

MED AR APPJAM 2017

Information Packet

Hosted by:



In collaboration with:

UCI Donald Bren
School of Information & Computer Sciences

UCI School of Medicine

Kickoff:

November 1st, 2017
DBH 6011
5:00 - 7:30 PM

Competition:

November 1st, 2017 – November 17th, 2017

Judging Ceremony:

November 17th, 2017
The Cove at UCI Applied Innovation
3:30 – 7:30 PM



medappjam.com



twitter.com/medappjam
[#medarjam](https://twitter.com/medarjam)



tinyurl.com/med-app-17



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INTRODUCTION

What information is provided in this packet?

This packet is intended to act as a guide and resource for individuals participating in Med AR AppJam 2017. The information necessary for succeeding in this event can be found in this packet. If you have any more questions, please visit our website at medappjam.com and contact us through there. We are also on Twitter and Facebook.

What is the Med AR AppJam?

Med AR AppJam is a 16-day long collaborative competition where teams of ICS, Nursing, and Medical students come together to create a fully functional mobile application related to the medical field. These cross-disciplinary teams promote the sharing of medical knowledge, programming skills, and innovation. It also provides a more entrepreneurial environment and a unique learning experience for all involved. Applications are judged on various criteria, and the top teams are awarded prizes and recognition.

This year will be the seventh consecutive year that UC Irvine's ICS Student Council will partner with the UC Irvine School of Medicine to host the competition. Hundreds of individuals have come together to build and compete in Med AR AppJam. This year we are opening the competition to both iOS and Android development. We hope this will allow people to build even better apps that can help out in the medical field through clinical apps as well as educational apps.

How are teams determined?

During the application process, participants will indicate their previous experience, skills, and preferred teammates. We will then go through and build teams that are balanced in terms of experience while trying to accommodate participants' preferences.

Each team will be composed of 3-7 members (actual numbers are dependent on the total of students who sign up). Though most of the team members will be programmers, actual experience varies. Each team will also have at least one Med student or one Nursing student. Teams should utilize the knowledge and expertise of each member of the team to create a unique app idea and plan.

Programming Language?

Applications created during Med AR AppJam can be coded using Objective-C/Swift for iOS and Java for Android. It is up to the team to decide which language they wish to use to develop the application.

Can I use Cross-Platform Mobile Development Tools?

The only Cross-Platform mobile development tools allowed are Apache Cordova, and React Native. Use of either must be specified in presentations and documents presented during judging. Despite these development tools being allowed, we strongly suggest the use of Objective-C/Swift or Java.

Can I develop for an Apple Watch?

We do allow for the development on Apple Watches. However, applications for Apple Watches MUST be paired with a mobile application for a iPhone or iPad for judging.

More Questions?

We have tried our best to create an informational packet that contains the information necessary to do well in the competition. However, if something is not covered in the packet or anything in the information packet is unclear, please contact us at tiffn11@uci.edu.

THEME

The theme for Med AR AppJam 2017 is an application that focuses on medical education or clinician/patient interactions with an element of Augmented Reality (AR).

Teams will be required to submit an application pitch to us within the first 24 hours of the competition as part of their first blog submission. The pitch should include a proposed name of the app, a brief description of what the app does, the app's target audience, and a low fidelity mockup of the application. At this point, the proposal will either be approved or denied. It is recommended to have backup application ideas. For more information, please refer to the [DELIVERABLES](#) section.

The augmented reality aspect is not required for this competition. However, it is strongly recommended and only apps that meet this requirement will be eligible for the Grand Prize. Apps that do not include some form of augmented reality will still be eligible for some category prizes detailed in the Prizes section.

RESOURCES

Kay Family Foundation Lab

The Kay Family Foundation Innovation Lab (located in ICS2) is a resource for all Med AR AppJam competitors. If you would like access to this room, please visit <http://keys.ics.uci.edu/> to request a key. Once you have access, you may use this room during operating hours (7AM-10PM) for the quarter.

Laptop Rental Policy

All teams are welcome to checkout a MacBook for app development. To begin this process, one team member must login with their ICS username and password at https://support.ics.uci.edu/comp_checkout/ . The usual check in/out days are Fridays and Mondays between 11 AM-12 PM and 1 PM-2 PM. The first day to checkout laptops is November 3rd, 2017. Only one laptop can be checked out per team and one person from each team will be responsible for checking out the laptop. The laptop must be returned as soon as the Med AR AppJam concludes.

Prototyping

There are many programs available for creating mockups of your application. Some of these include Balsamiq and Prototyping on Paper (iPad). Preliminary mockups can also be drawn and written on paper. For more information, please refer to the [DELIVERABLES](#) section.

TIPS FOR SUCCEEDING

What To Expect For The Next 16 Days

The 16 days of this competition will be tough! You will need every single day in order to succeed. You will need to design, develop, and prepare to present an application. Teams are responsible for writing daily updates about the progress about their application, and submitting the necessary deliverables before the deadlines. More information about the deadlines and required deliverables can be found in the [CONTEST REQUIREMENTS](#) section.

- Always keep in contact with your team.
 - Meet daily, keep constant email/phone contact.
- Assign tasks, use some sort of task manager
 - Trello.com [free]
 - Asana.com [free]
- Use a form of version control (such as git)
 - Github.com
 - You can request an education account for Github to create private repositories for 2 years. (education.github.com)

LEGAL INFORMATION

Any team seen violating any of these rules will be immediately disqualified from Med AR AppJam.

The ideas that belong to the group (the code and concepts developed during the AppJam or contributed by a team member) cannot be taken by individual team members and used outside of that group without the prior authorization of that group.

Any faculty members or other individuals who have agreements in place that claim ownership over ideas generated by them while they are employed, regardless of where such ideas were generated, are ineligible to participate in the AppJam, as that is a clear danger to the ownership of the application.

Each team owns the rights to the idea/concept and the code of their mobile app. No company, faculty member, or outside individual can take the rights of their mobile app away without the team intentionally giving their rights up to the outside entity. This includes getting an outside entity like a faculty member or company to help during the design or developing stages.

Teams cannot sign a NDA (non-disclosure agreement) with another outside party as this will cause risk, legal, and contractual issues between the university and the outside party. Teams are able to sign NDAs after the Med AR AppJam is over.

Plagiarism

Teams may not copy code from a copyrighted source or from another team. At least 80% of your code must be created during Med AR AppJam. You may not re-use an app that you have already created.

Open Source Library Usage

Teams are welcome to use open source, freely available libraries to enhance their app. Any sources used must be mentioned and explained in your blogs when you decide to use them. You may not claim credit for implementing these features.

JUDGING PROCESS & CRITERIA

Teams will submit a short video describing the app (i.e. how the app works and why this app is useful) for judges to watch before the judging event. That way, judges can personalize their questions to participants during the judging event.

Judging Criteria Categories

- Most Innovative
 - How “disruptive” is the app idea to healthcare? How much will it impact the existing ecosystem of healthcare apps? Is it a 1.5x improvement or a 10x improvement to existing healthcare solutions?
- Most Technical/Best User Experience
 - Have the features of the iPad been effectively utilized, e.g., gyroscope, accelerometer, audio, etc.)? How easy is it to use the app? Is the app user-friendly and intuitive?
- Most Startup Potential
 - Does the app idea have great Product/Market Fit?
 - Is there data collected regarding product market research and competitive analysis.
- Best Use of Augmented Reality
 - How well does your application use the concept of AR in healthcare?
- The Grand Prize will be awarded to the application that has excelled in all categories.

CONTEST REQUIREMENTS AND DELIVERABLES

- Your application must be able to run on an iOS device daily
- During the competition, your team must blog about your progress.
 - Each team will be sent a Google Document where you will upload your daily update.
- Deliverables submitted must be in PDF format. Some deliverables may be an image (PNG, JPEG, etc). You should have received an email detailing the process for submitting deliverables (through Google Drive). If not, please contact us.
- You must fill out a required survey at the beginning and end of the competition.
- We will keep track of all blog posts and submissions. **Failure to submit deliverables on time will result in your score being penalized.**

Deliverables

- Within the first 24 hours of the competition, your team must create a blog post with the idea for your application, submitted via a Google Document which will then be approved by administrators. Additionally, you will need to submit low fidelity mockups of your application (this can be rendered in a program such as balsamiq, or hand drawn).
 - In the case any team's idea changes during the competition, any and all changes of ideas must be submitted by **Monday 11/6/2017 at 11:59pm** for approval. This can be done via email. Please contact us at mmtorrel@uci.edu.
 - Judging will not be affected by a change of application.
- Halfway through the competition (**latest by Wednesday 11/8/2017 at 11:59pm**), you will need to submit a blurb for your application - these will be put on the programs for the judging ceremony
- Halfway through the competition (**latest by Wednesday 11/8/2017 at 11:59pm**), you will need to provide high fidelity mockups of your application
 - They do not have to be what the final product will look like - we want to see that progress is being made on your application.
- Two days before the judging event (11/15/2017) by 11:59PM, you will need to submit a short video pitch (30 seconds to 2 minutes max) of your application

- Judges will watch these videos before the judging ceremony so they can have an idea of what your application does.
- What you need to have when finished
 - A functioning application
 - A way to demo your app (iPhone/iPad/simulator)
 - A poster board detailing your app (can be science fair style – be advised that there may or may not be a display stand available at the final venue)
 - A portfolio of team documents created throughout the competition

Examples

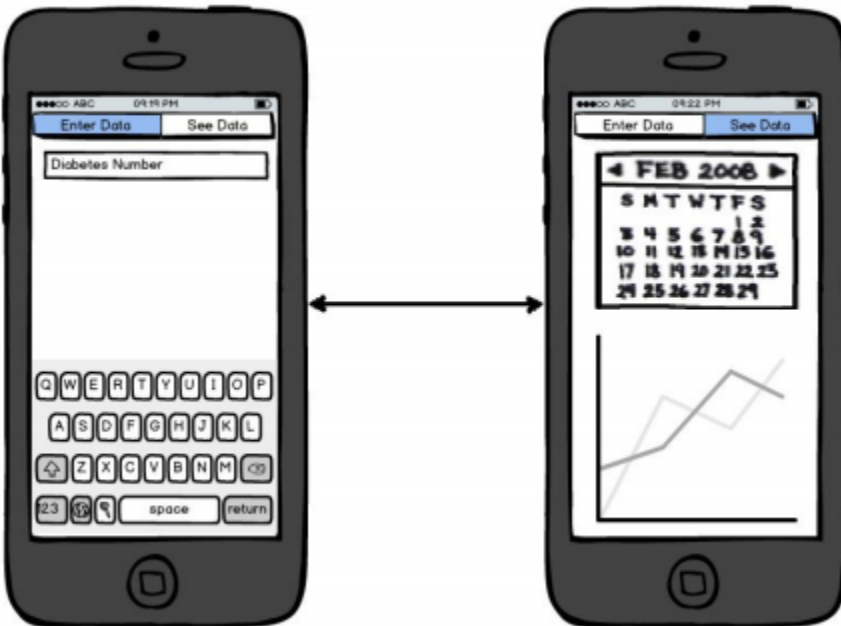
Design Document:

Template (2 pages max)

Storyboards:

www.storyboardthat.com/

Mockup (using Balsamiq):



IMPORTANT DATES AND DEADLINES

- FIRST 24 HOURS - DUE BY November 2nd, 11:59 PM
 - Pitch application idea for approval (Blog Post in Google Document)
 - Include Low-fidelity mockup of application in blog post (Can be hand-drawn)
 - Beginning Survey
 - Establish communication between team
- Monday, November 6th, 11:59 PM
 - Last day to submit a “change of application” proposal
- MIDWAY - Wednesday, November 8th, 11:59 PM
 - Design/requirements document (2 pages max)
 - High fidelity mockup
 - Use cases/Storyboards
 - You only have to choose 1. You may choose to do more, as this may be beneficial for your team. Additionally, it would add to your final portfolio of documents that you can showcase at the judging ceremony.
 - Elevator Pitch: A 30-60 second elevator pitch to grab a judge's attention!
 - What's the problem we're going to solve?
 - Why are we doing this?
 - Why this is a good idea?
 - What else is out there?
 - Why we're the people to do it?
- Two Days before Deadline - November 15, 11:59 PM
 - Video Pitch (2 minutes max)
 - Submit final code/assets to Google Drive folder
- FINAL - November 17th
 - Working Application (demo-able on iPad/iPhone/Simulator)
 - Poster board
 - Feedback survey
- DAILY
 - Blog posts on your Google Document

TEAM MEMBER RESPONSIBILITIES

We have provided for you a rough guideline as to what each member of the team may be responsible for during the competition. Keep in mind that this is not a requirement, but more of a recommendation that may help your team throughout the competition.

Planning/Concept

Development/Design

Medical Students

ICS Students

ICS Students

- Technical/Coding aspect
- Application Design and Implementation
- Deliverables:
 - Design/requirements specifications documents
 - Mockups

Med Student(s)

- Work in latter half
- Pitch and sell it
- Provide a narrative/context for the application
- Deliverables:
 - Use Cases/Storyboards

General Responsibilities

- Push what happens after the competition
- Increase interaction between all the team members
- Screenshots, guided walkthrough, high yield description
- Team blog posts
- Marketing/advertising

Additionally, the winning teams will be able to publish their app on the App Store free of cost, if they so choose. If you are a winning team and wish to publish your app, please contact us for more information.