

## **FLORIDA EDUCATION FUND NAS CODES**

The Florida Education Fund (FEF) NAS Codes App Challenge provides an opportunity for youth to learn to code as they create mobile apps that meet a need in their communities or schools. The FEF believes this Contest will improve students' critical and computational thinking and problem solving skills, skills FEF believes all students should strive to master.

### **Section I — Team Qualifications**

The Challenge is open to teams of one to three students who are members of the National Achievers Society (NAS), including Believers, currently enrolled in grades 5 through 12. Each Center of Excellence (COE) may enter one team in the Challenge. Teams must register with their COE Directors by Friday, January 31, 2020. Teams do not need any prior knowledge of programming to participate in the Challenge, as all teams will have the option of attending workshops at the beginning of the Challenge day, in March 2020, to learn the basics of using MIT App Inventor 2 to build mobile apps.

### **Section II — The App**

Each team may create an app that meets a need in the team's community or school using App Inventor, Java, Objective-C, Swift, C#, JavaScript, or any other programming language. However, the app must not contain brand names or trademarks, or material that violates or infringes another's rights, including but not limited to privacy, publicity or intellectual property rights. No app may contain violence, obscenity, hateful speech, or content that is deemed inappropriate by FEF in its sole discretion.

In addition, to ensure the integrity of the Challenge, all code, design, art, music, and assets used in the app must be created at the Challenge, with the exception of content that is freely available to the public, such as public domain images, creative commons music, open source libraries, and public APIs. Challenge judges may, at their discretion, audit a team's code to ensure the team's app was created during the Challenge.

The rule above should not, however, dissuade a team from planning the app and brainstorming prior to the event.

Teams retain all intellectual property rights to their app concepts and working apps. FEF has the nonexclusive right to record app presentations and publish screen shots and photographs of the apps for news and publicity purposes, along with team members' names and likenesses, without payment to any person or entity.

### **Section III — The Challenge**

All teams must attend the Challenge orientation at 10:00 a.m. on the Challenge Day. After the Orientation, teams will have until 4:30 p.m. to create their apps. At 4:30 p.m., teams will present their apps for judging and will draw numbers for order of presentation.

When teams present their apps for judging, they will have three minutes to describe their apps and the tools and/or programming language they used to create it and to demonstrate how the app works.

### **Section IV — Officials & Judging**

The officials for the Challenge will include a Chief Judge, an associate judge, a timekeeper/scorer, and an ombudsman. The Chief Judge will answer all Challenge questions

and decide the outcome of all protests in accordance with the official rules, which answers and decisions will be final and unappealable. Both the Chief Judge and associate judge will view the apps, listen to and observe app presentations, and complete a scoring form for each team. The timekeeper/scorer will keep the official time for each presentation and tabulate the scoring forms. The ombudsman will keep order in the room and prevent the audience from entering or leaving the room during team presentations.

### **Section V — Scoring**

For each team, each judge will complete a scoring form, assessing points for each of the following categories:

1. Quality of the app idea (including identification of need/problem, creativity, originality), up to 35 points
2. Implementation of the idea (including user experience and design), up to 35 points
3. Demonstrated excellence of technical coding and programming skills, up to 20 points
4. Quality of app presentation (including articulation and clarity), up to 10 points

Each team's final score will consist of adding the total points awarded by the judges. In the event of a tie, the winner will be determined by a drawing.