

Cracking the Code Competition

Terms and Conditions

The Cracking the Code Competition 2019 is part of Maths Mission which aims to improve attitudes and attainment in maths and is being run by Nesta working together with Tata Limited, and Tata Consultancy Services and Blue Duck Education Limited (details below).

The Cracking the Code Competition comprises of two competitions, which aim to encourage a love of maths and problem-solving outside the formal school curriculum. Part 1: Maths Game Play competition and Part 2: Maths Games Design Competition. (The “Competition(s)”)

These terms and conditions apply to both Part 1 and Part 2 of the Competition. Please read these terms and conditions carefully before registering for the Competition, as by registering, you accept these terms and conditions and agree to comply with them.

The Competitions are being hosted by Blue Duck Education Limited on their website mangahigh.com/crackingthecode (the “Competition Website”). Entry to the Competitions shall be made by registering on the Competition Website

In order to access and compete in games that form part of Part 1- Maths Game Play Competition you will need to set up an account on the Website www.mangahigh.com owned by Blue Duck Education Limited (the “Mangahigh Website” or “Website”).

(Blue Duck Education Limited may be referred to as either Mangahigh and/or Blue Duck Education Limited)

Both Competitions commence on 19 March 2019. You may participate in either or both of the Competitions.

1 Part 1 - Maths Game Play

This competition shall run from 19 March 2019 to 29 March 2019.

1.1 Eligibility

- 1.1.1 Schools must be secondary schools based in the United Kingdom
- 1.1.2 Participating students from the school must be from KS3 and KS4 (Ages 11 - 16)

1.2 What happens when you apply for Part 1

- 1.2.1 When you register to take part in the Maths Game Play Competition you will be sent confirmatory email by Mangahigh acknowledging your entry.
- 1.2.2 An account will be created for you on the Mangahigh Website to provide you with access to the Website from the date of your Competition registration until 17th May 2019. You will receive an email inviting you to set up your password. Mangahigh will contact you to help you create logins for participating students and teachers at your school.
- 1.2.3 You will be given the opportunity to attend optional online training sessions.

- 1.2.4 Please note that your registration on the Competition Website and participation in the games on the Mangahigh Website are both websites being operated on a third party platforms owned by Blue Duck Education Limited, and not Nesta. Please ensure that you read the their [terms and conditions](#) and [privacy policy](#). Nesta has no control over the Website or its functionality and accepts no liability for any failure in the operation of the Website that may affect your participation in the Competition.
- 1.2.5 Students score points towards your school's total on the competition leaderboard by completing maths activities on the Mangahigh Website.
- 1.2.6 The schools that finish in the top ten places on the competition leaderboard at 4pm GMT on 29 March 2019 will be awarded a prize by Nesta. For the Maths Game Play Competition schools can win the following prizes:
- 1st prize - £1,000
- 2nd prize - £500
- 3rd prize - £250
- 4th - 10th prizes - £100 each
- 1.2.7 Participating students who score over 200 points will win a medal and certificate.

2 Part 2 – Maths Game Design

This Competition shall run from 19 March 2019 to 10 May 2019.

2.1 Eligibility

- Schools must be based in the United Kingdom
- Participating teams from the school must be KS3 students only (Ages 11 - 14)
- Teams must be made up of between 4 and 6 students
- Only one team entry per year group in each school can be accepted
- The game design submitted must be a level-based, online maths game

2.2 What happens when you apply for Part 2 Maths Game Design

- 2.2.1 When you register to take part in the Maths Game Design Competition you will receive a confirmatory email from Mangahigh acknowledging your registration. You will be contacted and asked to submit a PowerPoint presentation of your team's game design by email to ctc@mangahigh.com no later than 5.00pm GMT on 10 May 2019.
- 2.2.2 The game design must be submitted in accordance with the game design template and comply with the criteria and guidelines available on the [Competition Website](#) and any other requirements or guidance provided to you by Nesta or Mangahigh.
- 2.2.3 A panel comprising representatives of Blue Duck Education and Nesta staff (the "Judging Panel") will judge the entries and shortlist 10 applications against the judging criteria, detailed on the [Competition Website](#).

- 2.2.4 Shortlisted applicants shall be invited to an event in June 2019 at a time and place to be confirmed to present their games concept to the Judging Panel.
- 2.2.5 The Judging Panel will choose a winner from the shortlisted applicants at the event in June 2019, and the winning entry shall be designed by Mangahigh into a game to be published on its website. The winning game will be made available for schools to access and play for free for a period of 3 months on the Mangahigh Website.

3 The following terms and conditions apply to both Part 1: Maths Game Play and Part 2: Maths Games Design

- 3.1 Employees of Nesta, Tata Limited, TATA Consulting Limited and Blue Duck Education Limited other individuals working on the Competitions, and their immediate families, are not eligible to enter. Unless otherwise stated, you may make only one entry to each Competition and must bear all your costs of entering and participating.
- 3.2 You must ensure that you obtain consent for participating students, and where necessary their parents to participate in the Competitions.
- 3.3 The judges' decision about eligibility, shortlisting and the prize award, including the validity of any claims and data submitted, is final. Correspondence will not be entered into. The judges may at their sole discretion decide not to award the prize where no entry meets the relevant criteria.
- 3.4 We reserve the right at our sole discretion to refuse any entry or to make no award if none of the entries meet our required standards. We may also vary the form or substance of the Competitions (including deadlines, event dates and the number of entries selected for each phase) as we deem appropriate in the circumstances to ensure the success of the Competitions. We may also suspend or withdraw the Competition if funding is withdrawn or we judge that the Competition will no longer achieve its aims. We reserve the right at our sole discretion to remove you from the Competition if you do not comply with these terms and conditions, if you cheat or behave in a way which is disruptive, inappropriate or potentially dangerous, if you fail to participate fully or do anything to damage the reputation of Nesta or our partners.
- 3.5 We reserve the right to vary these terms and conditions at any time. Variations will take effect from the date they are posted on the Competition website so please check regularly to see the current version.
- 3.6 Payment of any prize money shall be subject to the terms of the award letter and these competition terms and conditions.
- 3.7 If you are the winner of Part 2 the award of the prize will be subject to your signature of an appropriate legal agreement which will include an assignment of all intellectual property rights in the game concept to Blue Duck Education Limited.

4 Your promises to us

- 4.1 To participate in either Competition, you must:

- satisfy the relevant eligibility criteria and ensure that all information submitted by you is true, accurate and complete. We reserve the right to ask for additional evidence of claims made by you, to validate claims by any means we see fit and/or to reject claims at our sole discretion;
- act lawfully, ethically and in good faith and comply with the rules of the Competitions and any relevant laws, regulations, guidelines and codes of practice;
- comply with our reasonable instructions while participating in the Competitions including in relation to health & safety and security.

4.2 To participate in Part 2 - the Maths Game Design competition you must:

- submit a proposed Game concept which is your own original idea and not copied from anyone else;
- have, or will obtain, all authorisations, consents and permissions necessary to submit your entry, and comply with these terms and conditions;
- ensure that your entry will not infringe any intellectual property or other third party rights or breach any contractual obligation. We may withdraw your entry if we receive notice that it infringes any third party rights;

4.3 You shall ensure that all participating students are aware of and comply with these terms and conditions.

5 Information and Publicity

5.1 We will use information which you provide, including your personal details, to process your entry to the Competitions, to administer the Competitions or to evaluate the competitions. We may share your personal information with our partners and anyone helping us to run or evaluate the Competitions, subject to appropriate obligations of confidentiality and data protection. Some of these organisations may process your information in countries outside of the UK or European Economic Area (EEA) where data protection laws are not the same as in the UK and/or the EEA. Please see our [Privacy Notice](#) for more information about how personal information may be used.

5.2 We may carry out publicity and promotion for the Competitions and publish our research and evaluation in relation to the Competitions. You agree to participate in publicity for the Competition. Nesta may use the name of the school, and a summary of your submitted game concept proposal, in promotion and publications in any media and online. Before publication, we will take into account your concerns about confidentiality and intellectual property rights in your entry.

5.3 Any public statements made by a shortlisted entrant or winner in relation to the Competition during the Competitions and for the following year must acknowledge the support of Nesta and our partners and must be approved by Nesta in advance.

6 Limitation of Liability

- 6.1 To the extent permitted by applicable law, Nesta excludes all liability for any direct or indirect loss or liability, costs, claims, taxes, charges or expenses arising from your participation in the Competitions or your reliance on statements made or advice given by us, our partners or contractors. If you submit any materials or items as part of your entry to the Competition, this is at your own risk. Nesta gives no undertakings to keep safely, maintain or return any materials or items.
- 6.2 Without prejudice to Clause 4.1, our maximum liability to you in connection with the Challenge (if any) is limited to £500. Nothing in these terms and conditions excludes or limits our liability for death or personal injury caused by negligence or fraudulent misrepresentation made by us.

7 Partner contact information:

Tata Limited: a company registered in England and Wales under company number 7706036 with a registered office at 18, Grosvenor Place London SW1X 7HSc tata@tata.co.uk

Tata Consultancy Services: TCS House, 2nd floor Raveline Street, Fort Mumbai 400 001 India
corporate.office@tcs.com

Blue Duck Education limited: a company registered in England under registration number 6626639 with a registered office at 1st Floor, 4-14 Tabernacle Street, London, EC2A 4LU
support@mangahigh.com

8 Governing Law and Jurisdiction

These terms and conditions shall be governed by and interpreted in accordance with the laws of England and Wales and you hereby submit to the exclusive jurisdiction of the English courts.

Nesta: a company limited by guarantee registered in England and Wales with company number 7706036 and charity number 1144091. Registered as a charity in Scotland number SC042833. Registered office: 58 Victoria Embankment, London, EC4Y 0DS