

Saint Mary's University Mobile App Contest

Rules & Eligibility Requirements

Eligibility Requirements

The Mobile App contest is open to all full- and part-time undergraduate and graduate Saint Mary's University students enrolled in the Winter 2013 term. Applicants may enter as individuals or in teams of up to five students.

Teams that won either Phase One or Phase two in Saint Mary's inaugural Mobile App Contests are not eligible to compete as a complete team in this contest. However, team members may compete on other teams, to a maximum of two past winners per team.

Rules

Applicants must abide by the Mobile App Contest's Rules or their submissions will not be considered. If you have any questions about eligibility or rules, please email mobileapp@smu.ca.

Please carefully read the rules for each contest phase below:

Technology Restrictions & Recommendations

1. Mobile Applications must be developed using programming language that can be utilized on all three major platforms: iPhone, Blackberry, and Android. Therefore, only the following three technologies can be used:
 - a) HTML or HTML 5
 - b) CSS 3
 - c) JavaScript

2. The following libraries of code are recommended, though not required:
 - a) JQuery Library
 - b) Node.js
 - c) Backbone.js

3. To obtain free fonts, applicants are advised to use Google Web Fonts, though this is not a requirement.

Phase One – Ideas

1. Idea Submissions must be received, in their entirety, by midnight (AT) at the end of Monday, **November 18**.
2. Idea Submissions can be entered by individuals or teams of up to five eligible students. There is no limit to the number of Ideas applicant(s) may enter; however, each Idea Submission must include the following:
 - a) **Signed Submission Form**
 - b) **Application Title**
 - c) **Purpose & Rationale**
A short (three- to five-sentence) description of what the mobile app will offer Saint Mary's current and/or potential students, and what student needs it will meet. This section addresses the question, why do Saint Mary's students need this mobile app?
 - d) **Overview**
A one-page description of what the mobile app will do, including details on its functionality, features, and aesthetic (i.e. the "look and feel"). This section addresses the question, what will the mobile app do, how will it do it, and what will it look like?
 - e) **Basic Interface Design**
One to three mock-ups (e.g. diagrams, drawings, sketches) of the mobile app's screens as they would appear in the running application. These must be submitted in PowerPoint, PDF, or JPEG format; hand-drawn mockups must be scanned and submitted in a high-enough resolution to allow for clear, full-screen viewing.
 - f) **Individual Profiles**
A brief description of the technical and/or creative skills of each team member, including any relevant experience (e.g. coding, project management, illustration). Teams must also indicate the proposed role of each member (e.g. project leader, coder).
 - g) **List of alternate ideas considered** (optional)
4. Ideas submitted without all of the aforementioned material will be deemed incomplete and disqualified.

All teams guarantee that their Submissions of all forms under all Phases of this Contest are original to the team and do not knowingly copy or use submissions or works of others.

After receipt of the Phase One Ideas Submissions, a judging panel will choose and announce a short list of teams on approximately November 25, 2013. Each shortlisted team shall be asked to provide the Phase Two Submission as described below. Each shortlisted team shall win a prize consisting of an Apple iPod Nano.

Phase Two - Submissions

1. All required Mobile App development material must be received, in its entirety, by midnight (AT) on the contest deadline (to be announced).
2. Details regarding the materials to be provided at the close of Phase Two will be provided to the shortlisted teams who are successful in Phase One.
3. Following receipt of the Phase Two Submissions, the judging panel will seek presentations from some or all of the teams. Following these presentations, the judging panel anticipates announcing the contest winning team on the same day. Members of the winning team shall each receive a grand prize consisting of an Apple iPad Mini and a one-course tuition waiver for an undergraduate or graduate course at Saint Mary's University.

All shortlisted teams that submit a Phase Two Mobile App, while remaining the inventor(s) and owner(s) of record, hereby grant a non-exclusive, worldwide, perpetual, royalty-free license to Saint Mary's University to any and all components of such Mobile App including ideas, program logic, algorithms, systems, methods, concepts, or layouts of the Mobile App so that the University may use, translate or modify the Mobile App without charge for research, educational and all other internal business or other purposes.

Important Notices

Saint Mary's University reserves the right to disqualify any application and/or team that it believes violates or potentially violates any of the aforementioned requirements or otherwise fails to comply with any provision of these Rules. Any decision(s) of Saint Mary's University and/or the judging panel on this and all matters pertaining to the Mobile App Contest will be final, and shall not be subject to any form of appeal in any forum. All teams and all team members, in exchange for the opportunity of participating in the Contest, release Saint Mary's and its personnel from all claims and liabilities of any nature whatsoever in any way related to the Contest.

All teams and team members agree that their names, photographs and recordings in any media may be used by Saint Mary's for all media and publicity associated with the Contest.

Option to Commercialize

The winning team has the option to pursue commercialization of their Mobile App. If the winning team chooses this option, all members must agree and be willing to:

- 1- Assign his/her Intellectual Property rights to Saint Mary's. This does NOT mean team members will not benefit financially from successful commercialization.
- 2- Provide a signed "invention disclosure" (form provided) to the Saint Mary's Industry Liaison Office (ILO) describing their winning Mobile App.

The ILO will then proceed with an assessment of the commercial potential. If the assessment is favorable, the ILO will contact the team members to discuss next steps. If the assessment is not favorable, the intellectual property will be assigned back to the team members and the file will be closed.