CREATE-A-THON

THE GAME BEGINS NOW.

You've received your packets, and you are officially allowed to begin coding and building the framework for your final submission. Organize duties amongst your team mates, begin brainstorming design ideas, etc.

BLASTOFF: FRI, SEPT. 16

I know what you're thinking. "But, we don't even know **what business problem** our app needs to solve yet." Don't worry: this Friday, Sept 16 is the official "blastoff" of the Create-A-Thon. You will receive a **calendar invite** for a KICKOFF CALL this Friday at 5 p.m., and packet pickups will be *over the weekend*. Your packet will include all the official rules and your business prompt.

SURVIVING THE CREATE-A-THON

Q&A FOR DAYS…

Yeah, we're expecting a lot of Q&A. But you don't have to contribute to the Q&A overkill; you can just email me at **olivial@infosystems.biz** and I'll get your questions answered as soon as humanly possible.

Here's what you should expect over the next (exciting but packed) two weeks: website submissions for Q&A, chat rooms for Q&A, Q&A with our official Create-A-Thon game master IBM's David Wood, and more packets to handle Q&A. We'll probably host a live Q&A at some point, with a Mini-Q&A to follow. (That last one was sarcasm.)

THAT WEBINAR YOU "FORGOT" TO ATTEND

I don't want to hear your excuses.

No really; I don't. Because here's the **slide deck**. Stay tuned for a recorded version. It's kind of important because a representative from Skuid will determine a significant portion of your official submission score—think UX/UI deliverables!

SUBMISSION DEADLINE

The official packet submission deadline is 5 p.m. Eastern Time on Sunday, October 2, 2016, and submissions will only be accepted by email to olivial@infosystems.biz.

*This statement has been quadruple checked to ensure accuracy in the name of **no excuses** policy. If you email your submission on October 2nd at 5:01 p.m. and say you "read somewhere" that the deadline was different, your submission will be rejected with a friendly note saying "Well, it wasn't the official competition details document." (That's what you're reading right now.)*

THE FIRST OF MANY Q&A SESSIONS...

This is a preliminary Q&A based on responses received during the UX/UI training webinar, hosted by Skuid. If you have other questions, email them to olivial@infosystems.biz.

There's no such thing as a dumb question. Okay, there is, but I won't laugh at you.

CHATECH

InfoSystems

skuid

ESCAPE MISSION
CHATTANOOGA

nbp

WHAT DEVICE SHOULD THE APP FUNCTION ON?

Short answer: it's up to you!

The application should be made to function on *any* one device (smart phone or tablet). Just be sure to choose a device that at least one of your team members owns, for testing and official demonstration purposes.

WHAT SOFTWARE/ PLATFORM/CODING LANGUAGE IS PREFERRED?

Short answer: it's (also) up to you!

Do your research, and use what you are most comfortable using. The judges and sponsors will not, at any point, officially recommend a method or tool. You decide ☺

I'M STILL CONFUSED.

It's okay. Email me, fam.

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