When you apply to Summer College, you'll be asked to answer the following questions.

These statements are an important part of your application (and writing them is good practice for your college application essays), so please be thoughtful about your responses.

Your answers to each of the three items should be in English and should not exceed 250 words.

###### 1. What are your three most significant interests and activities (including any employment or volunteer work experience)?

* Note the time you devote to the activities, how long you've been involved in them, and your main responsibilities.
* Describe why one of these interests or activities is important to you, your reasons for becoming involved in it, and your related accomplishments.

**1. Founder, G-PAC**  *3hrs/wk, 20wks/yr*

Our school did not allow students to see GPA after each exams. I wanted to help my schoolmates to solve this problem. So I started to work on a GPA calculator app (G-PAC) since 8th grade using Python. Later I updated the code and the app into more advanced forms. The app has evolved from basic command line app to GUI app, and now it has evolved from GUI app to webapp. Currently this app gains over 50,000 usages during the past four years. Personally, it also recorded my code learning path.

**2. Initiator, More Club** *1hrs/wk, 30wks/yr*

I started More Club with my friend as a place for students to share student voices and show who we are. More Club publishes articles written by our club members. We wrote stories about our campus life and personal interests such as technology or fashion. Through words and pictures, we freely express our ideas, which also allows our readers to explore the true identity of the schoolmates. We also published a virtual reality exhibition of our school--SHSID. The perfect combination of art and technology has provided a great way for our students to fully explore the beauty of our school.

**3.Sex Education Game: Self-Reliance** *5hrs/wk, 12wks/yr*

To help optimize the current emptiness of sex education in China, my friends and I built a the biggest PC game distributor. The game has gathered over 143,000 downloads after the release, and various mass media has reported our game. In this game, the player will be engaged with the life of high schoolers, and can also choose between different choices to reach different endings. (https://store.steampowered.com/app/1016110/SelfReliance/)