

BDAthlon 2016 FAQ



1. When is the BDATHlon?

The BDATHlon is August 16th 2016 from 8am until midnight.

2. Where is the BDATHlon?

The BDATHlon will be held at IWBDA 2016 at Newcastle University. The formal room for this is lecture theatre at the Centre for Bacterial Cell Biology, Newcastle University, but teams need **not** stay in this room the entire time. **The room closes at 5pm.** The address for the BDATHlon venue is:

*The Centre for Bacterial Cell Biology
Baddiley-Clark Building
Medical School
Newcastle University
Richardson Road
Newcastle upon Tyne
NE2 4AX
United Kingdom*

The Baddiley-Clark Building it is located adjacent to the Paul O’Gorman Building and the Sports Centre. It is Building No 69 in the very north west of the precinct on the second page of the [Newcastle University campus map](#).

Also see <https://goo.gl/maps/l8A8599beer>

3. What is the BDATHlon?

The BDATHlon is a programming contest, in which teams are given a set of programming challenges and then work to solve these challenges as teams.

4. What are the teams for the 2016 BDATHlon?

iGEM Leiden
CIDAR House Rules
The Bristol Bug Bashers
J₃
Utah Utes

5. Are other teams still being accepted?

No.

6. How many questions will there be and what are the topics?

There will be 3-5 questions taken from the following areas:

Specification and design;
Assembly and build;
Simulation and verification;
Standards and exchange;
Data and storage;



7. What are the mechanics of the competition?

At 8am on the 16th, the teams will gather at the location listed in FAQ #2. There they will be given a brief overview of the competition and questions will be answered. At this time, the programming challenges will also be made available at a URL to be disclosed at that time. The questions are PDFs that provide more information on the individual challenges. This information includes:

Problem Description

Objectives

Coding Requirements

Evaluation Criteria

Resources

Teams then work on the questions in any order or emphasis that they wish. Teams do **NOT** need to stay in the room. Teams are welcome to use any material they wish to complete the problems provided that it is not explicitly forbidden in the problem description or involves another person outside of their team. Using other code is fine provided it is not explicitly forbidden or written by another person to explicitly help the team during the BDATHLON.

8. How are the problems judged?

Each problem provides evaluation criteria. Each problem submitted will be graded. The team with the highest overall score will be judged the winner.

9. What do you need?

A computer(s)

An internet connection

Your teammates

10. Will there be food?

There will be tea and coffee available starting at 10:30am. First come, first serve.

11. Can teams be disqualified?

Yes. If teams are found to be in contact with people not on their team, this is grounds for disqualification. Problem submissions may be disqualified if they do not adhere to specifics outlined in each question description.

12. How are questions submitted?

TBD. This will be electronic and either be email, USB stick submission, or to GitHub repositories. This will be outlined clearly at the start of the competition.

13. What happens to my code at the end of the competition?

All BDATHLON code will be hosted by the Nona Research Foundation (www.nonasoftware.org) at the end of the competition. Teams are welcome however to continue to work on the solutions if they like. The code provided to us will stay open source via Nona. You can then take that code and work on it as you choose or continue develop it in conjunction with Nona.

14. What are the prizes?

The winning team will be awarded a certificate(s) along with a cash prize of \$500.

15. When will the teams be announced?

Winners will be announced at the close of IWBD A on the 18th around 5pm.

16. What if I need help with something?

Prof. Douglas Densmore will be in the room from 8am to 5pm to answer questions or help with logistics. You can reach him via email as well at dougd@bu.edu.

