ATLÂNTIA STEM OLYMPIAD

2026

SUB-CATEGORY 03.C · CODING & ARTIFICIAL INTELLIGENCE

MOBILE APPLICATIONS

iOS · Android · Cross-Platform Development

— OFFICIAL RULEBOOK —

CATEGORY	EDITION	VERSION
03	2026	1.0

SUB-CATEGORY 03.C ATLÂNTIA STEM OLYMPIAD 2026

MOBILE APPLICATIONS

Official Rulebook · 2026 Edition

01 INTRODUCTION & OBJECTIVES

The Mobile Applications sub-category invites participants to design and develop mobile apps aimed at education, health, sustainability, or simplifying daily life. Apps can be built for iOS, Android, or cross-platform environments.

02 PROJECT REQUIREMENTS

Each submitted project must meet the following baseline requirements:

- The application must be deployable on a mobile operating system (Android or iOS).
- The project must feature a working prototype with a functional user interface (UI).
- It must address a specific need in sectors like health, education, productivity, or environment.
- Both frontend and backend (if applicable) functionalities will be reviewed.

03 SUBMISSION GUIDELINES

Follow these steps carefully when preparing your submission:

01	All projects must be submitted through the official Atlântia STEM Olympiad portal.
02	A technical report (max 10 pages) detailing the problem, solution, and methodology is required.
03	Source code must be provided via a public or private repository link (e.g., GitHub) with clear execution instructions in a README file.
04	A 3-minute video presentation demonstrating the project in action must be submitted.

04 EVALUATION CRITERIA

Projects will be evaluated by an expert jury based on the following weighted metrics:

Criterion	Description	Points
UI/UX Design	Is the app intuitive, accessible, and visually appealing?	**30** pts
Impact & Problem Solving	Does it provide a meaningful solution to the target demographic?	**25** pts
Technical Execution	Smoothness of navigation, backend integration, and lack of bugs.	**25** pts
Commercial/Scaling Potential	Can this app be viable in real-world app stores?	**20** pts
TOTAL	*Maximum achievable score*	**100** pts

05 RULES & CODE OF CONDUCT

All participants are bound by the principles below:

Originality	All work must be the original creation of the participating student or team. Plagiarism will result in immediate disqualification.
Team Size	Projects can be submitted individually or in teams of up to 3 members.
Open Source & Assets	The use of open-source libraries and pre-existing assets is permitted provided they are properly credited and do not constitute the core innovation of the project.
Deadlines	Late submissions will not be accepted under any circumstances.

GOOD LUCK & BUILD SOMETHING REMARKABLE

For questions, contact the official Atlântia STEM Olympiad organising committee.