded every four weeks to the best story fragments composed during the previous four weeks.

Participation in the contest is moderated by the following rules.

Objectives

“Creastoria Challenge” aims to encourage creativity of “Creastoria” players to collect data for scientific purposes, increasing the number of stories composed and monitoring players’ interactions within the game.

Terms of Participation

All registered players contributing story fragments in the online game “Creastoria”, until 2nd October 2016, will automatically be entered to compete in the contest. Registration takes place at www.xtribe.eu, and registered game play of “Creastoria” will constitute entry into the contest. Participation is free.

Selection Criteria, Communication, and Awards

Eight interim prizes (4 in English and 4 in Italian) will be awarded in the form of Amazon vouchers worth €25 to the best story fragments composed during the previous four weeks. Two final cash prizes of 500 euro each (taxes included), will also be awarded (one for Italian and one for English).

Every four weeks an author will be chosen from players active in the previous four weeks by a panel of jurists with sole discretion for selecting winners. Criteria used to judge story fragments may include: originality, continuation by other players, number of “likes” and “dislikes” on the Creastoria visualisation, and number of shares on social networks. Authors will be judged on the body of fragments contributed to the game in the previous four weeks, so players who write many story fragments may increase their chances of

winning. Once every four weeks, the panel of judges may propose, via publication on the game's site and on social networks, a theme or several restrictions for the upcoming four weeks.

At the end of every four week period, the names of five nominees for the interim prize will be published on www.kreyon.net and on social networks. Interim nominees will have to log into the game within three days of their nomination to provide their data to receive a prize in the event they are chosen as an interim prize winner. Three days after the publication of the nomination, the winner of the interim prize will be informed via email, and his/her name will be published on www.kreyon.net and on social networks.

In the case where none of the five nominees supplies their data within the three day interval, the prize will be considered unassigned.

Among all fragments of stories composed during the contest period a specially appointed jury will choose, at its sole discretion, eight finalist authors in each language. The jury will choose two winners among the finalists (one in English and one in Italian), who will receive a 500 euro (taxes included) cash prize and an invitation to the award ceremony during the KREYON DAYS 2016 event in Rome, Italy in October 2016.

Authorizations

Any material created by authors will become the sole property of the Kreyon Project (www.kreyon.net), and may be used for scientific research purposes and any other purposes related to the project.

Participation in the contest implies complete agreement with the above stated rules.

Privacy

According to Italian art. 11 D. Lsg. N. 196/03, personal data supplied and collected, including story fragments created, will be used for purposes related to this announcement and could be published during events related to the contest. Each participant gives his or her explicit consent, according to art. 23 D. Lsg. N. 196/03, for these purposes by registering to the Xtribe platform.

Competent Court

The law governing this contest is the Italian civil code. Disputes, that could arise between parties due to interpretation or application of these rules will fall under the jurisdiction of "Foro di Roma," excluding all other alternative competent courts.