2014 House Student App Challenge Student Guidelines

Contest Background

This year the House of Representatives will host its inaugural STEM App Competition. Established by Members of the U.S. House of Representatives in 2013, this competition is a nationwide event allowing students from across the country to compete by creating and exhibiting a prototype of an application, or “app,” for mobile, tablet, or computer devices on a software platform of their choice.

Participating students, individuals and teams up to four members, will be provided with opportunities to engage with various STEM educational partners located within the community, who will mentor and assist them with their prototype development.

To help facilitate this, Congressman Swalwell will be hosting three educational app development workshops throughout the competition period. Participating students will be asked to attend at least one of these workshops. For locations and dates, please visit Swalwell.House.Gov or contact Congressman Swalwell’s Pleasanton district office at (925) 460-5100.

The Stakes

Each participating district will select one winning app to be displayed prominently on Capitol Hill. Additionally, the CA-15 winning prototype will be developed into a fully functioning, published app, with the assistance of community and educational mentors.

Can I Participate?

Congressman Swalwell’s “House App Contest” is open to all high school students residing in California’s 15th Congressional District. Individuals submitting on behalf of teams must meet the eligibility requirements for individual Contestants.

To check if you are eligible to participate, go to: http://studentappchallenge.house.gov/.
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Sign Me Up!

To enter, students must create an account on www.challengepost.com and register for the House Student App Contest under Congressman Eric Swalwell’s profile during the Competition Submission Period.

To register for the House Student App Contest, visit: http://studentappchallenge.house.gov/.

Final Submissions

Students entering the competition must submit their app prototype’s source code online during the Competition Submission Period, between 12 PM Eastern Standard Time on FEBRUARY 1, 2014, and 11:59 PM Eastern Daylight Time on APRIL 30, 2014, as well as provide a YouTube or VIMEO video demo explaining their app prototype and what they learned throughout the competition process.

Participating students are required to submit:

1. The URL link to a working interactive web-based app prototype
2. Prototype source code, including all supporting documents and files used in creation of the prototype
3. A video demo of your prototype, including descriptions of the app’s objectives, core mechanics/rules, user interface controls, and details on how you designed your app

Entries must:

1. Be original in concept, design and execution
2. Be royalty free
3. Fall within one of the following categories: action/adventure, puzzles, simulations, survival, informational, interactive movies, or platformer

Visit Swalwell.House.Gov for additional contest resources.