Youth Apps Challenge Guidelines Overview

Middle and high school students are invited to participate in the Youth Apps Challenge. Teams of two to five students are invited to submit their original mobile application or wireframe prototype of a mobile application that solves a problem.

There are 2 Entry Categories:

**General Entry Requirements**

1. Pitch presentation
2. 60 second elevator pitch video
3. Wireframes

**Technical Entry Requirements**

Same as General Entry, plus:
1. A mobile app that is either fully-functioning or is an interactive prototype that demonstrates the user experience
2. Source code for the mobile app

Finalists will be invited to present their apps at our Youth Apps Award Ceremony & Showcase in either Eastern Washington (May 2) or Western Washington (May 9).

**Deadline**

Submission period
April 1–April 10, 2015.

For More Information

http://technology-alliance.com/stemchallenge/youthapps.html

Prize Categories

A minimum of six prizes will be distributed. Prizes include tablets, visits to technology companies, and t-shirts.

Students must select their level of experience as part of the submission process. The categories are:

- **Explorer**: Less than one year of experience programming
- **Apprentice**: One to two years of programming experience
- **Wizard**: More than two years of programming experience