AYSI-SCI Idea Submission Doc

Hello, all campers!

Thank you so much for participating in the first-ever season of the AYSI Summer Coding Institute! The AYSI team had a blast teaching each and every one of you guys, and we hope you learned something you'll keep for the future. July signifies the start of our Competition Phase, which is where you will apply the knowledge you learned from the lectures into real-world projects. This document is where you will come up with **three ideas** to pursue this month in collaboration with your team.

Example Submission

Guidelines:

1. Only one submission per team (3 ideas total). Ideas should be original, tackling a useful problem. If you want to make a game, try adding a spin to it (e.g., game to help ADHD patients).
2. Please **rank the ideas first (Idea 1), second (Idea 2), and third (Idea 3)** so if your first pick is rejected, we can approve your second choice.
3. Please pick a **team captain** who will be the primary point of contact for us.
4. Please refer to the **ethics statement** at Yes for competition rules. By entering in this competition, you and your parents have read and are hereby agreeing to the ethics statement.
5. Submit the idea at the link https://tinyurl.com/aysi-idea. You will **make a copy** of this template via Google Docs and share a link through the linked Google Form.
6. Deadline: **Fri, July 3, 2020 at 11:59 PDT**
7. Decision: **Sun, July 5, 2020 at 11:59 PDT**

Team ID:

All Members (First & Last):

1. (Team Captain) Ethan Djajadi
2. Allen Zhang
3. John Paul Van Speybroeck
4.

Idea 1

Problem Description:

We want to help people get better grades in various subjects.

Approach to solving (Jr Div: what kind of app are you building, features implemented, etc... Sr Div: what type of AI used: vision, machine learning, NLP, etc...)

We are going to be building a “do it all” education app that would have flashcards, a math problem generator, and some way for people to spell better.

Tools needed (What libraries, hardware?, datasets)

Databases, a dictionary, spelling api, and ways to implement all subjects in one app.

Uses/applications?

Used to help you study math, la, memory, and more.

Idea 2

Problem Description:

Many people struggle to finish things on time and procrastinate, leading to stressful situations.

Approach to solving (Jr Div: what kind of app are you building, features implemented, etc... Sr Div: what type of AI used: vision, machine learning, NLP, etc...)

Building a planner that can basically plan out your whole day when you enter in, lists the activities in important/due/coming up soon order when you click/enter the status in, and has due dates.

Tools needed (What libraries, hardware?, datasets)

Cloud databases, persistent storage, and a graphic organizer.

Uses/applications?

For college or in school/used to finish work on time and can show you your classes, schedule, etc.

Idea 3

Problem Description:

When people study, they don't tend to think about the potential health implications of not drinking or taking a break.

Approach to solving (Jr Div: what kind of app are you building, features implemented, etc... Sr Div: what type of AI used: vision, machine learning, NLP, etc...)

We will basically notify the user when they need to drink, sleep, eat, and take a break, to make sure they are in good condition.

Tools needed (What libraries, hardware?, datasets)

Some way for Mit app inventor to push an alarm to the user, graphic organizer.

Uses/applications?

Students who study for hours, people who need to finish their work, and many more users who need to do something for a long time and could deteriorate their health over such time.