



Overview

The One Summer Chicago App Development with Swift Program will culminate in an end of summer student showcase event featuring select student teams from across Chicago who will share their app prototypes with a focus on solving youth community issues in the City of Chicago. The showcase will feature teams who have done an outstanding job of prototyping their app ideas.

Title: One Summer Chicago Student App Showcase

Location: Apple Michigan Ave

Address: 401 N Michigan Ave

Date: August 8th, 2019

Time: 4:00 to 6:00

Competition Structure: Team Divisions

Three teams -- one from each division, will have the opportunity to present at the One Summer Chicago Student App Showcase at the Apple Michigan Ave Store on August 8th, 2019, across the 9 training program locations.

The training program locations are organized into the following three divisions:

DIVISION I

- **Mather HS /**
Alternatives Inc.
12:30am – 1:30am
- **Olive-Harvey College¹ /**
A Knock at Midnight
10:30am – 11:30am
- **Truman College¹ /**
Asian Human Services
9:00am – 10:00am

DIVISION II

- **Back of the Yard**
Neighborhood Council
1:30pm – 2:30pm
- **Phalanx Family Services**
10:00am – 11:00am
- **Solorio HS /**
Catholic Charities
12:00pm – 1:00pm

DIVISION III

- **Austin College & Career**
Academy /
BUILD Inc.
12:30pm – 1:30pm
- **Central States SER**
10:30am – 11:30am
- **Westside Health**
Authority
2:00pm – 3:00pm

¹ Community showcase located at Truman College

All division competitions will occur on August 7th, 2019.

The top team from each division, based on score, will be invited to present at the Final Showcase @ the Apple Michigan Avenue Store.



Judging Process

- Judges will be comprised of representatives from:
 - Apple
 - Chicago Public Schools
 - City of Chicago
 - Employers
- Each division will have the same set of judges reviewing the students' works
- All judges will score competing teams to a standard rubric for Pitch Content, Pitch Delivery, User Interface and User Experience
 - For each category: the min score is 1; max score is 4
 - The scoring number must be in a whole number
 - Scores will be averaged
- Only the Apple judge, will score on the technical components of the rubric, Coding Concepts and Technical Review
- Notes will be used for tiebreakers
- Each location has a designated Master Score keeper

Scoring Mechanics

- The **Master Score keeper** will work w/ the instructors to determine the number of teams competing
- The **Master Score keeper** will (a) finalize all the judges for that location; (b) distribute the scoring sheets; and (c) communicate the number of teams to be judged
- Each **Judge** scores each team in whatever order; just make sure you mark the team name
- All **Judges** will submit their scoring sheet to the **Master Score Keeper**
- The **Master Score Keeper** will enter all team scores from all the judges into a central tracking system where rankings are calculated automatically; in the event of ties to determine the top two teams, all judges will huddle to come to a consensus



Announcements

- All judges should gather together.
- The Master Score keeper will **announce the top two teams**.
- The top two team scores will be submitted for the final division review.
- Instructors will give a **certificate of completion** for only those students that participated in the competition.

Note: Have extra certificates on hand, just in case.

- Announce to all participants that they are all invited to the Aug 8th Showcase event @ the Apple Retail store and to wear their One Summer Chicago t-shirt.

Next Steps for Winners

For the **winning teams**, please submit the following information:

- Winning Team information (e.g., Team Name, Team Members)
- Any documents or files that will be used in the pitch/present app prototype

By **4:00pm on August 7th, 2019**, the top three teams for each division, based on score, will be announced.

For the 1st place team in each division:

- Instructors and winning teams are required to be at the Apple Office (401 N Michigan Ave) by 12:30pm

For the 2nd and 3rd place team of each division:

- Teams are required to be at the Apple Office (401 N Michigan Ave) by 3:30pm

Useful Links

All information is posted on the website: https://eccinchicago.weebly.com/training_program.html



Evaluation Rubric

Category	Novice (1 point)	Intermediate (2 points)	Proficient (3 points)	Mastered (4 points)
Pitch Content	Shares basic information, such as purpose and target audience	Gives clear explanation of the app's purpose, design and how it addresses user needs	Presents clear and compelling explanation of the problem they're trying to solve, market demand, audience, and how the app was designed to meet user needs	Makes a persuasive pitch backed by evidence that shows how the app meets, exceeds, or redefines user needs
Pitch Delivery	Informational; one team member presents	Confident, enthusiastic; more than one team member presents	Engaging, good use of visuals to support story; team highlights contributions of each member	Creative, memorable storytelling; engaging visual support; smooth transitions between team members
User Interface	Consistent screens that support app's purpose	Clear, functional design with familiar elements; prototype supports basic user tasks	Elegant, concise, pleasing design with thoughtful use of color, layout, and readability; prototype gives user a sense of place within navigation	Design empowers the user to interact with content; prototype uses animation, color, and layout to create a seamless, engaging experience
User Experience	Clear intent; users can accomplish one or more goals	Consistent and standard navigation; intuitive path through app content	Adaptable to user needs; addresses accessibility, privacy, and security.	Innovative, surprising and delightful; gives users a new kind of experience that sets it apart from competitors
<i>For the technical sections* of this scoring rubric, one judge -- with familiarity with Swift and iOS development practices, will be designated to review and score.</i>				
Coding Concepts*	Some connection between app functionality and underlying code	Explanation of how general coding concepts like data types, conditional logic, or touch events relate to the app	Description of specific coding tasks necessary to build their app; demonstration of how that code powers the app's functionality	Explanation of the app's architecture, data structure, algorithms, and features; discussion of decision-making in developing this approach
Technical Review*	Swift code runs in specific examples; code is basic with no abstraction	Code runs without error in all cases; code is basic with some evidence of abstraction	Code is organized with clear Swift naming conventions; high evidence of abstraction; follows iOS guidelines	Code is well documented with comments; effective use of Swift features; employs organization, such as Model-View-Controller