

RULES FOR THE AWARDING OF THE WINNERS OF THE BUSINESS GAME FOR THE SELECTION OF DATA SCIENTIST

1. PARTICIPATION AND GOAL

Participation is open to university students and graduates who are able to work as data scientists. The objective of the business game is to select data scientist figures to be inserted (through internships and/or recruitment) within the participating companies on the basis of the practical test and selection interviews.

2. MODALITIES OF PARTICIPATION

Participants should be able to perform predictive analysis on a real set provided on the day of the competition. The competition is individual. Each candidate must have the hardware (computers, tablets, ...) and software that he considers necessary to carry out the analysis. During the competition the participants can use any programming language or software they consider appropriate and adequate. The responsibility for ownership rights and licenses necessary for the use of any software are the responsibility of the individual participant.

Before starting the game the participants will have to identify themselves showing their personal ID document to the Career service staff. During the game the participants will have to keep their webcams switched on.

During the game participants will have the opportunity to evaluate the performance of the model loaded on the platform made available for the game through a Partial Score. At each new submission they will get a new partial score (calculated on the same partial dataset).

Participants will also have to carry out the short interviews with the companies present in the afternoon in order to access the cash prizes.

3. SELECTION

There is no limit to the number of submissions that each participant can make, but at the end of the competition, only the last submission will be considered for the calculation of the final score.

After the end of the competition, the system will calculate the Final Score based on the last prediction vector submitted by each participant.

The quality criterion of the model will be defined during the submission. The objective of the participants will be to present the model with the best possible forecast quality.

The ranking will be made available the day after the competition.

In case of ex aequo in the score will be considered the winner the participant who will have made the submission in a shorter time.

The first three classified in the ranking must have had at least 3 interviews with the participating companies in order to be admitted to win the prize. Failure to conduct the interviews will result in the exclusion from the prize and the awarding of the next participant in the ranking who has conducted the interviews. The names of the winners of the cash prizes will be published on Friday, April 8, 2022 at www.unipd.it/businessgame.

4. AWARD

The cash prizes will be paid by the company Area srls Via Beltrame, 10 Padova P.IVA 04877480287.

The three winners will be awarded the following cash prizes: First classified: € 400,00 Second classified: € 300,00 Third classified: € 200,00.

On April 8, 2022 the winners will receive by e-mail from the company Area srls a document certifying the win. The amount won will be settled through the issuance of a document in the name of each person, their iban code and a transfer will be made by the company Area srls by the end of April 2022..

5. DEADLINES AND EXCLUSION

The day after the competition, the ranking list will be made available on the website [http://www.bee- viva.com/](http://www.bee-viva.com/) and the names of the winners of the cash prizes will be published at www.unipd.it/businessgame.

Participation in the business game implies full and unconditional acceptance of these rules. All those who have not made at least one submission and who have not made at least 3 interviews with the participating companies will be excluded from the award.

6. PRIVACY

In accordance with the privacy policy available at www.unipd.it/privacy we inform you that the personal data provided and collected will be used in function and for the purposes of this business game and for the awarding of cash prizes to the winners. The participant will give his/her express written consent for the communication and dissemination of the personal data provided and collected, for the purposes indicated above, by signing the application form. The results of the business game will be published on the website <http://www.bee-viva.com/> and the winners of the cash prizes on the website www.unipd.it/businessgame.

7. GENERAL PROVISIONS

This competition is not subject to ministerial authorization, in accordance with art. 6 paragraph 1 letter A of Presidential Decree 430/01 on Competitions and Prize Transactions, which excludes from the above mentioned events "competitions held exclusively for the production of literary, artistic or scientific works, as well as for the presentation of commercial or industrial projects or studies, in which the awarding of the prize is in the nature of consideration for the performance of the work or represents recognition of personal merit or a title of encouragement in the interest of the community". For anything not expressly provided for in these Regulations, reference should be made to the relevant regulations in force. For clarifications or further information you can contact Dr. Silvia Zago of Area Srls by e-mail: area@areapd.it

PARTICIPATION CARD (to be sent by email to aziende.careerservice@unipd.it together with a scanned copy of identity document by April 4)

7TH BUSINESS GAME FOR DATA SCIENTIST SELECTION

Name and Surname _____

Place and date of birth _____

Address _____

Phone _____

e-mail _____

I, the undersigned, aware that anyone who makes false statements is punished under the Criminal Code and special laws on the subject, pursuant to and for the purposes of art. 46 D.P.R. n. 445/2000, declare to:

1. Know and accept the regulations of the Business game for the selection of data scientist
2. Participate personally in the competition without external help
3. Authorize the processing of personal data in accordance with current legislation on privacy for the performance of the different phases of the game and the award.

Attach a copy of the identity document _____ n. _____

Place, date

Signature _____