# Fix the frustrations, hack the hassles and code your way to contentment

**Software development competition
for A-Level/BTEC 16+ Students**

**propel**®

Tech made possible

# Join the challenge, solve the problem, and snag the prize

Can you come up with a software solution to solve the UK's top everyday annoyances, like forgetting why you entered a room, bad weather or loud people?

## Winner

- £100 Amazon Voucher (for an individual or to split as a team)
- One week work experience with the Propel Tech Team, where you'll have the chance to work alongside experienced developers and see software development

## Runner-up

- £50 Amazon Voucher

# What's the competition?

Propel Tech, a leading UK bespoke software development company, is excited to launch an exclusive competition for Year 12 A-Level students.

## Software holds the key to solving big and small world problems.

Whether it's improving access to healthcare, enhancing education, or creating more sustainable energy solutions, software makes our world smarter, safer, and more efficient.

With the right innovation, software can tackle even the most frustrating daily annoyances, making life better for everyone.

Propel Tech has asked the British public to pick their top annoyances to come up with the most annoying everyday things across work and home life....

And now we want you to design a desktop or mobile app that tackles **one** of these everyday challenges head-on.

This is your chance to put your tech problem-solving skills to the test, showcase your creativity, and apply what you are learning in the classroom to real-world scenarios.

## Who Can Enter?

Year 12 students studying Computer Science, IT, or related fields.

You can work as an individual or in teams of up to three.

# How do I take part in the competition?

Your task is to **choose one** and design an app that can help people avoid or minimise the frustration caused by it.

We encourage you to think creatively about how software can be used to provide a solution—whether through automation, helpful reminders, or by making information more accessible.

## The everyday annoyances List (pick one):

1 - Walking into a room and forgetting what you wanted
2 - Delivery not turning up on time or being left outside in the rain/on the doorstep!
3 - Software updating when you are just about to use it
4 - People with very loud voices in open-plan offices/ restaurants or communal areas
5 - Unexpected last minute transport delays ruining your plans
6 - Slow drivers blocking the road

## What to submit:

**App design proposal**: A one page A4 document outlining the app's key features, user interface, and how it addresses the chosen annoyance and anything else you want to explain.

**Simple wireframes/mockups:** Visual representations of the app's design and functionality.

**Technical explanation:** A brief description of the app's underlying technologies, including how it fits into computer science concepts such as algorithms, data structures, or user interfaces.

# How will the competition be judged?

**Creativity:** How original and innovative is your app idea?

**Feasibility:** Could the app realistically be developed and used by people? We don't need you to know all the ins and out of developing it, but just have a view on if it could be developed and how it would work.

**Alignment with your curriculum:** Does your app show off your understanding of key computer science and IT principles or your knowledge of apps?

**Impact:** How effectively does your app solve the chosen everyday annoyance?

**Design and usability:** Is the app design user-friendly and intuitive?

# How do I submit my/our entry?

Please submit your proposal, designs, and any other relevant materials to claire.anderson@propeltech.co.uk by 23.59 on the 10th of December. We are looking for no more than four pages of A4.

## Resources for Participants

Video: Propel Tech will launch a video with one of its developers to share the brief and to help guide students through the app design process, from ideation to development.

This will be shared with course leaders and lecturers to circulate.

## Why Enter?

Real-world experience: This is a fantastic opportunity to apply your classroom knowledge to real-world problem-solving.

Boost Your CV: A competition win (or even participation) looks great on university and job applications, showcasing your initiative and skills.

## Important Dates:

Competition Opens: 20th October 2024
Submission Deadline: 30th January 2025
Winners Announced: 14th February 2025

Good luck. We can't wait to see your innovative solutions to these everyday annoyances.