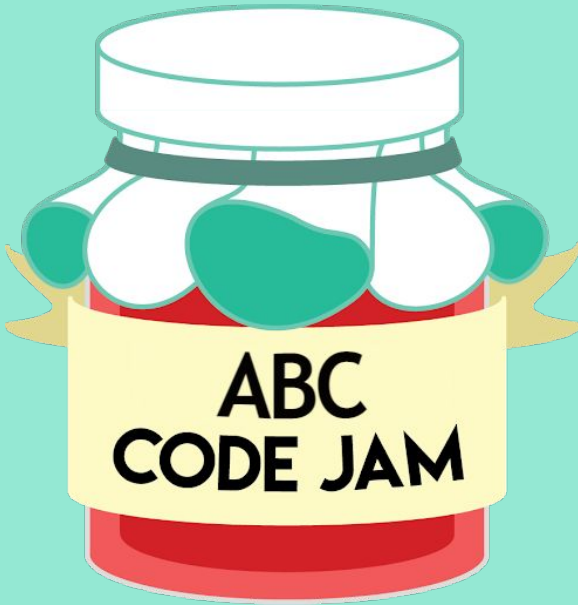


# ABC Code Jam 2024

SAMPLE PROJECT IDEAS



**Hello there fellow  
coder!**

*IT'S DANGEROUS TO GO ALONE!  
TAKE THIS!*

WE CREATED THIS BOOKLET TO  
HELP YOU GET SOME IDEAS FOR  
YOUR PROJECTS THIS YEAR.  
THESE ARE BASIC FRAMEWORKS  
FOR PROJECTS THAT HAVE BEEN  
ALIGNED TO THE THEME TO HELP  
YOU GET SOME INSPIRATION. FEEL  
FREE TO GET SOME INSPIRATION  
FROM THESE, BUT REMEMBER,  
YOUR PROJECT SHOULD BE YOUR  
OWN ORIGINAL WORK!

THIS IS AN INTERACTIVE  
DOCUMENT. ANY LINKS  
WILL TAKE YOU TO OUR  
PROJECT DEMOS.



# Beginner Project

## **WHAT IS IT:**

CREATE A WEBSITE OR APP THAT PROVIDES INFORMATION AND RESOURCES RELATED TO EDUTECH, SUCH AS EDUCATIONAL TECHNOLOGY TRENDS, TOOLS, AND BEST PRACTICES. IF YOU DO NOT KNOW WHAT EDUTECH IS, ASK AROUND, OR DO SOME RESEARCH.

## **WHAT'S NEXT:**

DEVELOP A USER-FRIENDLY INTERFACE THAT DISPLAYS THE INFORMATION IN A CLEAR AND ORGANIZED MANNER.

## **USAGE RULES:**

THE PROJECT MUST BE ACCESSIBLE TO USERS OF ALL AGES AND ABILITIES. ENSURE THAT THE CONTENT IS INFORMATIVE, ENGAGING, AND EASY TO NAVIGATE.

## **DESIGN GUIDELINES:**

USE A CLEAN AND MODERN DESIGN THAT REFLECTS THE THEME OF EDUTECH. INCORPORATE VISUAL ELEMENTS SUCH AS IMAGES, GRAPHS, OR CHARTS TO MAKE THE INFORMATION MORE VISUALLY APPEALING.

# Intermediate Project

**WHAT IS IT:** CREATE A FINTECH PROJECT THAT UTILIZES EDUTECH PRINCIPLES TO IMPROVE FINANCIAL REASONING AND SOCIETAL IMPACT. THIS COULD INCLUDE DEVELOPING A MOBILE APP OR WEB PLATFORM THAT PROVIDES PERSONALIZED FINANCIAL ADVICE, OR CREATING ANY TOOL THAT HELPS INDIVIDUALS MAKE INFORMED INVESTMENT DECISIONS.

**WHAT'S NEXT:** DEVELOP A TECHNICAL SOLUTION THAT INTEGRATES EDUTECH CONCEPTS, SUCH AS GAMIFICATION, SOCIAL LEARNING, AND ADAPTIVE ASSESSMENTS, TO IMPROVE USER ENGAGEMENT AND OUTCOMES.

**USAGE RULES:** THE PROJECT SHOULD BE FUNCTIONAL, WITH A CLEAR AND INTUITIVE USER INTERFACE. IT SHOULD ALSO DEMONSTRATE THE POTENTIAL FOR SCALABILITY AND IMPACT ON SOCIETY.

**DESIGN GUIDELINES:** USE A CLEAN AND MODERN DESIGN THAT REFLECTS THE THEME OF FINTECH. INCORPORATE VISUAL ELEMENTS SUCH AS CHARTS, GRAPHS, OR INFOGRAPHICS TO HELP USERS UNDERSTAND COMPLEX FINANCIAL CONCEPTS.

**OVERALL IMPACT AND IMPORTANCE:** THE PROJECT SHOULD DEMONSTRATE THE POTENTIAL FOR IMPACT ON SOCIETY, SUCH AS IMPROVING FINANCIAL LITERACY AMONG UNDERPRIVILEGED GROUPS OR REDUCING ECONOMIC INEQUALITY.

# Advanced Project

## (Open Ended)

**WHAT IS IT:** THIS PROJECT IS AN ARTIFICIAL INTELLIGENCE (AI) TOOL THAT IS DESIGNED FOR TEACHERS AND ENRICHING THEIR CLASSROOMS AND THE STUDENT LEARNING EXPERIENCES. THE PROJECT INVOLVES A CHATBOT THAT WILL CONVERSE WITH STUDENTS ABOUT A PARTICULAR TOPIC AS DESCRIBED BY THE TEACHER. FOR EXAMPLE, IF THE TEACHER'S LESSON PLAN FOR THE DAY INCLUDED THE USAGE OF GITHUB, THE TEACHER MUST BE ABLE TO TELL THE CHATBOT THAT THEY WOULD LIKE IT TO HELP THE STUDENTS UNDERSTAND GITHUB VIA A CONVERSATION. THE CHATBOT SHOULD BE ABLE TO ADAPT BASED ON STUDENT RESPONSES AND ENSURE THAT STUDENTS ARE ENGAGED WITH THE CONVERSATION. AFTER THE CHATBOT IS DONE TEACHING THE STUDENT, IT SHOULD PROPERLY BE ABLE TO EVALUATE THE STUDENT'S UNDERSTANDING OF THE CONCEPT OF GITHUB AND HOW TO USE IT.

THIS IS JUST A SIMPLE OUTLINE FOR WHAT THE PROJECT COULD BE AND A SIMPLE EXAMPLE USING GITHUB AS WELL.

**WHAT'S NEXT:** FEEL FREE TO DESIGN A PROJECT THAT FALLS WITHIN THESE GUIDELINES. BECAUSE WE DIDN'T WANT COMPETITORS TO FEEL DISCOURAGED FROM MAKING THIS PROJECT, WE HAVEN'T PROVIDED THE CODE NEEDED FOR IT SO THAT COMPETITORS CAN DO IT THEMSELVES AND MAKE THE CODE FROM SCRATCH. PLEASE UNDERSTAND THAT YOU CAN ALSO MODIFY THIS PROJECT TO YOUR LIKING.

**USAGE RULES:** BECAUSE WE HAVEN'T PROVIDED CODE FOR THIS PROJECT, YOU MAY CODE THIS EXACT SAME PROJECT IF YOU CHOOSE TO DO SO. PLEASE UNDERSTAND, HOWEVER, THAT WE WILL BE LOOKING FOR AT LEAST SOME MODIFICATIONS OR CHANGES TO SHOW THAT YOU HAVE PUT THOUGHT INTO THIS PROJECT.