



Teaching a Software Projects course in 2017?

Encourage your student teams to enter **SCORE 2018...**
... and score a trip to ICSE 2018 in Gothenburg, Sweden!

SCORE is a worldwide competition for undergraduate and master's level students to demonstrate their software engineering skills by completing (and documenting!) end-to-end software development projects. **SCORE** participants are encouraged to use class projects as **SCORE** submissions.

Key elements of the **SCORE** program:

- Participants work in teams of 3-5+ students
- Participants select projects from a list provided by **SCORE** project sponsors
- Finalists will be invited to present their projects in Gothenburg, Sweden as part of ICSE 2018

IMPORTANT DATES

- From 10 May 2017 – registration of project teams open
- From 1 July 2017 – submission of summary reports open
- 15 December 2017 – deadline for team registration
- 15 January 2018 – deadline for summary report submission
- 5 March 2018 – notification of semi-finalists
- 23 March 2018 – deadline for full deliverable submission [semi-finalists only]
- 7 April 2018 – notification of finalists (invited to ICSE 2018)
- 27 May - 3 June 2018 – final presentation (at ICSE 2018) [finalists only]

Visit score-contest.org for more info!

SCORE Co-Chairs:

- Christine Julien
The University of Texas at Austin, USA
- Rafael Prikladnicki
Pontifícia Universidade Católica do Rio Grande do Sul, Brazil

Sample **SCORE** 2018 Projects:

- *SNA4Slack*: Network Analysis and Visualization for Slack Teams
- *Rider Track*: Event Rider/Hiker Tracking
- *UniPique*: Coordinated Picture Set Processing
- *CSyllabus*: International Computer Science Syllabi Repository
- *CSRepo*: A Metadata Repository for Computing Conferences
- *Brew Day*: An Application for Home Brewers
- *Slayer*: A Thin Layer Chromatography Analyzer for Smart Phones
- *ShowMe*: Show Me Related Work
- *NewMonopoly*: An Adapted Monopoly Game
- *PTM*: Personalized Travel Monitor
- *Travlendar*: A Travel-Time-Aware Calendar
- *ChannelX*: Transient Shared Communication Channels

