

Attachment J-- Template--- in Draft
Flyer for Student Competition
Undergraduate Library Student/Library Collaborative



Library Mobile App Competition

Challenge: Design a mobile app to enhance student use of library resources and services.

The **Library Mobile App Competition** will bring together undergraduate students from across campus to design proposals for ideas of mobile applications that can improve student use and access to library collections and services. Teams will compete for prizes and have the opportunity to have their great ideas rewarded and recognized.

No coding experience required! Student Teams will be asked to come up with models for mobile applications, some of which will later be coded by Library staff into fully functioning mobile apps. The competition provides a venue to express your creativity and gain practical experience solving real world problems faced by academic institutions. The teams will present their ideas for apps and compete for prizes. The winning app ideas may later be developed by the Library.

Prizes: \$750 for the first place team, \$500 for the second place team, and \$250 for the third place team. Additionally, **all** participants will have an opportunity to receive a \$10 gift certificate for sharing their thoughts on the competition experience with the event organizers (through an interview).

Applying: Individuals or teams of up to 5 members can apply at the following URL:_____. Teams of 3-5 members will be formed from all successful unpaired applicants during the Orientation session. You must be a currently enrolled Undergraduate student on the UIUC campus to qualify. Library employees are not eligible.

Applications will include: Student Name, Major, and a short description of why you are interested in mobile application design, what you see as the future of mobile computing, and what skills you would bring to a team for this competition. We are looking for individuals who work well in teams and can foster creativity, ideas, and can showcase the ideas in a final presentation. We hope to comprise teams from among broad discipline areas and experiences (including those who have no computing or programming knowledge).

Deadlines: Applications are due by November 30th. A limited number of applicants will be accepted into the competition. Successful applicants will be notified by January 10th of their acceptance, and orientation sessions will begin during the last 2 weeks of January, once classes are in session. Finals of the competition will be completed by the end of February.

Note: Results from interviews or the project may be disseminated in journal articles, conference presentations, and/or scholarly book chapters and in websites. Ideas from the competition may be developed into apps by the Library. Additionally, results and articles may be deposited in the Library's Institutional Repository (IDEALS).



For more details on the Student Competition, visit: [\[URL of Competition site\]](#) or contact Lori Mestre

