



Swift Student Challenge

We continue our long-standing tradition of supporting students who love to code with this year's exciting Swift Student Challenge. Showcase your passion for coding by creating an incredible Swift playground on the topic of your choice. Winners will receive exclusive WWDC21 outerwear, a customized pin set, and one year of membership in the Apple Developer Program. This challenge is open to students around the world.

[Apply now >](#)

Applying

Build your Swift playground, answer a few written prompts, provide documentation, and submit.

To be eligible for the Challenge, you must:

- Be 13 years of age or older, or the equivalent minimum age in the relevant jurisdiction (for example, 16 years of age in the European Union);
- Be registered for free with Apple as an Apple developer or be a member of the Apple Developer Program; and
- Fulfill one of the following requirements:
 - Be enrolled in an accredited academic institution or official homeschool equivalent;
 - Be enrolled in a STEM organization's educational curriculum;
 - Be enrolled in an Apple Developer Academy; or
 - Have graduated from high school or equivalent within the past 6 months and be awaiting acceptance or have received acceptance to an accredited academic institution.

Building Your Swift Playground

Create an interactive scene in a Swift playground that can be experienced within three minutes. Be creative. If you need inspiration, use the templates in Swift Playgrounds or Xcode for a head start on more advanced creations. Make them your own by adding graphics, audio, and more.

Requirements:

- Your submission must be a Swift playground created by you as an individual or a template modified by you as an individual. Group work or Xcode projects will not be considered. You may include third-party open source licensed code and/or public domain images and sounds, with credit and an explanation of why it was used.
- Your Swift playground must be built with and run on [Swift Playgrounds 3.4.1](#) on iPadOS 14.4.2, [Swift Playgrounds 3.4.1](#) on macOS 11.2.3, or [Xcode 12.4](#) on macOS 11.2.3. If it runs on iPadOS, it must be optimized to display properly on all models of iPad Pro.
- All content should be in English.
- Your ZIP file size should not be more than 25 MB.
- Submissions will be judged offline. Your Swift playground should not rely on a network connection and any resources used in your Swift playground should be included locally in your ZIP file.

You can ask questions and connect with other applicants on the Apple Developer Forums with the [Swift Student Challenge tag](#).

Completing Your Submission

- 1. Tell us about yourself.**
Sign in to the application form with the Apple ID associated with your developer account. If you're under 18 years old, you will also be asked to enter contact information for your parent or legal guardian.

You'll have the option to add details about your background and development experience. This will not influence the selection process. Tell us about any apps you have on the App Store created entirely by you as an individual, in 500 words or less. If you're 18 years of age or older and wish to share your résumé or CV with other groups at Apple, upload a PDF.
- 2. Provide school information.**
Upload your most recent class schedule or other most recent proof of enrollment (PDF, PNG, or JPG) and the contact information for your educational supervisor. Documentation is accepted in all languages.
- 3. Upload and describe your Swift playground.**
Upload your Swift playground from your Mac. Tell us about the features and technologies that you used in your Swift playground, in 500 words or less.
- 4. Provide optional information.**
If you've shared or considered sharing your coding knowledge and enthusiasm for computer science with others, let us know in 500 words or less.

Dates:

- Submissions open on Tuesday, March 30, 2021, at 6:00 a.m. PDT.
- Deadline for submissions is Sunday, April 18, 2021, at 11:59 p.m. PDT.
- Applicants can view their status by end of business day on Tuesday, June 1, 2021.

Judging

Submissions must follow all requirements in the WWDC21 Swift Student Challenge Terms and Conditions. Submissions will be judged on:

- Technical accomplishment;
- Creativity of ideas; and
- Content of written responses.

For full details, see the [WWDC21 Swift Student Challenge Terms and Conditions](#).