

TICE CREATE Stage: **COMPUTER SCIENCE** Project 2

Title: MIT App Developer | Adding Value...

Project Outline: This project is to inspire intellectual and creative empowerment. MIT App Inventor supports real empowerment for young people to make a difference -- a way to achieve a social impact of immeasurable value to their communities.



Pick this project if you are interested in **Social Good, Mobile Application Development**

MIT App Inventor is an intuitive, visual programming environment that allows everyone to build fully functional apps for smartphones and tablets. MIT App Inventor supports real empowerment for young people to make a difference -- a way to achieve the social impact of immeasurable value to their communities. In fact, here's what some young people have achieved:

1. The Hello Navi team, six middle-school girls from the border town of Resaca, Texas, built an app to help their blind classmate navigate the halls of their school; they were invited to show off their work at the White House.
2. A group of young women from Moldova, in Eastern Europe, built a crowd-sourcing app to help residents of their country access safe drinking water sources. In a country with a high rate of water-borne Hepatitis A, this app has the potential to make an enormous difference in the country's public health.
3. A group of high-school girls in Lagos, Nigeria created an app to help traffic police catch offenders. They were cited as prime examples of young entrepreneurship and honoured at a reception hosted in Brussels by Nigeria's first lady.

So... this is now your turn, what would you come up with?

Which companies you will be working with: Nebula Labs: <https://nebulalabs.co.uk/>

Your 3 Training Days may look like this:

Day one: What makes a good app? We will be researching apps and what a good one entails, we'll also be looking at what apps have helped enact social change in the past and what sort of areas might be ripe for disruption with your project. The end of the day will see us pick our project and outline the things we'll need to do to achieve success.

Day two: Creating your app. We will be starting to put together the code for our projects, with support with the trickier parts.

Day three: How to get people to use your app? Marketing tactics. We'll be finishing off our apps and having a talk on how to market apps to achieve marketplace success.

Your Mentor is: Phil Jeffes (Computer Science Team)