

Information about the AppChallenge@UM 2023

Develop an app that enhances the learning or teaching experience at Maastricht University.

Do you ever find yourself wishing there was a tool that could enhance the learning experience at Maastricht University? A digital application that could, for example, document your internship progress, foster reflection and generate feedback? Or assist teachers in co-designing courses with colleagues or students? Or do you perhaps long for something way more tailor-made and refreshing....

For whom: Students, staff or mixed teams. For every skill level! Each team will consist of a minimum of 2 up to a maximum of 5 members.

What: Each team will propose an idea that can be developed with a Low-Code Application Platform* available at Maastricht University. It's for all skill levels. The app can be anything you miss or want for your teaching or learning experience at UM.

At the end of the challenge, the winning team will deliver a functioning app (or a mock-up of a functioning app) related to Maastricht University education. There will be workshops to guide you and give you advice along the way.

Why: Because it's fun! It's innovative! It's a challenge! And it will allow you to help improve education at Maastricht University!

A **Low-Code Application Platform (LCAP) is an application platform that is used to rapidly develop custom applications. LCAPs entail a visual modelling approach with a drag-and-drop interface, reusable components and collaboration tools. LCAPs can be used by both non-technical users (so-called citizen developers) and professional developers.*



Practicalities

The App Challenge will consist of several rounds and end up with a limited number of teams participating in the final round.

- In Round 1, each team drafts and pitches their idea for an app. Teams submit their written proposal and a video pitch introducing their team and their idea via [mail](#). Deadline for submission: Sunday **8 October 2023, 23:00 CET**.
- On Friday 13 October 2023, a jury will nominate a maximum of 10 teams to proceed to Round 2.
- In Round 2, from **13 October to 6 November 2023**, each team designs a mock-up of their app. The mock-up should adhere to several criteria.
- On Monday **6 November 2023**, each team will present the mock-up in person to a jury. The presentation will include a business case. This event will take place in the evening.
- The jury will select a maximum of 5 teams for the final round.
- In the final round, 6 –21 November 2023, each team will develop the app or at least a clickable prototype of the app.
- Final presentation: **Tuesday 21 November 2023**. This event will take place in the evening.

What do we offer?

- A template to write your proposal
- Licenses for one of two low-code platforms: Mendix or Microsoft Power apps (available from the start of Round 2)
- A workshop (planned between 23-29 October 2023) about low-code development, aiming for an in-depth understanding of different aspects related to developing an app
- Each team will receive technical support (developer) for a limited number of hours (between 29 October 2023 and 21 November 2023)
- Team meeting rooms at EDLAB - but bring your own hardware!
- The winning team will receive an award, and each member will receive a certificate of participation (student) or CPD credits (staff)
- The idea of the winning team will become part of a development project at Maastricht University.



AppChallenge@UM 2023 template for submission

Please send your idea to appchallenge@maastrichtuniversity.nl, no later than Sunday 8 October 2023, 23:00 CET. Sections 3-4-5 can be either written out or included in the video pitch. If too large to send by mail, share a link (e.g. referring to YouTube) or send it via [SURF-filesender](#).

1. Name of the team

2. Contact person for the team

3. Description of the idea

4. Value of the idea (for what/whom)

5. Why is this idea innovative? What's new?

