

2nd IMCL **Student** International Competition for Mobile Apps

2017 International Conference on
Interactive Mobile Communication Technologies and Learning

Thessaloniki, Greece

30 November – 1 December 2017

Overview

IMCL 2017 will host the 2nd **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, selection to the second round.** Competitors should complete the online abstract submission form. Submissions can be made on-line through IMCL2017 submission system (<https://www.conftool.net/imcl-conference/>) selecting “**Special Session: 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, mobile apps will be classified into thematic categories, which will be determined by the contributions received. Those selected will be informed as to the category they will be judged in. Although mobile apps can be in any language, all submissions must be in English and must include title and author information, including author affiliations. Judging will be in English and competitors will have to be able to present the app in English.

- **2nd round: Poster creation, registration, judgement at IMCL conference and awards.** Competitors who go through to the second round will be required to create a poster that will be included in the conference proceedings. Please follow the instruction for creating a poster at http://www.imcl-conference.org/imcl2017/paper_preparation.php. Furthermore, the competitors of the second round should attend the conference in order to demonstrate the app and to take part in the judging session and award ceremony. The registration fee is **160 euros**, under the category “**Students**”¹. At least one member of the team must register paying the registration fee until **20 October 2017** in order for their app to be considered for judging and demonstration. No additional registration fee is required for a presenting author already registered in the main conference.
- **Closed judging session:** Judging and evaluation of mobile apps 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. 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 app submitted. According to these aspects the criteria will be quality of app, significance, originality and level of innovativeness, thematic relevance, and quality of presentation.
- **Demonstration:** Competitors will demonstrate their apps 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. The award will be a tablet.

Important Dates:

08 Sep 2017	Mobile app abstract submission
29 Sep 2017	Mobile app notification of acceptance to participate in the competition
20 Oct 2017	Team member registration
27 Oct 2017	Poster camera-ready for the conference proceedings due
30 Nov 2017	Closed judging session (IMCL 2017 conference venue)
01 Dec 2015	Announcement of the winners (IMCL 2017 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)

Members

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¹ <http://www.imcl-conference.org/imcl2015/registration.php>