

Module F – Group Work: Community and Local Services

Competition Time: 2 hours (1h preparation + 1h presentations)

In the final module, competitors will work in small teams to design a new digital service that supports community building, local events, and hobby opportunities.

The application does not have to be directly related to previous competition tasks, but should use the same technologies and principles.

The prototype does not need to be a functional app — the focus is on a clear concept and a strong visual presentation.

Teams may present their ideas with wireframes, Figma, slide decks, or other visual tools.

While designing, teams should consider:

- Who is the application for?
- What problem does it solve?
- What technologies could be used to build it?

Working Phases

1. Hour – Ideation and Preparation
 - a. Teams choose an app idea and define their target group
 - b. A visual presentation is created, which can include wireframes, UI views, and core features
 - c. A short pitch presentation is prepared (max. 5 minutes per team) that summarises the idea and how it could be built
2. Hour – Presentations and Evaluation
 - a. Each team presents their idea and prototype to the judges and other participants
 - b. The presentation must include:
 - i. A description of the problem and the proposed solution
 - ii. A UI concept and key features
 - iii. An explanation of how the app could be built technically

Evaluation Criteria

- Innovation – Is the idea original and practical?
- Usability – Is the UI clear and well thought out?
- Technical Feasibility – Could this realistically be developed?



At the end of the module, each team must submit:

- The presentation material, which can include wireframes, UI images, or any other visual representation