2nd Edition

Code Hero

PARTICIPATION RULES

INDEX

Foreword

Within the scope of Aveiro STEAM City project ((UIA03-084) – co-financed by the European Union Programme Urban Innovative Actions – the City of Aveiro decided to invest in the implementation of an integrated programme to promote STEAM competences and computational literacy. The objective is to offer the required and necessary skills for the future of the job market to the local community and subsequently leverage their success in the educational and professional careers.

CHAPTER I

GENERAL RULES

Article 1.º

Object

1. **CodeHero Challenges** is a competition based on CodeHero programme.

2. **CodeHero is an Introduction of Computational Sciences online course,** allowing the development of software using JavaScript language, ideal for those who want to immerge in the coding world. Programme's contents will teach foundation tools to pursuit a future career in ICT business.

Article 2.º

Objectives

1. O CodeHero intends to:

    a) Implement an active dynamic in computational literacy;

    b) Capture talent in computational sciences;

    c) Increase general interest in coding;

    d) Train JavaScript coding language;

    e) Create opportunities adapted to the labour market.

Article 3.º

Beneficiaries

1. **CodeHero Challenges** beneficiaries are:

    a. High School students and Professional Schools students from the municipality of Aveiro;

    b. Other citizens, aged 18 or older, based in Aveiro and with interest to participate;

2. Candidates do not require to have previous knowledge about the topic;

3. Participation from professional coders and programmers will not be considered.

Article 4.º

Admission

1. **CodeHero** access will be available through the website www.aveirotechcity.pt.

2. Training is free of charge and there is no limit of participants and **submitted applications will be validated by the organisation.**

3. To take part of the CodeHero Challenges the participants must supply, for the email aveirotechcity@cm-aveiro.pt, the complete information requested by the organisation, such as full name, email address, contact, address, date of birth and qualifications. Additionally, it will be also required:

    a) **Students** – School Declaration or Evaluation Records from the 1st and 2nd term of 2019-2020 school year;

    b) **Non-Students** – Proof of age and address within the municipality of Aveiro region (utility bill, post, etc.)

4. Registration must be previously validated by the organization.

5. To participants from other cities will be granted access to programme contents, however they will not be admitted to the competition, CodeHero Challenges, and its prizes.

Article 5.º

Calendar

1. CodeHero will be available from **15th of February to 15th April, 2021.**

2. Training period is approximately 1 month, nevertheless, its conclusion depends on time invested of by each student.

3. Participants must conclude their training until the **15th April,** as the on-line contents will be removed afterwards.

CHAPTER II

CODEHERO

Article 6.º

Contents

1. Training programme will be divided as per below:

    . Introduction to Computation Sciences (8 hours);

    . Introduction to JavaScript coding (1 month).

2. Contents will be introduced in English and based in challenges.

3. Each challenge must be successfully completed and ranked according to the its objectives.

4. Participants may find further information regarding programme's contents in the website site www.aveirotechcity.pt.

Article 7.º

Diploma

After a successful conclusion of the training programme each participant will be granted with a digital certificate.

CODEHERO CHALLENGES

Article 8.º

CodeHero Challenges

1. Participants with the highest score on their challenges will be awarded with the following prizes:

    a. High School and Professional School students:

    1st place - 200,00€

    Honourable mention - 100,00€

    b. Non-Students (General Population)

    1st place - 200,00€

    Honourable mention - 100,00€

2. Final classification will be determined from the highest score achieved in less time.

Article 9.º

Ranking

1. CodeHero comprises 65 exercises, combining different number of points, with a global score of 1832 points.

2. Participants will achieve the maximum score if the 65 exercises are successful completed.

3. Participants will be able to visualize the cumulative number of points while progress to the next exercise.

Article 10.º

Winners Announcement

1. Winners will be announced until the 30th April.

2. Winners announcement will be via www.aveirotechcity.pt.

3. The final classification will only include the first 10 places in each category.

4. The remaining participants can request information about their final place using the email address aveirotechcity@cm-aveiro.pt.

CHAPTER III

CLAUSES

Article 11.º

Final Rules

1. The organization guarantees the confidentiality as well as the anonymity of the participants placed in 11th place onwards.
2. Participants data will be used exclusively in communication contents of CodeHero activity and other activities within the scope of "Aveiro Tech City".

Article 12.º

Omissions

Any situation not foreseen in these rules, as well as any questions or problems that arise during the program, should be communicated to the organization by email (aveirotechcity@cm-aveiro.pt), that will act accordingly.