

Fight • Protect • Innovate



devoGame
FutureCamp

Terms and conditions

YOUR MISSION

For this edition of the Devogame, Devoteam invites you to take up an unprecedented challenge:

Jana worked on developing the FutureCamp project, a project that will revolutionize the future of the campus.

Unfortunately, malicious hackers have heard about this project and want to steal it. They kidnapped her, but she managed to escape and hide the project on the Devocamp server in a room in the basement of the Campus.

Your mission is to prevent hackers from entering the campus and stealing the data from the server. Once this first mission is accomplished, the ultimate challenge will be waiting for you: a team work on a case study that will possibly allow you to win a trip to Las Vegas and places for the CES, (Consumer Electronic Show) organized by the Consumer Technology Association which will be held from January 9 to January 12, 2018.

TO PARTICIPATE

1. Gather a team of between 2 to 6 people then go to this address: www.devogame.devoteam.com
2. Register your team.
3. Solve the 6 enigmas on the site in the time allotted (less than 60 minutes). These enigmas will appeal to your logic, your sense of observation and your knowledge.

You will have 3 lives. If you make a mistake on one of the riddles, you will lose a life. You will have a joker throughout the game to help you with any of the enigmas. Throughout your mission, you can

earn badges that will allow you to get extra points for the final.

List of badges:

- Building a team
- Sharing the game on social media (Facebook, Twitter and LinkedIn)
- Best Time (if you complete the game in less than 30 minutes)
- Devoteam Exhibition (if you visit a stand Devoteam at one of the student fairs - If Devoteam does not participate in a school forum in your country (Germany and Holland), you can get your code directly by going to the Devoteam office).
- Group work (committing yourself into doing the group project)
- Submitting your project
- Finalists (be one of the 8 shortlisted teams)
- Votes on the project (min 1000 votes)
- Winner

The 8 first badges will account each for 0,1 point in the final notation and will account for 5% of the final notation.

4. If you complete all 6 enigmas in the required time, you will receive the Team Work Brief. Work on your proposal and submit it on the site in video format, Prezi or PPT before November 19th.

5. A jury of professionals will select the 8 best projects (2 projects for each participating country)

6. The public can then vote for the project they want to win. For each vote received Devoteam will give 1 € to a registered charity chosen by the participating team at the time of submission of its project. Only the total raised by the winning team will be donated.

7. There will be a final in Paris where the 8 shortlisted teams will battle for the ultimate prize.

This is a free competition with no obligation to purchase anything.

The game is organized by Devoteam, with the participation of Red Hat.

ABOUT DEVOTEAM

At Devoteam, we deliver innovative technology consulting for business. We are 4,500 professionals dedicated to ensuring our clients win their digital battles. Present in 17 countries in Europe and the Middle East and drawing on 20 years of experience, we improve business performance making their companies truly digital. We build IT infrastructure for digital, and make sure people are fully on board. In 2016, Devoteam achieved revenues of 555M€. At Devoteam, we are Digital Transformakers.

ABOUT RED HAT

Red Hat is the world's leading provider of open source software solutions, community-based solutions based on reliable and efficient Cloud, Linux, middleware, storage and virtualization technologies.

Red Hat also offers support, training and consulting services. As a vehicle for networking within a global network of companies, partners and open source communities, Red Hat is helping to create innovative and relevant products that free up resources for growth and prepare customers to face the future of computing.

DATES OF THE CONTEST

Launch date: 26 September 2017

End date: 15 December 2017

THE PARTICIPANTS

The competition is open to students, in teams of 2 to 6 people, residing in France, Germany, Belgium or Holland.

The winners of the game are solely responsible for obtaining their visas and passports and for taking out insurance including repatriation insurance. Devoteam cannot be held responsible for the progress of the trip or for the show, as the latter is not the organizer.

Participants under the age of 18 shall provide to Devoteam a parental permission.

VALUE OF THE PRIZES

1st prize: a trip to Las Vegas and tickets to the CES for you and your team worth 2,500 € TTC per member of the winning team (including the A / R airplane, hotel, breakfast and entrance to the show) This price does not include trips to and from airports, meals, games, drinks, any other extras and other personal expenses. The price does not include any insurance, (no repatriation insurance nor cancellation insurance is included).

2nd prize: technology prizes worth €300 for each team member

3rd prize: technology prizes worth €150 for each team member

PRINCIPLE OF THE GAME

Phase 1 : Registration

Entries are open from 26 September 2017 at 14:00 to 19 November 2017 at 23:59, French dates and times. Participation is limited to France, Belgium, Holland and Germany.

Entries are made by team of 2 to 6 people, on the site www.devogame.devoteam.com

You will need to choose a name for your team, specify the name of your school, your surnames, first names and email addresses, your country of origin as well as your login credentials. Each participant will have to prove their student status (sending a copy of their student card or a school certificate).

The team leader will receive an email in order to validate his / her email address and a message of confirmation of registration.

Enrolment implies full and complete acceptance of the rules by the participants.

Failure to comply with the participation conditions set out in the rules by one or more team members will result in the invalidity of the entire team.

Phase 2: Online Game

The online game will be accessible from 26 September 2017 at 14:00 to 19 November 2017 at 23:59, French dates and times. The game will be closed at midnight.

Once you enter the game interface through the connection, you will have 60 minutes to solve 6 enigmas to secure Janna's FutureCamp project. You will then receive the object of your mission.

The Enigmas

One session per team

Each enigma will test your logic, observation skills and your general knowledge.

You cannot proceed to the next enigma until your current enigma has been completed.

You cannot quit a enigma once it is in progress.

Lives

You start with 3 lives. Make a mistake on one of the enigmas and you will lose a life.

Badges

Throughout your mission, you can win badges that will earn you extra points in the run up to the final. These badges will account for 5% of the final result.

List of badges:

- Building a team
- Sharing the game on social media
- Best Time (if you complete the game in less than 30 minutes)
- Devoteam Exhibition (if you visit a stand Devoteam at one of the student fairs - If Devoteam does not participate in a school forum in your country (Germany and Holland), you can get your code directly by going to the Devoteam office).
- Group work (committing yourself into doing the group project)
- Submitting your project
- Finalists (be one of the 8 shortlisted teams)
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- Winner

The 8 first badges will account each for 0,1 point in the final notation and will account for 5% of the final notation.

Your wildcard

Are you stuck on a enigma? You have one wildcard to help you. To activate it you only need to press this button. You will only have one wildcard available for the entire game.

Phase 3: Work as a team on a case study and deliver an innovative project

From 26 September 2017 to 19 November 2017 at 23:59, your team will propose a technological and digital solution to answer the theme discovered at the end of the game.

You may email any questions you have at devogame@devoteam.fr to get an answer.

You must name your project (name of your team and reference to your presentation).
Your project will be a presentation video, Powerpoint or other format.
Your project will last up to 10 minutes.

Your project must be sent in electronic format on the site devogame.devoteam.com, no later than 19 November 2017. You will receive a notification email 7 days then 3 days prior to the closing date of the submission platform.

Content of your file:

- 1- a presentation of each member of the team and your school
- 2- a dynamic presentation of your project in the language of your country
- 3- a short description of your project in English (120 characters including spaces)*
- 4- a long description of your project in English (1500 characters including spaces)*
- 3- an image that represents your presentation
- 4- an ID
- 5- Proof of student status for each team member
- 6- the curriculum vitae of each member of your team
- 7- the name of a registered charity you would like to support

Only one project per team is accepted.

Phase 4: Selection of the 8 best projects

A jury of professionals will select the 8 best projects (2 per country) taking into account the following criteria:

- Innovation and Creativity: Coef 3
- Added Value for the target audience: Coef 2
- Quality of the user experience (adhesion of the jury to the project): Coef 1
- Potential for rapid marketing: Coef 1
- Economic viability, profitability: Coef 2
- Quality of presentations (format, clarity of messages): Coef 1

The results will be announced to all participants on 01 December 2017 by email at the address indicated at the game's registration.

Phase 5: Votes of the public

The 8 selected projects will be put online in public mode on the site and will be visible to all, to which the participants agree and accept.

Teams should score points by inviting the public to vote for their project.

It will be possible to vote once a day and by voting between 1st and 14th November 2017.

Each vote of the public shall count for one vote, Devoteam shall add up all votes for each team and shall make the ratio between the number of votes per team and the total number of voters. This will give a percentage ranking and a score of 20.

The professional jury will award each team a score of 1 to 20 in the final. The vote coefficient for the oral presentation phase will be 3.

The winning team will be the one with the highest score.

In case of a tie between two teams, the vote of the jury will take precedence.

Each one of the votes on a project will mean a €1 donation to the registered charity supported by the team. Only the total raised by the winning team will be donated.

Phase 6: Final

A final will be organized for the six selected teams at Devoteam's headquarters in Levallois-Perret on Friday 15 December 2017, in front of a jury composed of the governing bodies of Devoteam and Red hat, who will decide jointly on the winning project.

In order to help the participants prepare for the final, a team of Devoteam consultants will be allocated to each team.

The team of consultants will be getting in touch once the finalists have been announced to set up a conference call.

In the final, you will present your project in English in front of the jury. You have the possibility to use any medium or mode of your choice during this presentation.

The final will be filmed and may be broadcasted by Devoteam, including on its website www.devoteam.com, during exhibitions or for other promotion purposes. The participants of the game grant Devoteam a right to use their image for the whole world and for a duration of 2 years, for any mode of communication.

The winning team will be announced on the day of the final.

The prizes will be awarded to the winners (except for any registered prizes such as airline tickets that will be sent to the winner's address later). The prizes offered and won by the winners of the game may not give rise to the surrender of their value in monetary form in whole or in part, nor to their replacement or exchange for another gain for any cause whatsoever. The dates scheduled for the stay in Las Vegas are fixed and cannot be changed for any reason whatsoever. In the event of unavailability of one or more prize(s) for any reason, Devoteam reserves the right to substitute it/them for prizes of similar value.

Each member of the team who has won the first prize (trip to LAS VEGAS) must contact Devoteam directly to determine precisely the terms of the trip. Devoteam is not a travel professional and does not take any part in the organization of the assigned stay. It cannot, therefore, be liable in the event of an incident of any kind (such as, but not limited to, delay, strike, loss, damage, illness, accident, etc.) during the stay offered. Only the responsibility of the travel agency and the professionals (air carrier, insurer, hotelier, etc.) may be sought, in accordance with articles L. 211-1 et seq. Of the Tourism Code. The attention of the team winning the stay is drawn to the need, as the case may be, to observe the administrative, customs, medical and other modalities of all kinds, specific to entry and movement in the country of destination particularly with regard to the validity of their passports. The members of the winning team will be able to get information regarding this from the travel agency as well as with the representation in France (embassy or consulate) of the country of destination. Each member of the prize-winning team will be free to take out any insurance of his / her choice (medical, repatriation, theft of means of payment, legal protection abroad, etc.).

If the winning team declines the prize or fails to comply with the conditions for participation in the game, it will be considered as having renounced the prize and the prize will be awarded to the subsequent team in the ranking.

LEGAL NOTICE

Personal Data protection

The information gathered in the course of the game by Devoteam is necessary to take into account the participation of each participant.

Only Devoteam and its service providers which are required to know such information for the strict purpose of organizing the game will receive this data unless the participant has agreed to receive any offers and information from business partners.

In accordance with the personal data protection regulations applicable in France, each participant has the right to access, modify, rectify and delete data concerning them at the following address: devogame@devoteam.com.

Intellectual property

Participants, within the framework of the realization of their project, declare to be the authors of the project and thus hold all the intellectual property rights related to their project.

The project shall not infringe any rights of third parties, failing which the team involved in the disputed project will be eliminated and will automatically invalidate the participation of the entire team.

Thus, they guarantee Devoteam from any claim, including from third parties alleging that the use of any intellectual property rights relating to their project and assigned to Devoteam hereinafter results in an infringement of these third parties' rights.

Participants transfer to Devoteam the intellectual property rights on the elements which were realized within the framework of the projects, as soon as such elements are submitted to Devoteam. Consequently, Devoteam is irrevocably assigned with full ownership of all the intellectual property rights (except for moral rights) relating to the projects, including but not limited to the right to exploit, reproduce, represent, modify, adapt, translate, market and use parts or all of the elements, in the broadest way, for the entire duration of copyright protection. This transfer is granted, for free, without limitation of the number of reproductions or representations, for all countries and languages, for all modes of exploitation and on all current and future media. It is granted exclusively to Devoteam, with the right for Devoteam to transfer or dismiss all or part of its rights to any other entity it may designate.

Reimbursement of expenses incurred for participation in DEVOGAME

Game communication fees and / or (ii) Internet connection fees, in the event that the participant does not have an Internet connection, or has an Internet connection that he or she is paying per minute, incurred for participation in DEVOGAME will be reimbursed upon request by postal mail within ten (10) days of participation, as evidenced by the postmark, to: DEVOTEAM Recruitment Service 73 rue Anatole France 92300 Levallois-Perret. The shipping costs (stamp) of the refund request may also be refunded, at the economic rate in force, on a basis of twenty (20) grams.

Devoteam will pay for transportation costs to and from the final on 15 December 2017.

Fraud

In general, any abusive behaviour that results in a distortion of the principle of the game, any attempt of fraud or cheating on the part of a participant will lead to the nullity of its participation. Individuals who have failed to substantiate their identity and / or their identity, or who have provided them inac-

curately or untruthfully, will be disqualified, as will those who refuse to collect, record and use personal information that is necessary for the purposes of the management of the game. Devoteam reserves the right to carry out any verification in this respect and may at any time verify the surnames, first names, postal addresses, telephones (etc.) of the participants by all means, it would consider useful. Devoteam may cancel all or part of the game if it appears that the fraud has taken place in any form whatsoever, in particular by computerized methods in connection with the participation in the game. In this case, to exclude fraudsters from the game, not to award them the prizes and / or to prosecute them before the competent courts. However, it cannot be held liable in any way towards the participants as a result of any fraud committed.

Internet Usage and Disclaimer

Devoteam draws the participants' attention to the particularities of the Internet, including technical performance, response times for consulting, querying or transferring information, risks of interruption and, more generally, the risks inherent to any connection and transmission on the Internet, the lack of protection of certain data against possible diversions, piracy, and the risks of contamination by possible viruses circulating on the network. Devoteam makes every effort to provide participants with information and / or tools available and verified, but cannot be held responsible for errors, lack of availability of information and / or the presence of viruses on its site, Any malfunction or congestion of the Internet network, preventing the proper functioning and progress of the game; Interruptions, data transmission delays, computer, telephone, modem, participant telephone line failures, servers, Internet service providers, telephone operators, computer equipment, Software, problems with the routing or loss of with electronic mail and, more generally, the loss of any data, the consequences of any virus, computer bug, anomaly, technical malfunction, any damage to a computer's any technical malfunction, hardware or software of any kind, that has prevented or restricted the ability to participate in the game or that has damaged a participant's system. It is the responsibility of all participants to take all appropriate measures to protect their own data and / or software stored on their computer and telephone equipment from harm. Participants' participation to the game is and remains under participants' entire and sole responsibility. In all cases, if the administrative and / or technical progress of the game is disrupted by a virus, computer bug, unauthorized human intervention or any other cause beyond the reasonable control of Devoteam, Devoteam reserves the right to interrupt the game.

Organizer of the game

DEVOTEAM SA, N ° RCS 402 968 655
73 Rue Anatole France, 92300 Levallois-Perret

Devoteam reserves the right to shorten, extend, modify, suspend or cancel the game or any condition of participation if the circumstances require so or in case of force majeure. It cannot be held liable in this respect.

The rules and conditions of the Devogame were filed with the Okerman and Daguin study 2, rue Jacques Ibert 92300 Levallois-Perret. It is freely available on the website www.devogame.devoteam.com.

Tip: Do not waste time! Visit now www.devogame.devoteam.com.

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