Get Inspired!

CODEGIRL
Agenda

- Technovation **Overview**
- Getting Started:
  - Everyone: **Starter Kit**
  - Coaches/Mentors: **Lesson Guide**
  - **Registration**
- **Meet Your Team**
- Join the **Technovation Community**
- **Curriculum, Deliverables and Judging**
- Review Student Workbook
- Complete App Inventor **Tutorials**
- **Wrap-Up** & Next Week
What is it like to participate?
DEVELOP A MOBILE APP TO SOLVE A PROBLEM IN YOUR COMMUNITY

Check out the 2015 Finalists
Starter Kit

Work through the Starter Kit to learn how to get your team started with Technovation.

The Starter Kit includes information on:

- Eligibility
- How to get started
- Timeline
- Recruitment tips
- Tips for finding a mentor
- Best Practices
- Field Trips
- Regional Pitch Events
- FAQs
- Additional Resources
Get to know each other!

- What is your name?
- What school do you go to?
- What is your favorite mobile app and why?
- Why are you excited about Technovation?

*(Example Icebreaker Activities on next slide)*
Sample Icebreakers

• **Postcard halves:** Collect postcards or index cards -- make sure you have half as many cards as you do participants. Cut each card in half using zig-zag scissors or making a zig-zig cut. Mix up the cards & distribute a half to each participant. Participants must then try to find their partner (the person whose card matches up with theirs). Each partner interviews the other; then, all participants present their partners to the rest of the group.

• **Famous Person on your back:** Put post-its or sticky notes with the name of a famous person written on the back of each participant. Ask participants to walk around and as they do, their fellow participants should try to act out or mime something which helps them to guess who they have on their back. When they do guess, they can interview the person who helped them figure it out. Then, all participants present their partners to the rest of the group.

• **Dream trip:** If you could go anywhere in the world where would you go on our “Dream Trip” and why?

• Get creative! Make up and test your own icebreaker.
Registration: Students

- All Girls, Coaches, & Mentors can register on the registration page (this includes completing the consent form & Survey)

  - Sign up at my.technovationchallenge.org/users/sign_up. This also involves signing consent forms and completing the pre-season survey.
  - Team Registration: Once every student team member has registered, they can create a team. ONE student will form a team using the "My Teams" tab at the top of the page. See the FAQs if you need more assistance.
  - Connect with a Mentor: Once you have formed a team, you can reach out to mentors through the "Find a Mentor" tab at the top of the page.
Registration: Mentors

- All Girls, Coaches, & Mentors can register on the registration page (this includes completing the consent form & Survey)

  - Sign up at my.technovationchallenge.org/users/sign_up
  - Create a mentor profile: Mentors will complete an online profile to help teams learn more about them.
  - Mentor Matching: Students can reach out to mentors through the "Find a Mentor" tab. Alternatively, if you know a local team you would like to work with, have them search for your profile on the platform and add you that way.
Registration: Coaches

- All Girls, Coaches, & Mentors can register on the registration page (this includes completing the consent form & Survey)
  - Sign up at my.technovationchallenge.org/users/sign_up and help students register and create teams.
  - Join a team: Once students register, they can form a team using the "My Teams" tab at the top of the page. See the FAQs if you need more assistance. Educators should join teams as coaches.
  - Connect with a Mentor: Help students use the "Find a Mentor" feature to find a mentor through the platform, or to use the starter kit templates to reach out to professional women in the community.
Technology Needed

• **Internet access**

• **Gmail account**
  ○ You will use your Gmail account to log into App Inventor.

• **Computer**
  ○ See App Inventor's recommendations [here](#).
    ■ Additional instructions for setting up on [Windows](#) desktops and on [Android phones](#)

• **An Android phone** (Recommended Ice Cream Sandwich version 4.0 or newer)
  Here are some reasonably priced options from Amazon:
  ○ [Motorola Android](#)
  ○ [Samsung Android](#)
Curriculum, Deliverables and Judging
You will learn about...

- Computer Science/Information Technology
- Mobile App Development
- Teamwork
- Networking
- User Interface/Design
- Presentation and public speaking
- Market Research
- Business Planning
Final Deliverables

*(must be submitted in English)*

Each week you will work toward creating your final deliverables. **These are due April 21, 2016 at 5pm PST.**

- App source code
- 4-minute pitch video
- 4-minute app demo video
- Business plan (in PDF format)
- 100-word app description
- Presentation slide deck (use powerpoint if possible)
Judging Criteria

DIRECTIONS: The judging rubric for Technovation 2016 contains objective and subjective parts. Evaluate these items objectively to the extent that you can. It is ok for every team to gain the highest score in each of these items.

<table>
<thead>
<tr>
<th>Ideaation Score</th>
<th>0</th>
<th>1</th>
<th>3</th>
<th>5</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Did the team identify a real problem in their community?</td>
<td>No</td>
<td>The problem identified is more of a nuisance, and does not have larger social implications.</td>
<td>The problem seems to be real, but could use a little more detail.</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Does the app address the problem that they identified?</td>
<td>No</td>
<td>The app addresses a tangential problem.</td>
<td>The app addresses some parts of the problem.</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Technical Score</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>5</td>
<td>Score</td>
</tr>
<tr>
<td>Is the prototype they submitted fully functional? (All buttons and links functional and no obvious bugs.)</td>
<td>No</td>
<td>Only superficial functionality. (i.e. screen transitions)</td>
<td>Mostly, except for a few minor issues. I can still get the general idea.</td>
<td>Yes, no bugs that I could see.</td>
<td></td>
</tr>
<tr>
<td>Does the prototype go beyond static information? (e.g. calls another app on the phone, saves information to an external server to coordinate multiple users, etc)</td>
<td>No, only information stored directly in the app is used.</td>
<td>The app uses other resources, but it seems unnecessary for the purpose of the app.</td>
<td>Mostly, but there are one or two other places where the app could have used an external service to be more effective.</td>
<td>Yes, the app uses multiple resources and does so effectively.</td>
<td></td>
</tr>
<tr>
<td>Does the prototype match the feature list defined in their product description?</td>
<td>No</td>
<td>Less than half of the features listed are in the prototype and minimal explanation for why features are missing.</td>
<td>More than half of the features are in the prototype, and there’s a reasonable explanation for the missing features.</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

Objective Score

<table>
<thead>
<tr>
<th>Entrepreneurial Score</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>User Interface. Is the UI Intuitive and easy to use?</td>
<td>No</td>
<td>All the functionality is there, but I had to watch the demo video to and read the product description to understand the app.</td>
<td>The app was obvious after thoroughly reading the product description.</td>
<td>A quick skim of the defined problem and product description was enough to understand how to use the app.</td>
<td></td>
</tr>
</tbody>
</table>

Entrepreneurial score

<table>
<thead>
<tr>
<th>Product Description</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>A short and vague description.</td>
<td>Describes the app, but no sense of overall value of the app.</td>
<td>Describes app and value added.</td>
<td></td>
</tr>
</tbody>
</table>

See the full rubric here -- the full rubric covers more than this screenshot shows. You can also see Unit 8 for more details.
Student Workbook

2016 Season
Student Workbook

Download Student Workbook here
Save the Date:

2016 World Pitch Summit

July 10–14
San Francisco, CA
Join the Technovation Community

- Follow us on facebook to ask your questions to the entire Technovation community, and hear about opportunities: [www.facebook.com/TechChal/](http://www.facebook.com/TechChal/)
- Follow us on Twitter [@Technovation](https://twitter.com/Technovation)
- Share your Technovation story with us by emailing [info@technovationchallenge.org](mailto:info@technovationchallenge.org), and you could be featured in a blog post or newsletter.
- Reach out to us at [info@technovationchallenge.org](mailto:info@technovationchallenge.org)!
- Join the [Coach Google Group](https://groups.google.com)
- Join the [Mentor Google Group](https://groups.google.com)
App Inventor Tutorials
Using App Inventor

If you're already familiar with App Inventor or have already completed this tutorial then feel free to move onto Unit 2.

Objectives for Talk to Me Tutorial (Written by the MIT App Inventor team with a few edits from Technovation staff):

- Explore the App Inventor Design and Blocks tabs to build what you need.
- Learn how to test features.
- Learn how to build features incrementally.

Please Note: The Talk To Me Tutorial is linked here, but you'll need to go to App Inventor to work on your app.
Make your phone talk to you!
Other App Inventor Tutorials

- TalkToMe Part 2: Make a Ball Bounce and Digital Doodle
- Make a cat purr
- Mash the Mole
- Make a Magic Ball that predicts your future
Wrap-up

• Agree on day and time of next meeting
• Agree on how team members will keep in touch – phone, emails, SMS, Facebook Group, etc.
• Set assignments to work on at home
• Prepare to brainstorm mobile app ideas
• Finish any remaining beginner tutorials

Next Week

• Mobile app idea brainstorm
• Finish any remaining beginner tutorials