Apps4VA

Using student data to improve education

What's it all about?

Apps4VA

Using student data to improve education

Engaging and Connecting:

Teachers

Developers

Students

Entrepreneurs

the Public

Using:

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Presenting:

Challenges and Solutions!

The VLDS

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Virginia LDS
LONGITUDINAL DATA SYSTEM

Apps4VA stems from a federal grant funded through ARRA "to support the development and implementation of a data system that tracks students from early childhood to post secondary and beyond." The VLDS integrates student and workforce data from across the Commonwealth.

Program Goals

Raise awareness of the availability of the Virginia Longitudinal Data System (VLDS)

Develop new and innovative ways to use VLDS Data

Engage the public and increase transparency

Information is Power!

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The development of further uses of VLDS data creates a win-win for everyone - students, parents, educators, employers, citizens and policymakers.

What do we hope to accomplish?

- Develop new measures for student performance
- Reveal factors that affect student performance
- Provide an enriched educational environment for Virginia students
- Reveal ways to better prepare Virginia's students to enter the workplace and to compete in the global marketplace
- Equip Virginia teachers with tools to help tailor their programs to student needs
- Provide employers in Virginia with a workforce suited to their needs

Click here to see the privacy-protected datasets that are being exposed for the competitions.

Program Components

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Virginia LDS
LONGITUDINAL DATA SYSTEM

BEST PRACTICES RESEARCH

EVENTS

NoVA EDU Startup Weekend
powered by the Kauffman Foundation

Permission: Kin Lane

COMPETITIONS

Open Competition

High School Competition

Events

100 participants / >30 mentors

Education-related businesses

37 Pitches

13 Teams launched

"I learned to tweet."

Let's Get Snacks:
Fresh fruit, dried fruit, **beef jerky**, ramen noodles, string cheese, chips, brownies, cookies, **chicken nuggets**, granola bars, candy

Hosted by:

NoVA EDU Startup Weekend powered by the Kauffman Foundation

Events

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13 Ideas Chosen for Further Development
And to Compete for the Top Prize

Animatron: A software program to teach computer science programming through a game-like setting. Student learning advances as game complexity increases.

ClubHelper: An online service to connect teachers, schools or clubs with experts to create an enriched educational experience.

Edu Data Mashup & Simulator: Online service that simulates and mashes up data for a "visual representation of the facts."

Elluminated: "Facebook meets GoodReads." A customizable interactive e-reader service that uses adaptive technology to enrich student's reading experience. Teachers can embed quizzes and add explanations where students may struggle the most.

Empowerment: A service that allows students to compare their progress to that of their peers using K-12 data. It helps students set short- and long-term goals and promotes long-term achievement.

Force of 6: A "learn while playing" game: students create a character using a mobile app based on "career-rich" data. These characters are used to explore real world situations before entering college and the work force.

GetNathanBackInSchool.com: A student assistance program: Helps students identify their weaknesses and provides a matching service to connect students with mentoring needs with student mentors.

Goal Tracker: A service that provides "personalized analytics" for K-12 students using their individualized data and comparing progress against current educational standards.

My School Budget: Service provides local school districts and schools a dashboard to help manage budgets and addresses the need for transparency. Members of the community will have access to "infographic-like" charts that track budgetary management.

My StuDebt: An online service that allows students to manage their student debt. All loans, balances and payments are available in one place to help students make sure they do not default.

Pigeon: A service that provides accurate, grammatically accurate templates for teachers to assist them in communicating student needs or progress to their non-English speaking parents.

Veritas Study: "eBay for Education." A service that matches students to teachers, based on student learning styles.

Wishbooks: "Start-up Weekend Meets Pinterest meets Kickstarter." A service that allows donors, from corporations to individuals, to encourage innovation in education through a matching service that matches local K-12 needs to donor interests.

Events

And the winners are …

1ST PLACE

Pigeon: A service that promotes student achievement by providing grammatically accurate templates for teachers to communicate student needs or progress to their non-English speaking parents.

Personalized templates are available for print, text, phone or email. Also supplies a set of templates for parents for follow up

Events

And the winners are …

DATA PRIZE

Edunomics: "*The Freakonomics of Education*."

A Microsoft-based online service that aggregates publicly available data for a visual representation of user-selected facts.

Graphically represents relationships such as how teen pregnancy affects dropout rates from unrelated datasets. Although the initial focus was education, Edunomics may be adapted for any industry.

NoVA EDU Startup Weekend
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Events

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Get Involved!

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Simultaneous HACKATHONS!
6:00 p.m. Friday 10/19 – 5:00 p.m. Saturday 10/20

Apps4VA's HAC4EDU

Hacking Across the Commonwealth for EDUcation

Linked
Live via
Webcast!

Arlington
Richmond
Charlottesville
Roanoke/Blacksburg
Norfolk

$$ CASH PRIZES $$

Entries must use one or more of the required datasets here:
http://www.doe.virginia.gov/statistics_reports/research_data/index.shtml

Get Involved!

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MUST USE ONE OR MORE EXPOSED EDUCATION DATASETS!

CAN USE OTHER PUBLICALLY AVAILABLE DATA.

$$ CASH PRIZES $$

Apps4VA Open Competition

Eligibility	Open to all members of the public
Types	Working prototype with narrative (user manual). Mashups accepted
Key Dates	Submissions accepted 08/15/12 through 11/15/12

Competitions

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MUST USE ONE OR MORE EXPOSED EDUCATION DATASETS!

CAN USE OTHER PUBLICALLY AVAILABLE DATA.

$$ CASH PRIZES FOR STUDENTS AND THEIR SCHOOLS$$

Apps4VA High School Competition

Eligibility	Open to all Virginia public high school students – individuals or teams
Types	Outline in a presentation a software application or create an actual software application. Mashups accepted
Key Dates	Submissions accepted 9/14/12 through 11/15/12

Get Involved!

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Contribute to the IDEA BANK!

Not a developer? We'd love to hear your ideas. We will post your ideas so developers can use them to create apps.

http://www.apps4va.org/idea-bank.html

Sponsors

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CARTODB
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Passion

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"The Revolution will be datafied."

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