





STUDENT GUIDE FOR

CGI I.T. Girl Challenge

CGI is hosting the CGI I.T. Girl Challenge – a mobile app development competition for girls from Pittsburgh Public Schools from February 10 through March 28. Small teams of two to four high school will partner with industry mentors to design and develop a smart-phone app. This challenge will include seven weekly mentoring sessions and will utilize Thunkable, a drag and drop mobile app platform, to compete in the challenge.

No development experience is required! Teams will pitch their mobile app design to a panel of Pittsburgh business executives and community leaders on Saturday, March 28. The team with the most innovative, applicable and creative app will be awarded a **one-time \$20,000 college scholarship** to be split evenly among the winning team members.

OVERVIEW

When and where

MENTORING SESSIONS: After school program on school premises from February 10 - March 28, 2020

DAY OF CHALLENGE: CGI Pittsburgh office on Saturday, March 28, 2020

WHO CAN PARTICIPATE?

Student requirements

- Female high school students (9th-12th grade)
- Teams of two to four students to be formed at the discretion of school sponsor
- No GPA minimum
- No mobile app design building experience required
- Must be enrolled in a Pittsburgh Public High School
- Required attendance: 2 hours per week in after-school team mentoring sessions
- Required attendance: Day of Challenge on Saturday, March 28 in downtown Pittsburgh, PA







School sponsor requirements

Each team must have one school employee to serve as the team's sponsor for on-site supervision of all students attending the weekly events, including management of any discipline and the following:

- Provide computer access to teams once per week (additional time at student requests)
- Provide discretion around teams that have formed within school
- Regularly promote the event to eligible students
- Communicate event details to parents and/or guardians, and applicable school system officials
- Secure required permissions for participation by students from parents and/or guardians
- Complete team registration form on behalf of the team no later than Monday, January 20

APPLICATION FOR CGI I.T. GIRL CHALLENGE

Each team will design and develop a mobile application that solves a practical, real-world problem or meets an unmet need, using Thunkable, a mobile friendly platform.

- Each Team must submit a minimal viable product with just enough features to satisfy early users and provide feedback for future product development to qualify for the award.
- Students will be required to set up a science fair-like booth to demo the app at the Day of Challenge on March 28,
 2020. A booth, table and tablecloth will be provided. Computers, monitors, poster boards, tri-folds are all welcome to be used.
- Each team will be expected to present their app in an 8-10 minute presentation to a panel of judges at the Day of Challenge on March 28, 2020.

Mentors from CGI and Carnegie Mellon University will work with the students to design and develop their app over a seven-week period.



Please have your school sponsor complete the <u>CGI I.T. Girl Challenge Team registration form</u>. **Application** deadline is Monday, January 20, 2020.

OUR PARTNERS

We would like to thank our partners at Pittsburgh Public Schools and Carnegie Mellon University for assisting us in making this program possible.







LEARNING RESOURCES

This competition will use the mobile application development platform <u>Thunkable</u> exclusively. Thunkable enables anyone to build their own native mobile apps for Android and iOS using drag and drop instead of raw code.

Take a peek at some Thunkable tutorials on YouTube to learn more.

MENTORING PROGRAM

Each team will be provided with CGI mentors to partner with on a weekly basis from February 10 through March 28, 2020. Mentors will come to the school once per week, through the coordination of the assigned school contact (who must be an employee of Pittsburgh Public Schools). The role of the mentor is not to build the app for students, but rather act as a resource and guide to the students on how to approach common problems they may face when coding.

Below is an outline of the mentoring sessions (2 hours each):

- Week 1 (Week of February 10): Intro to coding/tool(s)
- Week 2 (Week of February 17): Storyboarding
- Week 3 (Week of February 24): Building App I
- Week 4 (Week of February 2): Building App II
- Week 5 (Week of March 9): Building App III makeup day or floater week
- Week 6 (Week of March 16): Final prep/pitch Day of Challenge: March 28

What does the mentoring include?

Mentor time commitment required: 25 hours per mentor from February through March 2020.

Each team will be provided with mentors (CGI members and Carnegie Mellon University students) to partner with on a weekly basis from February 10 – March 28, 2020. Mentors will come to school once per week, through the coordination of the assigned school sponsor who must be an employee of Pittsburgh Public Schools. The role of the mentor is not to build the app for students, but rather provide students with resources and guide them on how to approach common problems they will face when coding.

Mentors work with teams in six sessions on school campus with a school employee over seven weeks (two hours each): Idea selection, Intro to coding/tool(s), StoryBoard, Building App I, Building App II, Pitch preparation Mentors may only interact with students during the scheduled mentor sessions and Day of Challenge event, in the presence of a team's school sponsor. Questions that need to be answered outside these mentor sessions should be managed through the sponsor.







Each team will be given multiple mentors:

- 1 CGI functional mentor
- 1 CGI technical mentor (on rotation through teams)
- 1 university female STEM student

CGI I.T. GIRL CHALLENGE EVENT DETAILS

The event will take place on Saturday, March 28 at CGI's Pittsburgh office located at 611 William Penn Place, 12th Floor, Pittsburgh, PA.

Agenda

- Welcome remarks
- Demo mobile app to community in demo station
- Pitch mobile app to panel of judges (team will be assigned time)
- Demo mobile app to community in demo station
- Awards ceremony

Each team will be given eight minutes to pitch their mobile app to the panel of judges. The pitch will be followed by up to four minutes of questions. Your team will be assigned a specific pitching time prior to the Day of Challenge.

Do we have time to prep for our pitch at the challenge?

Each team will go from the showcase floor (demo station) into a presentation prep room 10 minutes prior to their pitch. The team will then be guided into the judging panel room to pitch their app to a panel of industry executives and community leaders. After the pitch is completed, the team will return to their demo station.

What is the demo station for?

Each team will be given a table and table cover to set up for their demo station. Here, the teams can show off their mobile app to the local community, local executives and media outlets. Students may request additional supplies from, as required, no later than Sunday, March 1.

How will the mobile app be judged?

The panel of judges will consist of executives and community leaders across Pittsburgh. Each judge will be given a judge's scorecard with the following guidelines.

Three scoring criteria exist with a score of 1 to 5 (1 being low and 5 being superior).

Concept & presentation - 35% of overall score

- Provide a clear description of the problem/issue and explain how it affects community
- Description of the mobile application/explanation of application's ability to solve the identified problem and provide community benefits
- Pitch to judging panel







Technical skill - 35% of overall score

- Completeness of the solution
- Intuition of the user experience
- Advanced usage of Thunkable features (scratch, template program, etc.)

Innovation - 30% of overall score

- Uniqueness of mobile app
- Creative thinking

Total points: 3-15 points per judge. There will be multiple judges from different backgrounds and disciplines.

*NOTE: In the case of a tie in total points, the team with the highest innovation points will win the scholarship funds.

What prizes can the teams win?

Once all teams have pitched and scores have been tallied, results will be announced at an award ceremony which will include several superlatives such as:

- Most popular app (voted on by the community in attendance)
- Top Technical App (based on highest technical scores)
- 3rd place team (based on total scores)
- 2nd place team (based on total scores)
- 1st place team (based on total scores) will be presented with the scholarship funds*

* The winning team will receive an award of \$20,000 divided evenly among the students. The funds will be managed by Steel City Codes non-profit and will be given directly to the university/college/technical school as long as the student enrolls within 36 months of the event. Proof of enrollment and completed procurement documentation must be provided within 36 months of the program.

For example, if two students are on the winning team - they will each receive a one-time payment of \$10,000 in college scholarship from Steel City Codes. If three students are on the winning team - they will receive a one-time payment of \$6,667 college scholarship from Steel City Codes. If four students are on the winning team, they will receive a one-time payment of \$5,000 in college scholarship from Steel City Codes. All funds will be given directly to the university/college/technical school.

Can we invite family and friends to attend the day of challenge?

Yes. Each team may invite up to 10 family members/friends to attend at the CGI Pittsburgh office.







QUESTIONS?



School employee sponsors can reach out to:

- NICOLE SWAN | nicole.swan@cgi.com | 334-268-8667 | CGI
- MONIKA PUGH | mpugh1@pghschools.org | 412-529-3984 | Pittsburgh Public Schools Student Support Services-Guidance
- TYLOR HART | thart2@pghschools.org | 412-529-3537 | Pittsburgh Public Schools Out-of-School Time
- VINCE SCOTTO | vscotto1@pghschools.org | 412-529-3078 | Pittsburgh Public Schools K-12 STEAM