

4th IMCL **Student** International Competition for Mobile Apps

with free participation

2021 International Conference on
Interactive Mobile Communication Technologies and Learning
(IMCL)

Overview

IMCL 2021 will host the **4th IMCL Student International Competition for Mobile Apps**. The aims of the competition are:

- To provide an opportunity for students to virtually 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 and selection for the second round.

Competitors (e.g., teams of 3-4 students) should complete the online abstract submission form. Submissions can be made on-line through IMCL2021 submission system (<https://www.conftool.org/imcl-conference/>) selecting "**Special Session: 4th 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: Online participation and judgement at IMCL conference

Participation: At least one member of each contestant team should attend online 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 will be waived for each participating member.

Closed online judging session: Judging and evaluation of the Mobile Apps will take place in a closed online judging session during the first day of the conference where competitors will present to a team of judges. Mobile Apps 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 Mobile App, significance, originality and level of innovativeness, thematic relevance, and quality of presentation.

Announcement of the winners and awards

The winners of the competition will be announced the second day of the conference just after the keynote speech. The winners will be informed how to receive their reward.

The first prize is a training/online course related to mobile applications.

Important Dates

| | |
|-------------|---|
| 11 Oct 2021 | Submission for the 1 st round of the competition |
| 25 Oct 2021 | Notification of acceptance for the 2 nd round of the competition |
| 29 Oct 2021 | Team members registration for Participation in the 2 nd round of the competition (the registration fees will be waived) |
| 04 Nov 2021 | Closed judging session (online) |
| 05 Nov 2021 | Announcement of the winners |

Students' Mobile Apps Competition Program Committee

Chairs

Andreas Pester, The British University in Egypt, Egypt

Ioannis Stamelos, Aristotle University of Thessaloniki, Greece

International Panel of Judges

Antonios Bikas, Board of European Students of Technology (BEST), Greece

Bas Petrus Johannes Falkenburg, Huawei, The Netherlands

Christian Guetl, Graz University of Technology, Austria

Christos Katsanos, Aristotle University of Thessaloniki, Greece

Lambros Lambrou, Accenture, Greece

Petros Lameris, The Serious Games Institute, UK

