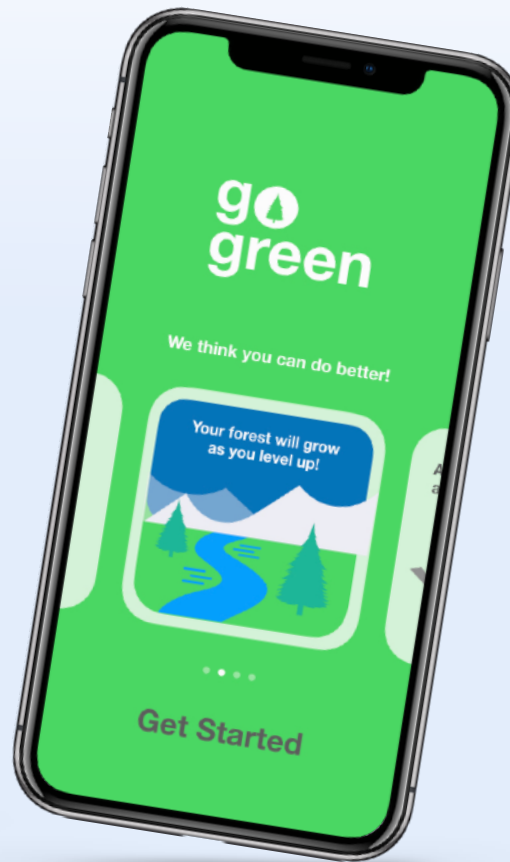


Student App Showcase

2019 Playbook

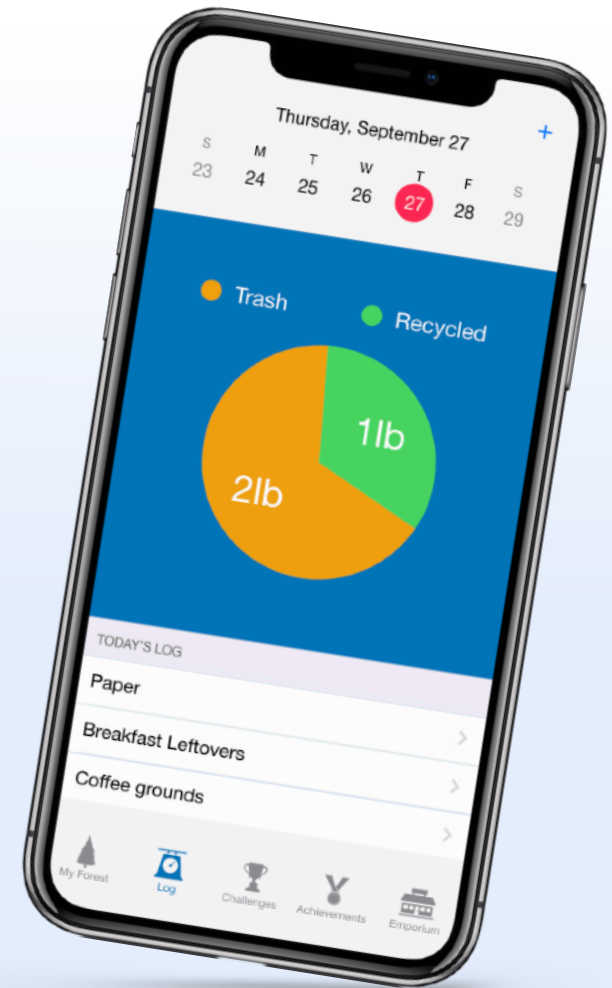


Student App Showcase: Celebrate Ingenuity

Designing apps is a great way for students to work together to solve problems in your school or community. And by hosting a student app showcase, you give aspiring coders a chance to celebrate their ingenuity as they present their ideas and share their solutions with peers, families, teachers and the community.

After students work together brainstorming, planning and prototyping an app, they create a presentation that they'll pitch to a panel of judges during the showcase. The event concludes with recognition of students and a celebration of all participants.

This playbook is a companion to Apple's coding curriculum and resources. It's designed to help you get started planning and preparing for a showcase event. You'll find information on showcase formats to suit your environment, tips on inviting and preparing judges, a downloadable rubric and certificate, and more.



What's in This Guide

For each stage of organising and hosting an app showcase, you'll find resources and customisable materials designed to make it easy to implement an inspiring showcase event.



Prepare

- Create a three-minute pitch



Plan

- Showcase formats
- Judging the showcase
- Invitations and promotion
- Recognition



Share

- Share your showcase
- Things to consider



Prepare

To participate in the showcase, students will need to work through the app design journal and create a presentation for the event. Throughout the process, students work independently or in small teams, developing critical- and creative-thinking skills as they go.

[Download the Swift Playgrounds App Design Journal >](#)

[Download the Xcode App Design Journal >](#)

Prepare a three-minute pitch

During the showcase, students will deliver a three-minute pitch presentation of their app ideas. Presentations should include:

- The problem the app is solving
- Who their app is designed for and what its impact will have
- Description of their app design process
- How the app will be used, including a demo of the prototype
- Demonstration of the user interface, user experience and coding concepts in the prototype

Share the judging [rubric](#) with students to help them get ready to pitch their projects.

Tips for the presentation

- Showcase your personality.
- Practice your presentation before the showcase.
- Create a screen recording on iPhone, iPad or Mac to demo your app prototype.
- Use Keynote with a voiceover, Clips or iMovie to build a pitch video.

Visit the [Apple Teacher Learning Center](#) for tips on recording your screen, adding audio to Keynote and more.



Plan

Showcase format

Your showcase can be small or large, simple or elaborate. Consider the resources you already have and who might be able to provide support. Try to identify and secure your venue as soon as possible. It can be a classroom, cafeteria, library, community centre or anywhere with room for students to show off their apps!

We've provided two sample ideas for formats — an app fair and a main stage — to spark ideas for an event that best fits your students, school and community.

App fair

Like a science fair, an app fair lets guests and participants explore at their own pace, visiting each team's station to view prototypes and hear their pitches.

Sample agenda for an app fair format

- Setup
- Welcome
- Round 1
- Round 2
- Scoring and review
- Recognition and Certificates
- Concluding remarks
- Group photo





Main stage

In a main stage event, teams take turns presenting their app ideas to a panel of judges in front of a live audience. The tone is more formal, and the format gives students the opportunity to practice public speaking from a stage.

In this format, judges sit on or near the stage so they can pose questions to the teams following their pitches.

Sample agenda for main stage format

- Setup
- Welcome
- Pitch 1
- Feedback and questions from judges
- Pitch 2
- Feedback and questions from judges
- Pitches 3, 4, 5 and so on
- Scoring and review
- Recognition and certificates
- Concluding remarks
- Group photo





Judging the showcase

Including judges is a great way to provide students with feedback on their ideas. Judges don't need to be experts in coding. Consider inviting local business people, members of the school board and community leaders to be judges.

Tips for judging

- Review the scoring [rubric](#) with judges. Let them know the types of awards and recognition you're planning.
- Encourage judges to ask the students questions and provide feedback.
- Provide a quiet space for judges to convene and discuss scoring.



Sample email to recruit judges

Volunteer opportunity: Student app showcase

Dear [name],

The [school or organisation] is planning a student app showcase event on [date] from [time] to [time], and we'd like you to help judge the event. Your experience and perspective would be extremely valuable to our student developers.

Judges will hear short pitches from student teams, ask questions and provide feedback, then score the app pitches using a scoring sheet we'll provide. We'll conclude by celebrating all students' participation in the event.

Thank you for considering this request. We truly appreciate your support of youth in our community. Please respond to confirm your participation or with any questions.

Yours sincerely,

[name]

[title]

[school or organisation]



Invitations and promotion

Here are some ideas to help you build excitement and encourage your community to attend the showcase event:

- Send invitations to special guests, like school leaders and parents.
- Promote the event on your school website, on social media and in your newsletter.
- Encourage student presenters to invite their friends.



Sample showcase invitation

Celebrate Student Innovation

Join us for our first student app showcase event! Support our students as they pitch their app ideas that focus on helping people in our community. All teams will have the chance to present to a panel of judges and earn recognition for their projects.

Event details

[Date]

[Time]

[Location name]

[Location address]

[Contact for questions]

[RSVP link]

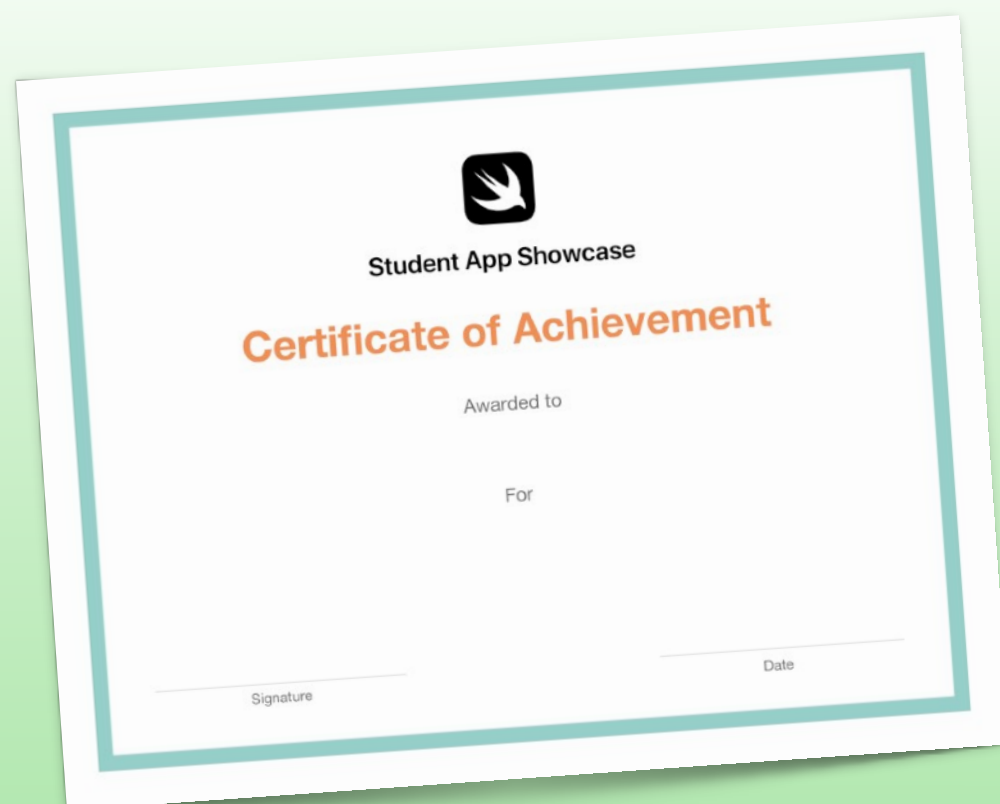


Recognition

All students should receive a certificate of achievement for participating in the showcase. Also, friendly competition can be a great motivator. Consider recognising students for their strengths in app design with awards like:

- Best Innovation
- Best Design
- Best Pitch

You can also encourage audience participation with a People's Choice award. [Download](#) and modify this certificate template for different awards.



Consider giving student participants T-shirts before or during the showcase event. We've created a T-shirt design template you can download [here](#).



Share

Share your showcase

By hosting a student app showcase, you join a community that's helping students become the innovators of the future. Share photos from your app showcase events on Twitter and tag #EveryoneCanCode.

Things to consider

- Remember to consult your school's and district's social media guidelines and acceptable-use policy.
- Make sure you have parental consent to share student work.
- Help students protect their intellectual property and respect copyrights held by others. See [Copyrights and Wrongs \(9-12\)](#) from Common Sense Education if you need guidance.



Evaluation Rubric

[Download >](#)

Team name: _____

Category	Novice (1 point)	Intermediate (2 points)	Proficient (3 points)	Mastered (4 points)	Points
Pitch Content	Shares basic information, such as purpose and target audience	Gives clear explanation of the app	Presents clear and compelling explanation of the problem they're trying to solve, market demand, audience and how the app was designed to meet user needs	Makes a persuasive pitch backed by evidence that shows how the app meets, exceeds or redefines user needs	
Pitch Delivery	Informational; one team member presents	Confident, enthusiastic; more than one team member presents	Engaging, good use of visuals to support story; team highlights contributions of each member	Creative, memorable storytelling; engaging visual support; smooth transitions between team members	
User Interface	Consistent screens that support app's purpose	Clear, functional design with familiar elements; prototype supports basic user tasks	Elegant, concise, pleasing design with thoughtful use of colour, layout and readability; prototype gives user a sense of place within navigation	Design empowers the user to interact with content; prototype uses animation, colour and layout to create a seamless, engaging experience	
User Experience	Clear intent; users can accomplish one or more goals	Consistent and standard navigation; intuitive path through app content	Adaptable to user needs; addresses accessibility, privacy and security.	Innovative, surprising and delightful; gives users a new kind of experience that sets it apart from competitors	
Coding Concepts	Some connection between app functionality and underlying code	Explanation of how general coding concepts like data types, conditional logic or touch events relate to the app	Description of specific coding tasks necessary to build their app; demonstration of how that code powers the app's functionality	Explanation of the app's architecture, data structure, algorithms and features; discussion of decision-making in developing this approach	
Technical Review (Optional) <i>For functional app prototypes in Xcode. Judges should be familiar with Swift and iOS development best practices.</i>	Swift code runs in specific examples; code is basic with no abstraction	Code runs without error in all cases; code is basic with some evidence of abstraction	Code is organised with clear Swift naming conventions; high evidence of abstraction; follows iOS guidelines	Code is well documented with comments; effective use of Swift features; employs organisation, such as Model-View-Controller	
Comments:					0 Total score



Student App Showcase

Certificate of Achievement

Awarded to

For

Signature

Date

