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Erasmus+ Programme
of the European Union

mobile,
Young,
Oppportunity,
Unity,
Technology,
Help.

A Toolkit for
Mobile Learning



Co-funded by the
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of the European Union

PROJECT APPLICANT



PROJECT PARTNERS



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A person is sitting, holding a smartphone in their hands. They are wearing a light-colored long-sleeved shirt and dark pants. In the background, there is a brown bag and a knife. The entire image has a blue tint.

ABOUT MYOUTH PROJECT

mYouth – Mobile, Young, Opportunity, Unity, Technology,

Help designates the future of learning – and that future is happening right now! The world has a myriad of pressing challenges and one of them is free access to education for everyone. We have identified that many young people fail to obtain proper education due to many reasons: infrastructure, institutional barriers, economic obstacles, disability, taking care of household, so on and so forth.

And that's where the story of mYouth begins! In January 2016,

representatives from 10 countries, which partner this project united in Salzburg, Austria and held the first kick-off meeting to launch the project activities. Representatives from Austria, Poland, Spain, Italy, Bulgaria, Macedonia, Hong Kong, Singapore, Ghana and Senegal, discussed the crucial aspects of building a strong digital community, and how such community can provide youth with opportunities for sharing their knowledge, harvesting new skills, and making them more active and aware of their needs within their local circles.

MOBILE
YOUNG
OPPORTUNITY
UNITY
TECHNOLOGY
HELP



MACEDONIA



GHANA



SINGAPORE



BULGARIA



SPAIN



AUSTRIA



HONG KONG



POLAND



ITALY



SENEGAL

During the spring 2016, each country hosted a power-up national coding camp, by which hundreds of youths directly managed to polish their digital skills and super-powers. National coding camps were organized over Austria, Poland, Spain, Italy, Bulgaria, Macedonia, Hong Kong, Singapore, Ghana and Senegal. Local youths were able to work on their own original ideas for mobile apps. The best of them were invited to attend the mYouth special training on android and business modeling development that took place in Macedonia. As good as it gets, the best produced mobile apps got the chance to compete for the **European Youth Summit Award (EYA)** and the **World Summit Youth Award (WSYA)**! And that's not all – an overall mYouth winner (the mobile app egiBU from Italy) was selected and invited on stage at EYA gala event in Graz, Austria.

As part of the project, more than 30 mobile applications were developed, many of them are available for download on iTunes or Google play. Four of the apps produced within the mYouth project succeeded among the category winners at the well-known WSYA: Andando in the category *Go Green*, Pedosa in the category *Digital Generation*, egiBU in *Education for All* and Picture Word in *Fighting Poverty, Hunger and Disease*.

Through non-formal methods of learning, this experience provided the participants with an opportunity to improve their ICT skills, so that they can later on use it for their professional growth and careers, and in this way increase their employability and readiness on the labor market. Moreover, it contributed to active citizenship and helped the integration of citizens with different backgrounds by creating better understanding and mutual respect.

OFFICIAL WEBSITE
OF THE PROJECT:
www.myouth.eu

ABOUT ERASMUS +

Erasmus+ is the EU's programme to support education, training, youth and sport in Europe. Its budget of €14.7 billion will provide opportunities for over 4 million Europeans. Set to last until 2020, Erasmus+ doesn't just have opportunities for students. Merging seven prior programmes, it has opportunities for a wide variety of individuals and organizations. Detailed information on these opportunities, including eligibility criteria, is available in the Erasmus+ Programme Guide.

The aim of Erasmus+ is to contribute to the Europe 2020 strategy for growth, jobs, social equity and inclusion, as well as the aims of ET2020, the EU's strategic framework for education and training.

Erasmus+ also aims to promote the sustainable development of its partners in the field of higher education and contribute to achieving the objectives of the EU Youth Strategy.

WHO CAN TAKE PART?

Erasmus+ is open to many individuals and organizations, although eligibility varies from one action to another and from one country to another. Individuals can take part in many of the opportunities funded by Erasmus+, although most will have to do so through an organization taking part in the programme. The eligibility of individuals and organizations depends on the country in which they are based. Eligible countries are divided into two groups, Programme countries and Partners countries. Although Programme countries are eligible for all actions of Erasmus+, Partner countries can only take part in some, and are subject to specific conditions.

HOW IT IS MANAGED?

Erasmus + is managed by the European Commission (the EU's executive body), the Education, Audiovisual, and Culture Executive Agency (EACEA), a series of National Agencies in Programme countries, and a series of National Offices in some Partner countries.

SOURCE:
https://ec.europa.eu/programmes/erasmus-plus/about_en

ONLINE SURVEY

Regarding our mYouth project and the vast use of the mobile applications and their rapid development, we decided to make a short online survey that we shared on our organizational Facebook fan page (<https://www.facebook.com/mladiinfo.eu/>) and on the mYouth Facebook fan page (<https://www.facebook.com/mobileyouth/>) where we asked around 100 people several questions related to the mobile app technology and mobile learning. As we opened the survey on 15 December 2015, in a period of less than a month we acquired an utmost number of answers from the public. Generally, we found out that 99% of the public who has answered the survey uses their smartphone and they are interested in gaining more knowledge via mobile learning.



WATCHING HOW THE MOBILE TECHNOLOGY
THRIVES AND GOING THROUGH EACH
UNIQUE RESPONSE IN THE SURVEYS,
FEW QUESTIONS CAME TO OUR MIND:

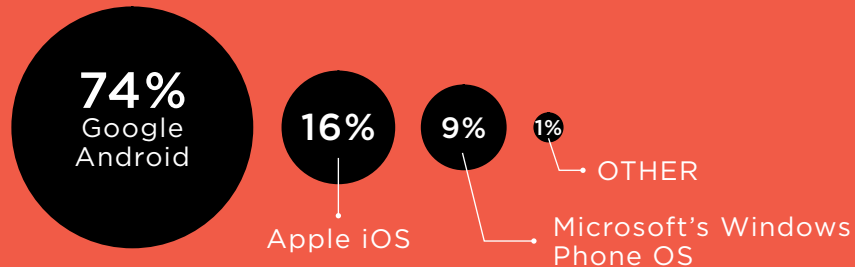
ARE MOBILE
APPLICATIONS
GOING TO
BE MORE
INFLUENTIAL
THAN EVER ?

WHICH OS
WILL REMAIN
TOP LEADING
ON THE
MARKET ?

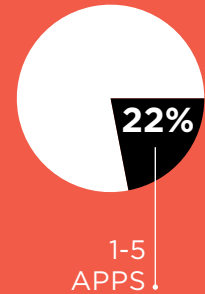
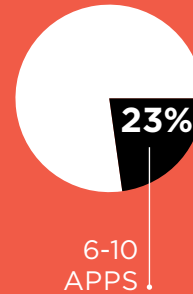
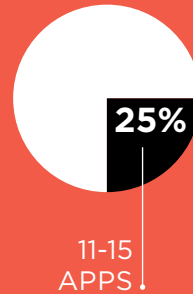
WHAT
IS THE
FUTURE OF
MLEARNING ?

THIS IS WHAT OUR FOLLOWERS RESPONDED:

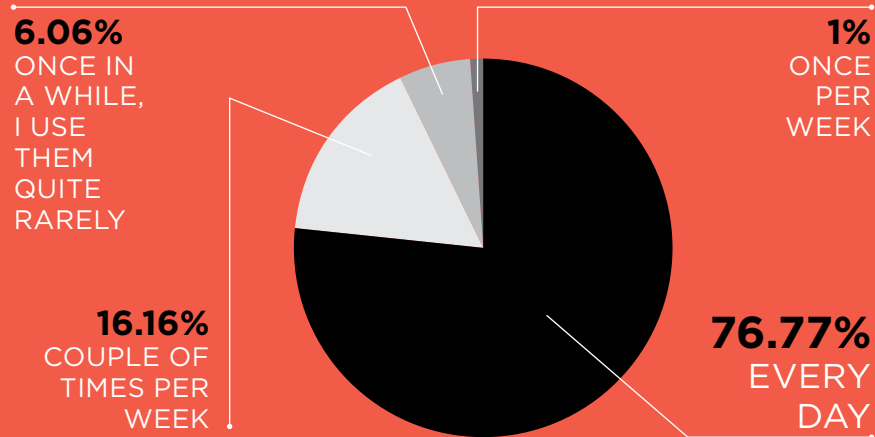
**WHAT TYPE OF
OPERATING SYSTEM
ARE YOU USING
ON YOUR
SMARTPHONE?**



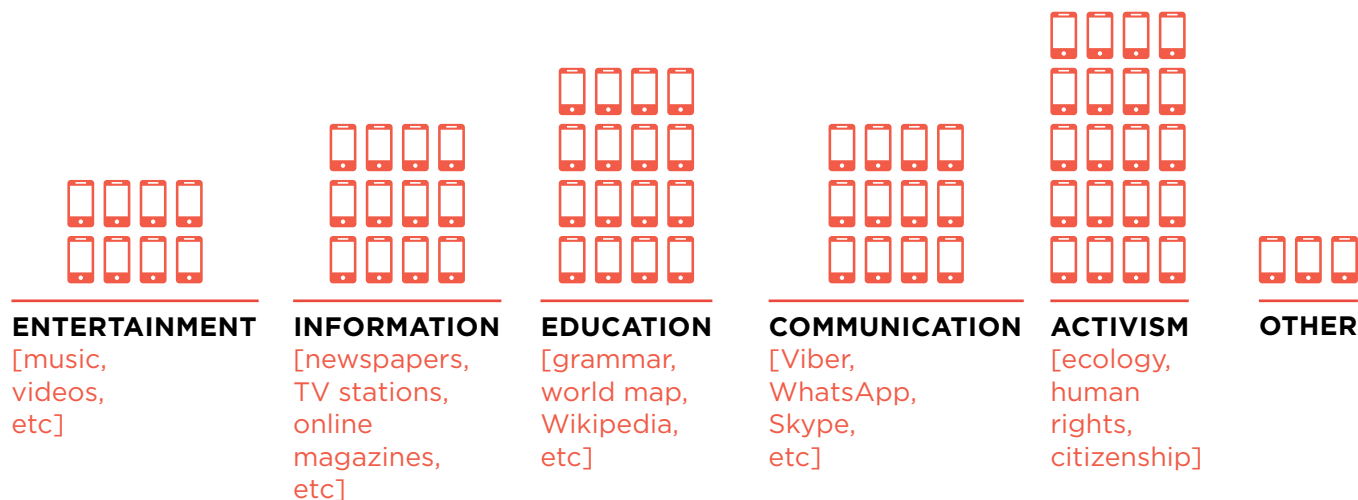
HOW MANY APPLICATIONS HAVE YOU DOWNLOADED ON YOUR SMARTPHONE SO FAR?



HOW OFTEN DO YOU USE YOUR MOBILE APPLICATIONS?



MOST OF THE MOBILE APPLICATIONS YOU HAVE DOWNLOADED ARE IN THE CATEGORY OF:



Taking and distributing this survey around showed us what the general population focuses on, which helped us make our mYouth project according to the statistics above i.e. showing the participants the public's

perceptions, seeing what they need to concentrate more on when designing the mobile application, thus being more successful and also able to later on compete for the European Youth Award.



E-LEARNING

ONLINE LEARNING PLATFORMS

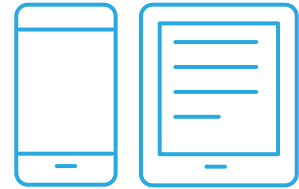
Nowadays, everyone who has got access to the Internet, also has an access to a potentially free web platform for studying something new or improving a certain desired skill. As the years have progressed and we entered the Information Technology, we witnessed a numerous thrive especially of outstanding mobile applications and extraordinary rise of the tech devices. Almost every single idea for them has started with a little bit of sketching, coding and a group of enthusiastic people working on it.

To begin with, as well as roll in the IT community, there are hundreds of thousands of online web platforms that offer courses, some of them are free and some are not, but all of them are

related to the latest technology trends, which can help you learn and create the outcome i.e. the product you would like to see on the IT market.

Following the digital fad, we have come up with couple of free of charge online web platforms where you can put aside all your doubts of how you can code and more!

All of the below mentioned websites would give you a brief introduction to programming if you are new in it. Furthermore, they are made for everyone, so if you already have a basic knowledge of certain things, you can skip the beginner part and move on to the next chapter for intermediate or advance programmers.



www.thenewboston.org

On this website you will find hundreds of Video tutorials related to Android application development. They are all free of charge!

www.livecoding.tv

At livecoding you can actually watch the people working real-time on projects as well as collaborate with them. Watch and learn how products are built from scratch!

www.tutorialspoint.com

TutorialsPoint is created by experienced people related to a certain field. Their tutorials are mostly e-books which you can download them for free!

www.coursera.org

Coursera provides online courses with its university & organization partners which offer their courses for free. Enroll, learn, practice, take quizzes & acquire a certificate for it.

www.tutsplus.com

TutsPlus's web-platform and their Android section has got a lot of great information for newbie and veteran developers alike. If there is a tutorial missing about something you can even contribute to the platform and make the tutorial and send it to the team.

www.vogella.com

The tutorials begins from the very bottom with setting up the working space, intermediate topics like processing XML, designing advanced interfaces, and playing with device sensors.

developer.android.com

They have everything you could ever need for your app-developing journey, including the IDEs and tools to get started with.

www.youtube.com

This well known platform despite all the music videos, it can also offer a numerous videos related to Android Development.

www.stackoverflow.com

A website for developer Q&A. Pretty much a mandatory resource for any developer where you can get an expert help for the work(code) you've done.

www.alison.com

Alison.com offers both certificate and diploma level courses. Once you have completed your course, you can download your learner record as proof of your accomplishment.

www.lynda.com

Lynda.com leading online learning platform that helps anyone learn business, software, technology and creative skills to achieve personal and professional goals. Through individual, corporate, academic and government subscriptions, members have access to the lynda.com video library of engaging, top-quality courses taught by recognized industry experts.

www.iversity.org

iversity.org is an online learning platform for higher education and professional development courses provided by experts from all over Europe.

www.coderstrust.com

CodersTrust is based on the basic premise that there is already an online labor market and several online learning portals, but what is missing is a financial system to fund the education of the labor force of tomorrow.

www.edx.org

Open edX is the open-source platform that powers edX courses and is freely available. With Open edX, educators and technologists can build learning tools and contribute new features to the platform, creating innovative solutions to benefit students everywhere.

www.udemy.com

Udemy is a global marketplace for learning and teaching online where students are mastering new skills and achieving their goals by learning from an extensive library of over 42,000 courses taught by expert instructors.

www.codeschool.com

Online courses for HTML, CSS, Python, .NET, Database, Ruby, JavaScript, Ruby, iOS, Git, PHP and Electives. Mostly free of charge.



MOBILEAPP CONTESTS & EVENTS

MOBILE EVENTS

Despite the online learning platforms, you want to make sure you share your experience with a group of local people on events near you. Sharing your ups and downs on the road would help you enhance your mobile application and might get your next teammates, or even

start a project with new group of people who are most likely be with as similar vision as yourself.

Below we have found some local events as well as annual international competitions in which you can take part with your app ideas:



European Youth Award (EYA)

The European Youth Award (EYA) is a pan-European contest to motivate young people, social entrepreneurs and start-ups to produce digital projects with impact on society. It demonstrates their potential to create innovative solutions with Internet and Mobile technology addressing the goals defined by the Council of Europe and Europe 2020.

Who can participate and maybe become EYAYoung Digital Champion?

- ➔ Creative minds under the age of 33;
- ➔ Living in one of the member states of the European Union or Council of Europe;
- ➔ Who have produced an outstanding, innovative digital project to improve society (eg website, app, wearable device, digital installation).

MORE INFO: <http://bit.ly/2hrPpum>

RiseUP Summit

RiseUp has grown over the years from a grass-root movement to a global momentum. The purpose behind RiseUp has remained the same: to connect startups to the most relevant resources worldwide.

From IBM and Eitesal, to AMC & MCA, RiseUp Summit promises to bring you the most exciting challenges for your startups, along with the opportunity to showcase your winning talents even further around the world! Read more about each competition and bring your ideas to the highest stage.

MORE INFO: <http://bit.ly/2hyL2mm>

International Mobile Gaming Awards (IMGA)

The IMGA is now the mobile entertainment industry's leading showcase for ground-breaking innovations, displaying exceptional quality and new trends in mobile entertainment, whether the games are made for the iPhone, for Android Phones or other platforms. Maarten Noyons created the awards in 2004. What began with only 85 entries has evolved into a yearly event that averages over 800 studios participating from all over the world!

MORE INFO: <http://bit.ly/2gxDbE>

Codefest Marathon

Codefest Marathon is 32 hours long challenge where in teams of 2-5 members, participants should build a solution from scratch - from idea to prototype/demo. Codefest Marathon comes in three tracks:

Codefest Marathon Junior - for kids younger than 16 years;

Codefest Marathon Student - for high school students above 17 years old and university students;

Codefest Marathon Pro - for professionals, freelancers, employees from tech companies, etc.

MORE INFO: <http://bit.ly/2gpxq8e>

Social Impact Award (SIA)

An annual contest in more broad sense. Social Impact Award (SIA) is already present in couple of different countries in Europe and beyond and it is getting bigger each year as it raises awareness about social entrepreneurship day and night. It gives young innovators the opportunity to present their ideas and win significant prizes that can help them further develop the initial idea.

MORE INFO: <http://bit.ly/2gDuqls>

The World Summit Youth Award (WSYA)

WSYA is the world competition organized by the International Center for New Media (ICNM). WSYA makes the space as a competition for young social entrepreneurs, creative designers, who create digital content and applications which address the UN Sustainable Development Goals (SDGs). The World Summit Youth Award (WSYA) as a unique global competition is being organized ever since 2005, and it truly brings together young developers and digital entrepreneurs – under 30 years of age – who use internet and mobile technology to put the UN Millennium Development Goals (MDGs) into action and make a difference.

MORE INFO: <http://bit.ly/10e7dAU>

IT knowledge test

A big IT specialist test in Lodz - Poland, for all students who want to check their knowledge.

MORE INFO: <http://bit.ly/2mqdLo>

Wydarzenia IT. Lodz

IT events in Lodz, Poland. A kind of info-point for activities in the field.

MORE INFO: <http://bit.ly/2mEtHuf>

Spotkania IT

All IT events in Poland at one place.

MORE INFO: <http://bit.ly/2gpxq8e>

Web Summit

The Web Summit happens in Lisbon from 6-9 November 2017. It all started as a simple idea in 2010: Let's connect the technology community with all industries, both old and new. It seemed to resonate. Web Summit has grown to become the "largest technology conference in the world". No conference has ever grown so large so fast. But we also pride ourselves in organizing the "best technology conference on the planet".

MORE INFO: <http://bit.ly/2qb2Kvw>

Droidcon Berlin

The first droidcon Berlin in 2009 was the starting point for the global developer conference series. Since then, the conference has grown continuously with more than 25 droidcons worldwide in 2016. droidcon Berlin is all about meeting the Android community, learning about the latest developments and giving you a stage to talk about the development of your apps and solutions or to discuss bleeding edge technology in the Android field. This year's Berlin edition will take place from September 3 - 5, 2017 at Messe Berlin.

MORE INFO: <http://bit.ly/2qGYuYg>

Mobilesummit PL

A big national conference, meetings with international specialists, leaders in mobile industry and learning.

MORE INFO: <http://bit.ly/2nOpRYD>

Hackathon to develop a mobility app for the region of Carinthia!

You travel to a destination using different means of transport (train, bus, taxi, car sharing, bike) and there is no need to buy any ticket because your mobile device will gather all the information about your trip, chooses the best option for you and registers each check-in and check-out in the different used vehicles along your journey accordingly to the distance.

All selected participants will be invited to spend the weekend at a 4 stars-hotel in Carinthia covering all expenses for travel, accommodation and mentoring.

MORE INFO: <http://bit.ly/2q2kk9X>

EYA GAME JAM: Games Improving Society 3.0

In 2017 for the third time, EYA invites people with all kinds of backgrounds (be it programmers, game designers, artists, business students or others who are simply interested in being innovative and creating something new) to plan, design and create games or apps together in 48 hours. The EYA game jam will focus on the topics Water and Family.

MORE INFO: <http://bit.ly/2q2ktu6>

GeekGirlCarrots

Organization focused on attracting women to technology, innovative solutions. They organize meetings, workshops and code carrots – programming meetups in Python, JavaScript and HTML. You can find them in Poland, Germany, UK, Japan, Portugal, Switzerland, Holland, Israel, South Korea and Czech Republic.

MORE INFO: <http://bit.ly/1leWsZI>

Engineering Practicum Intern GOOGLE

As a key member of a small and versatile team, you design, test, deploy and maintain software solutions. Google aspires to be an organization that reflects the globally diverse audience that our search engine and tools serve. They believe that in addition to hiring the best talent, a diversity of perspectives, ideas and cultures leads to the creation of better products and services. Google is invested in increasing the pipeline of future computer scientists and software developers, particularly those who are historically underrepresented in the field.

MORE INFO: <http://bit.ly/2qO5Wiy>

Facebook Grace Hopper Scholarship

Facebook is committed to advancing women in technology, and they are very excited to announce the 2017 Facebook Grace Hopper Women in Computing Scholarship! This fall they'll join thousands of remarkable women in technology in Orlando from October 4-6, 2017 for their tenth year at the Grace Hopper Celebration of Women in Computing. This unique scholarship program gives 50 women excelling in Computer Science the opportunity not only to attend the Celebration, but to spend valuable days before the conference with Facebook engineers learning, collaborating, and preparing for the conference.

MORE INFO: <http://bit.ly/2pKielg>

EMSE Consortium Software Engineering Scholarship

The EMSE curriculum covers a wide range of topics, such as software process management, verification and validation, software design, requirements engineering and advanced topics including software quality, distributed systems and development, global software development, embedded systems and open source software & agile development. The curriculum consists of modules (divided into foundations and advanced topics in Software Engineering), a mandatory Internship, a Summer School and a Master thesis.

MORE INFO: <http://bit.ly/2rKtFiP>

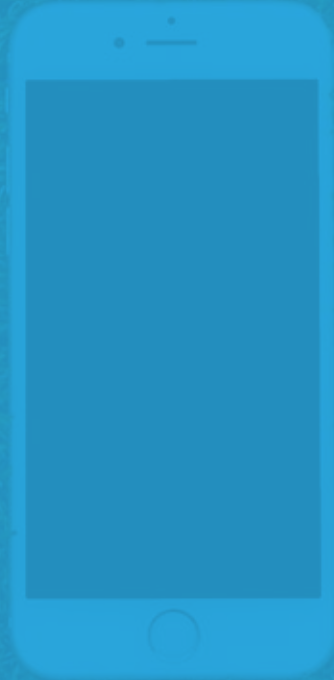
Max Planck Institute for Software Systems Internship

Only a limited number of internship positions are available each year, and admissions are very competitive. Candidates are selected based on their academic achievements (e.g., honors, course grades, prior project experience) as well as their interest and motivation in pursuing original research in different areas of software systems. Selection process might also involve a phone interview with promising candidates.

MORE INFO: <http://bit.ly/2qMALGp>



NEXT...



What drives people from early stage in their aging process to roll into IT community and keep it up going and growing with the technology? Can mobile application technology help you boost your entrepreneurial spirit?

Youth share their inspirational and motivational stories with us about their journeys. Read more about how successful a story can get:

- ➔ **mYouth Participant and EYA Finalist Tell us his Story Meet**
- ➔ **Jordan Fung, a Young Programmer from Hong Kong**
- ➔ **When Homeless Animals Meet Spanish App Developers**
- ➔ **I.T. a Male Discipline? Girls Bet It Is Not!**



**mYouth Participant
and an EYA Finalist Tell us his Story**

”

It's a funny story Marcin Szczesniak says. His "adventure" with IT started about 12 years ago. Mowed the lawns at the neighbors, sold his Playstation, smashed his piggy bank, and together with his brother finally bought a new PC. Having it less than few days he damaged it and had to fix it before his brother came back home and noticed that the computer did not work. From that day on Marcin was always repairing things like that and even more difficult issues with computers. This is how the story begins... and how it continues?

Mladiinfo: What is your main focus within IT and what is your biggest goal for your IT career?

Marcin: I develop mobile apps and Serious Games (games which are designed for a primary purpose other than pure entertainment, like training and education, e.g. flight simulations). I'm also a level designer, I create textures, do graphic design in 2D and 3D, work as a Quality Assurance-software tester and lead courses in "3D graphics – Advertising design". In my spare time, I repair computers and mobile devices.

I also have (so far) one scientific publication "Mobile music application applying the technology of Augmented Reality [1]". My main focus is mobile platforms combined with new technologies. When I first heard about Augmented Reality, I decided I would develop a mobile application based on this

technology. It was the same when I got Google Cardboard VR glasses. The beginnings are always difficult; sometimes you can get caught by very inconspicuous problems.

Mladiinfo: You were one of the participants in the mYouth seminar in Macedonia. How did the training help you develop your skills?

Marcin: At the mYouth seminar we enlarged our knowledge of Android Java Programming. I create my application Unity, which is based on C#, the approach to application development is a bit different than in Android Studio. I learned a few new things in this regard. We also received materials from the course, which have been very useful to have at home. I do the same in the courses that I am leading. Students are not always able to remember everything, especially when dealing with something new. It is better to have a set of scientific

materials that one can consult later. Additional benefits from the course included the opportunity to improve my skills in English and to visit parts of Macedonia. I think that I'll go back there one day.

Mladiinfo: Can you tell us more about the mobile app you were working on during the mYouth camp?

Marcin: Due to the fact that applications submitted to the competition are completed, I joined an existing group led by Peter Wodzinski. Peter used to work at Terravel app, a dedicated app for travelers and hitchhikers, which allows you to write a travel diary as a blog. Normally, people describe their travels only after returning home, when they have already forgotten about many of the situations they experienced. Terravel allows you to write about your travels as they happen. The application is

designed so that it does not require an Internet connection when you create entries because travelers do not always have access to the Internet, especially as hitchhikers.

Mladiinfo: The participants of mYouth project have a chance to participate in the European Youth Award. We know that you have submitted two of your ideas, one

of which has been selected for the finals. That is wonderful! What is the app about?

Marcin: The application which is in the final is AR Music Box. It's an Augmented Realty-based musical instrument simulator – drumset and piano dedicated to people with Autism, Down Syndrome, Tourette, Asperger and other disorders.

According to statistics, 1 in 1000 children born in Poland have Down Syndrome. Approximately 400,000 people are living with Down Syndrome in the United States. About 1 percent of the world's population has an autism spectrum disorder (ASD). There are possibly 3.5 million people nationwide with an ASD. There is a kind of perceived digital divide, as some people think that people with Autism or Down syndrome are not able to use new technologies, but this is not true. They deal with them well; in fact just as well as those who don't have such conditions. The goal of the project is to create an interactive toy dedicated to the people with this type of disorders. The toy should be a noticeable novelty for users in comparison with existing solutions, such as paper books with a speaker and buttons. It should make this tool competitive with the other solutions.





This application is intended to become a tool which supports therapy and home entertainment. Unlike the other available programs, the application does not force its user to use the display as the input element, but instead uses elements of Augmented Reality to use special paper markers as input elements. The application also forces parents to interact with their children, in contrast to other apps, which essentially offer parents a way to save time by giving a mobile device to the child to play with on its own. This application is intended to become a home entertainment tool.

Mladiinfo: What is the main motivation for your work?

Marcin: Most motivating is the fact that people like what you do. There were a few moments when I was very proud of myself and I knew that I was doing it right. The first of these happened to me in 2013 when

I showed my first self- created game to my 4-year-old cousin. It was a side-scrolling shooter. In those days, I had just started working with the Unity Game Engine, so as you can probably guess the game was not too wonderful, but the joy of this child, the fact that he could play a game created by someone from his inner circle was something priceless. He played it several times a day, and at the nursery he told his friends that his cousin creates games. This was something incredibly nice and motivating! A few months later, when I created the first working version of the AR Music Box, my other cousin visited me with her children and I showed them the application. My cousin's son said, "Mum, uncle is a magician!"

Interview by:
Ivana Petriskova

Edited by:
**Ivana Petriskova
& Diego Heatherman**



Although having the survey gave us a deeper insight into the mobile technology, it inspired us to have determined participants who will unconditionally share their knowledge with others. Nevertheless, being a mobile app developer will certainly boost your competitive spirit, as well as awaken the entrepreneur in you no matter the age. Speaking of which, go a few years back into your past. Imagine you are 14 years old again. What were you doing at that age? Probably playing with your friends somewhere around. Did you think of coding or programming at that time? Hardly! Right?





Meet Jordan Fung, a Young Programmer

”

Jordan Fung from Hong Kong, who was the youngest participant of our myouth project is also only 14-year-old. He is however an inspiring self-taught maker and programmer. Jordan is well-known for his contributions to the maker and open source community. In 2015 he was listed as one of the top “12 young makers to watch” in the world by Atmel, an leading manufacturer of electronics, in recognition of his contribution to the maker community. He is also the winner of the Hong Kong ICTAwards Best Student Invention Silver Award.

Mladiinfo: When was your first “contact” with computers? When did you start showing interest in IT?

Jordan: I have always had a fascination with computers and technology. I was 5, when I was first given a computer and I immediately fell in love with it. It became curious about how things work and how things are made. Since then, with resources online, I started to learn how to program on my own. From websites and computer programs to hardware prototyping and design, I developed my own skills in technology through years of self-study and development.

Mladiinfo: It’s fascinating that you have already been awarded a few times for your work. Can you tell us more precisely how many applications have you developed so far?

Jordan: I don’t know exactly, but I have worked on a number of projects on different platforms, like mobile applications, computer programs and hardware projects.

Mladiinfo: What’s your favorite application have you created so far? What is it about, what is its main purpose?

Jordan: My favorite project is actually my latest project, the Pedosa. This project involves the development of electronic products and devices, such as smart glasses and smart home systems. But what’s special about Pedosa devices is that they are open source, and with detailed documentation provided anyone can create their own Pedosa device and develop their own skills in technology during the process.

Since Pedosa’s first release in November last year, it has gained attention from worldwide media and

corporations. It has been featured by Atmel, Adafruit, Hackaday, Geeky Gadgets as well as many other media and blogs. It has also received the Silver Award in the Hong Kong Information and Communication Technologies Award 2016, as well as First Prize in the Instructables Wearables Tech Contest and the Maker of Merit at Maker Faire Hong Kong 2015.



Photo credits: Jordan Fung

Mladiinfo: If you could give some advice to young programmers and developers in the sense of self-motivation, how do you keep yourself motivated?

Jordan: I am very glad that people loved what I made and that is also how I keep myself motivated. Through Pedosa I hope I can inspire more kids around the world to go

out of the box and develop their own interest, not just in technology but in anything they love. I would advise people to just use their creativity to make a difference and make the world a better place.

Mladiinfo: What would you say to people getting started with programming?

Jordan: Programming is not as difficult as you think it might be, as long as you are interested in it and enjoy learning it. A good way to learn is by collaborating with people. Don't be afraid of sharing your ideas and ultimately you can achieve success. Good luck!

Interview by:
Kristijan Petkovski

Edited by:
Ivana Petriskova

Follow Jordan's work at
jordan.fung.com



When Homeless Animals Meet Spanish App Developers

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With Google Campus and the establishment of several incubators in Barcelona and Madrid, some people in Spain obviously see the IT development sector as a possible solution to the ongoing economic crisis. As the mYouth program progressed through the spring and summer, several promising teams were identified, and one of these was selected to join the mYouth training camp this summer in Skopje. Juan Antonio Cobos, Juan Jesús Cilla and Lucia Tahan met for the first time at the Madrid Hackathon and are creating an online platform to find temporary and permanent homes for otherwise neglected animals. We had a conversation with the team of Find me a home to hear about their app and their experiences.

Mladiinfo: What were your motivations to start this project?

“Find me a home” team: So many animals are abandoned and neglected. We wanted to offer an alternative so people can find anything from someone to look after their cat while they are on holidays to a nearby volunteer to help them rescue a stray dog that they have just spotted in the street. Meanwhile, people who are interested in adopting but are not yet sure, can open up their homes to an animal in need temporarily, instead of adopting and then abandoning. We also want to help shelters find adoption families to “rehome” their animals, dynamically network with independent foster homes, and join the collaborative economy to fund their services.

Any animal that needs care and a roof should be able to find it easily and quickly, and we want to make

that possible. Thinking that fewer animals will be homeless is what keeps us working hard.

Mladiinfo: How have you taken advantage of mYouth to make your project become a reality?

“Find me a home” team: Find me a home started at an mYouth Hackathon in Madrid. We did not know each other before and went to the hackathon to contribute to a better world with our individual skills. We were happy to find other animal lovers among the participants and so we quickly started to develop an idea for an app to help animals. Juan Antonio had identified a need in the animal rescue organization where he works to find foster homes and share tips about how to care for rescued animals. We were also all familiar with the sense of hopelessness you feel when you see a stray animal you cannot take home. From this need

we developed Find me a home to be a centralized network for foster homes, sitters and adoption families to open up their homes to animals in need.

Mladiinfo: At what stage of development is your project right now?

“Find me a home” team: From the initial idea just four months ago at the Hackathon we have come a long way. We are very excited to have launched our Beta product in July 2016 and witness the interest the product is generating. We are now working at full speed to add the remaining features we have planned to make the app the best platform for animal rehoming on the market. High quality content and a polished UI are also things we are working hard on, as we are designing it to foster trust between people. At the same time, we are working hard to grow our user base. Because the



Photo credits: Madrid Hackathon

product idea is new and unique, we need to educate users and build a community. We are all learning a lot along the way and it has been a very exciting journey so far.

Mladiinfo: Spain has seen some tough times economically over the past few years. Looking beyond your own work, how is the ecosystem in Spain for mobile application development?

“Find me a home” team: Even though the startup ecosystem is not very strong in Spain, recently Madrid and Barcelona have started to position themselves as tech centers. There are a few incubators and Madrid is one of six cities worldwide that have a Google Campus to support startup development. However, funding and venture capital are still in their very early stages and most startups seek funding abroad or develop with barely any support thanks to

the relatively low cost of living and labor. In the near future, once the ecosystem matures a bit further, we are confident that we will see many local Spanish startups expanding internationally.

In Spain, like in many other places, the culture around mobile application development has started to take foot. With programs like mYouth and others, the next few years could be very exciting. The participants have further on the chance to compete at European Youth Award.

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**Find me a home is
available to download
at the Google Play Store.**

For more information visit:
www.findmeahome.org

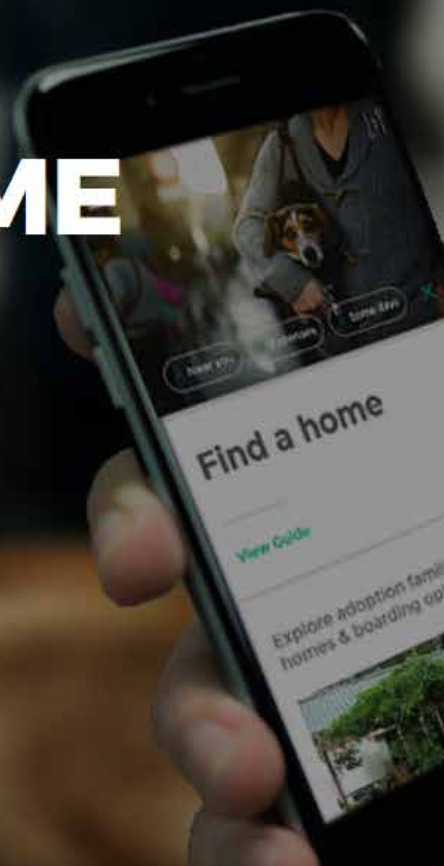


FIND ME A HOME

The app for rehoming and adopting animals.



[#nomorehomelessanimals](#)





**I.T. a Male Discipline?
Girls Bet It Is Not!**

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Women in technology? – some might ask. Strong and courageous young women, we would add. For some a challenge, while for others a major risk. Computer science has always been considered to be a man's profession. However, reality has started to show a different side. Even though many of women still believe that their gender is holding them back from doing what they love, the girls that participated at Mladiinfo's project–mYouth, do not agree!

We met the smiling and charming Mandy and Yi Fang at our mYouth project in Skopje, Macedonia, focused on mobile app development and m-Learning. The two were some of the few female participants in the project. Mandy is pursuing her Master of Science (MSc) at the Hong Kong University of Science and Technology, majoring in Information Technology. Yi Fang is a Bachelor student at Singapore Management University and is studying Information.

Mladiinfo: Where did the passion for programming come from and when did you start programming?

Mandy: The passion for solving issues and problems is much more important than the passion for programming. Information Technology can be an integration of Science and Technology. It is fun, interesting and challenging. I started programming when I entered university. Programming or Information Technology is not a main subject in most high schools in Hong Kong. Most local students officially obtain programming knowledge in University.

Yi Fang: Initially I didn't have any passion for programming, but as I continued learning, I saw the possibility of harnessing business with technology to design solutions for problems. Thanks to my mentor, Mr. Tan Hu Hsien,

and Ms. Dora Chua from Singapore Polytechnic, who encouraged me to go outside the school walls to explore more about technology, I managed to understand more about programming. Hackathons, tech events, conferences, and networking sessions were stepping stones for me to develop an interest in programming. Through these events, I met amazing people and experts in their own fields, including technical development, marketing, UI/UX design, analytics and other areas. Truly impressed, I wanted to become like them one day – to excel in something that resonates with me.

Mladiinfo: What was the first code that you learned? Was it "Hello World"?

Mandy: The first Language I learn was C++. I remember it was a compulsory course in the first year of my college. Yes, you are right. "Hello World" was the first program.

Yi Fang: "Hello World" was the first code I learnt to write in Java and run on the laptop. Subsequently when I learned other languages, writing "Hello World" was the most basic.



Photo credits: Filip Ivanov

Mradiinfo: Is it difficult to find a job as a programmer? To be more precise, as a “woman programmer”?

Mandy: In Hong Kong, programmers are in short supply, as well as “woman programmers”. As the understanding of I.T. among

citizens improves, it is believed there will be an improvement in this respect.

Yi Fang: In Singapore, it isn’t difficult to find a job as a programmer. In fact, there is an increasing demand for programmers

from start-ups to enterprises, spanning across all industries. Whether it is a female programmer or a male programmer, gender does not place a significant role in securing a job. I’ve seen companies having different compositions of male and female programmers. Although there are a relatively high proportion of male programmers now, I think the number of women programmers is on the rise. Programming is not only a commonly seen skill-set, but also a good-to-have, industry-relevant skill.

Mradiinfo: What do you think about women programmers and how people see the women programmers in the countries you come from?

Mandy: They are tough, like a fire fighter. They look smart, strong and rational. Information Technology is not a main industry. It is better to say that finance, accounting, business still play an important role

in Hong Kong and have especially great impacts from China. People in growing numbers understand the significance of I.T.as it is believed to be the next generation in Hong Kong.

Yi Fang: I always have the impression that women programmers are determined, diligent and competent at their work. In terms of coding capability, I do not see that women are weaker than men or vice versa. It's just a matter of fact how quickly they learn a new technology and put it into action. After all, the ability to code can be picked up and honed if one has determination and puts in at least 10 000 hours of practice. Without determination and diligence, it is impossible to succeed.



Photo credits: Yi Fang

Women programmers earn respect through their competence at work. Each of them has her own expertise in different programming languages, regardless of hardware or software. As such, I have a lot of respect for them, because I know that they have walked a long way down the road to

sharpen their skills. In Singapore, people welcome and respect women programmers. They understand the nature of the job as a challenging one, because it requires long hours of logical thinking. Not many women are ready and willing to become a programmer. As such, women

programmers are valued and well-respected in the society.

During hackathons, tech events or conferences, it is inevitable that people will get to meet and interact with women programmers. There are special tech meet-up groups for women programmers to learn coding or the latest technologies. One example is the Geek Girls Meetup.

Mladiinfo: You were participating in the mYouth seminar in Macedonia, can you share some of your experiences?

Mandy: The courses and activities were wonderful and well-organized. It was a valuable experience to meet participants from different countries, especially since we were talking about aspects of Information

Technology. Hiking and Jogging in Macedonia were definitely unforgettable memories. The most vital thing in Macedonia was meeting friends and then sharing my ideas.

Yi Fang: The MYouth seminar was my first international seminar in Europe. I had an enjoyable and enriching experience through interacting with people where I could sense the passion they had for the product they were building and offer my feedback about their products. I have to say that the MYouth seminar was well-organized. The seminar consisting of Advanced Android Training and Business Modelling Training provided me with insights to explore new ideas for future implementation. The Advanced Android Training introduced me to recent technologies such as Firebase Realtime Database, Authentication,



Storage and Push Notification. On the other hand, the Business Modelling Training taught me various revenue models, marketing strategies for pre-launch and post-launch. The trainers had knowledge about the topics being taught and were able to offer practical business development advice and technical advice from their own experience.

Mradiinfo: What was your idea for an application?

Mandy: My application is called “Smart Eyes Protector”, it is an Android application that aims at preventing users from several common eye diseases such as short-sightedness, strabismus and so on. Excessive use of digital devices has aroused public concern in our society. Especially the numerous and attractive games inside smartphones make it easy for children to become addicted to such devices, and the number

of people with advanced stage of myopia has continuously increased over the past decades. In addition to myopia, there are even more serious diseases caused by improper use of smartphones, for example spinal problems and macular degeneration.

Smartphones occupy a superior position among young people. Experts have realized that some social problems arise when children spend less time with their parents in family and outdoor activities, meanwhile 40%-50% percent of adolescents could have myopia by 2033 as a result of smartphones and lifestyles in front of a screen. It has been an alert to create some tools to avert the problem. The most feasible way is to install an application on smartphones. By utilizing the front camera and multiprocessing ability, we can monitor the user in real time and do not affect the operation of the smartphones.

Yi Fang: My idea is to build an educational mobile application, Quest. It is a project developed together with my team (Htet Htet Aung, Song Tianqi, Kong Yuxue and Ren Menghao).

Quest aims at building a nationwide community of tertiary students on a high quality educational platform that responds to constantly evolving needs of the tertiary students by exchanging knowledge in Singapore. Through this platform, Quest hopes to develop the interest of tertiary students in their courses by making it easy for them to seek academic resources or advice from peers who are in the same specialization. The help ranging from assignment and study tips to career tips will fuel their interest in their specialization.

Mradiinfo: How can this application help society?

Mandy: The application should be helping the digital generation. Students or even adults spend more and more time on their smart phones. They don't recognize that improper usage of smart phone brings serious impact on their life. As a user of mobile phones, taking away or stop using one is not a good idea. So my question is "Why don't we use an application to prevent the side effects of mobile phones?"

Yi Fang: Our application encourages peer-to-peer learning and peer-to-peer mentoring in society. Furthermore, it widens the social network of tertiary students by connecting them to students studying in the same specialization from different tertiary institutions. The bigger the social network, the more accessible it will be for students to exchange academic resources and advice beyond their circle of friends.




Photo credits: Yi Fang

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