

3rd IMCL **Student** International Competition for Mobile Apps

2019 International Conference on
Interactive Mobile Communication Technologies and Learning

Thessaloniki, Greece

31 October – 1 November 2019

Overview

IMCL 2019 will host the **3rd IMCL Student International Competition for Mobile Apps**. The aims of the competition are:

- To provide an opportunity for students to participate in the conference and demonstrate their mobile apps design and development skills under an International competition process;
- To provide an opportunity for students who are mobile apps developers to peer-assess and peer-evaluate their games;
- To provide IMCL attendees with engaging and fresh mobile apps, that should demonstrate their functionality and impact in the apps scene.

Mobile apps submitted for the competition are expected to accomplish a specific goal, for example educational/learning, marketing, social networking, gaming, health, etc. Mobile apps developers should be students (at undergraduate or postgraduate level). They should be prepared to justify their design and evaluation process, demonstrate why it is innovative and indicate how they achieved (will achieve) the impact they seek.

Competition and judgement process

The competition process involves two rounds.

1st round: Online Submission, payment of the competition submission fee (i.e. 50 euros) and selection to the second round.

Competitors should complete the online abstract submission form. Submissions can be made on-line through IMCL2019 submission system (<https://www.conftool.net/imcl-conference/>) selecting “**Special Session: 3rd Student International Competition for Mobile Apps**”. The mobile app description part of the form can be up to 500 words and should include:

- A description of the mobile app itself including the design and development process;
- The positioning of the mobile app in terms of related work, including references and an outline of the app’s unique educational contribution;
- A mobile app video link (optional but recommended);
- A download link together with any other supporting documentation required (optional but recommended).

Expert reviewers will evaluate the submissions and choose the submissions which will go through to the **second round** and be invited to showcase their Mobile Apps at the IMCL conference. During this evaluation round the **best three (3)** submissions will be selected.

Although Mobile Apps can be in any language, all submissions must be in English and must include title and team members information, including author affiliations. Judging will be in English and competitors will have to be able to present their work in English.

2nd round: Poster creation, judgement at ICL conference and awards.

At least one member of each contestant team should attend the conference in order to demonstrate the app and to take part in the judging session and award ceremony. Therefore, at least one member of the team must register in the conference in order for their app to be considered for judging and demonstration. The registration fee (namely 180 euros) will be waived for each participating member.

- **Closed judging session:** Judging and evaluation of the Learning Technologies at the conference will initially be in a closed judging session during the first day of the conference where competitors will present to a team of judges. Learning Technologies will be judged on the following aspects: scope, assessment, usability, socio-cultural aspects, administration tools as well as aspects specific to the type of Learning Technologies submitted. According to these aspects the criteria will be quality of Learning Technology, significance, originality and level of innovativeness, thematic relevance, and quality of presentation.
- **Demonstration:** Competitors will demonstrate their Learning Technology to the conference participants, during the coffee breaks and poster sessions of both conference days. Please follow the instructions below closely to create your poster display:
 - Stands (height: 94cm, width: 66cm.) and tape will be provided by the conference secretariat.
 - In any case limit your display to the sizes indicated above.
 - It is recommended that lettering and drawings/figures should be large enough for easy reading from a distance of 2m.
- **Awards:** The winners of the competition will be announced, the second day of the conference just after the keynote speech.

Important Dates

06 Sep 2019	Submission & Payment of the Competition Submission fee (50 Euros) by a team member
13 Sep 2019	Notification of acceptance
20 Sep 2019	Team member registration as Student (the registration fee will be waived)
31 Oct 2019	Closed judging session (IMCL2019 conference venue)
01 Nov 2019	Announcement of the winners (IMCL2019 conference venue)

Students' Mobile Apps Competition Program Committee

Chairs

Andreas Pester, Carinthia University of Applied Sciences, Austria (TBC)

Ioannis Stamelos, Aristotle University of Thessaloniki, Greece (TBC)

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