# Information about the AppChallenge@UM 2023

*Develop an app that enhances the learning or teaching experience at Maastricht University.*

Do you ever find yourself wishing there was a tool that could enhance the learning experience at Maastricht University? A digital application that could, for example, document your internship progress, foster reflection and generate feedback? Or assist teachers in co-designing courses with colleagues or students? Or do you perhaps long for something way more tailor-made and refreshing….

**For whom**: Students, staff or mixed teams. Each team will consist of a minimum of 2 up to a maximum of 5 members.

**What**: Each team can propose an idea that can be created with a low-code platform available at Maastricht University. At the end of the challenge, the winning team will have a functioning app (or a mock-up of a functioning app) related to Maastricht University education.

**Why**: Because it’s fun! It’s innovative! It’s a challenge! And it will allow you to help improve education at Maastricht University!

## Practicalities

The App Challenge will consist of several rounds and end up with a limited number of teams who will participate in the final round.

* In Round 1, each team drafts and video pitches an idea for an app by means of a template.​ Teams submit their written proposal and the video pitch introducing the team via [mail](mailto:appchallenge@maastrichtuniversity.nl). Deadline for submission: **Sunday** **8 October 2023, 23:00 CET.**
* On Friday 13 October, a jury will nominate a maximum of 10 teams to proceed to Round 2.
* In Round 2, from **13 October to 6 November**, each team designs a mock-up of their app. The mock-up should adhere to several criteria.
* On Monday **6 November**, each team will present the mock-up in person to a jury. The presentation will include a business case. This event will take place in the evening.
* The jury will select a maximum of 5 teams for the final round.​
* In the final round, 6 – mid-November, each team will develop the app or at least a clickable prototype of the app.
* Final presentation: second half of **November.** This event will take place in the evening.

## What do we offer?

* A template to write your proposal
* Licenses for one of two low-code platforms: Mendix or Microsoft Power apps (available from the start of Round 2)
* A workshop (planned between 23-29 October) about low-code development​, aiming for an in-depth understanding of different aspects related to developing an app
* Each team will receive technical support (developer) for a limited number of hours (between 29 October and mid-November)
* Team meeting rooms at EDLAB - but bring your own hardware!
* The winning team will receive an award and each member will receive a certificate of participation (student) or CPD credits (staff)
* The idea of the winning team will become part of a development project at Maastricht University.

# AppChallenge@UM 2023 template for submission

*Please send your idea to* [*appchallenge@maastrichtuniversity.nl*](mailto:appchallenge@maastrichtuniversity.nl)*, no later than Sunday 8 October 2023, 23:00 CET. Sections 3-4-5 can be either written out or included in the video pitch. If too large to send by mail, share a link (e.g. referring to YouTube) or send it via* [*SURF-filesender*](https://www.surf.nl/en/surffilesender-send-large-files-securely-and-encrypted)*.*

1. Name of the team​
2. Contact person for the team​
3. Description of the idea​
4. Value of the idea (for what/whom)​

1. Why is this idea innovative? What’s new?