CITYNET

Microsoft

CITYAPP

Makassar, Indonesia

CityApp?

- Conceptualize
- Develop
- Implement

Solutions to what?

City's biggest issues

Phases

- Solution Blueprint Challenge
- Code Camps and Training
- Appathon

Solution Blueprint Challenge

No Coding required… Only business idea…

You're going someplace new.
Make your own map.

- You've got a great idea for a software project to solve our city's biggest problems. But don't start coding yet – first, take the time for a deep dive and build a project blueprint.
- Who will your users be?
- What are your top features?
- And finally, how will you get your project to market and make enough money for you to support it?

Solution Blueprint

- This is a five-to-ten page document where you start your journey into the Software Development Life Cycle. Once you put this together, you'll have a road map for your project to solve Kathmandu's toughest problems that you can share with team members, faculty advisors, and other people who can help you get where you're going.

CITYAPP

CityApp Appathon

CityApp Appathon

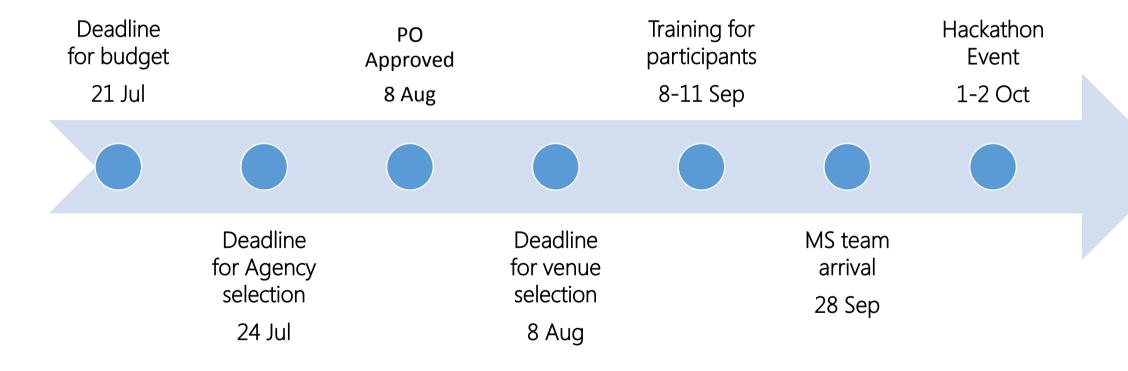- Time duration for Appathon
- Venue
- Solution Development

Plan

Overview of Appathon

- 2 Days Event
- Target 500 participants participating in Makassar
- Jointly organized by Microsoft & CityNet for Makassar
- Focus of the Appathon:
  - Develop Cityapps to resolve challenges that Makassar currently faces
- Desired Outcomes:
  - Active local Software Community
  - Engaged citizens contributing to Makassar's quality of living
  - A list of working apps that will be implemented to make a difference to Makassar and other cities in the region

Next Steps

- Provision of problem statements that will form the basis for this Appathon – what problems are we getting developers to solve on?
- Possible collaboration with Asia Development Bank?
- Preferred Timeline
- Suitable Venue
- Publicity plan to drive participation amongst the 5 Universities
  - Including ads in the daily newspaper, on radio, banners in universities, ads on buses etc to drive awareness
- Training plan for the participants
- Mobilization of University students to participate
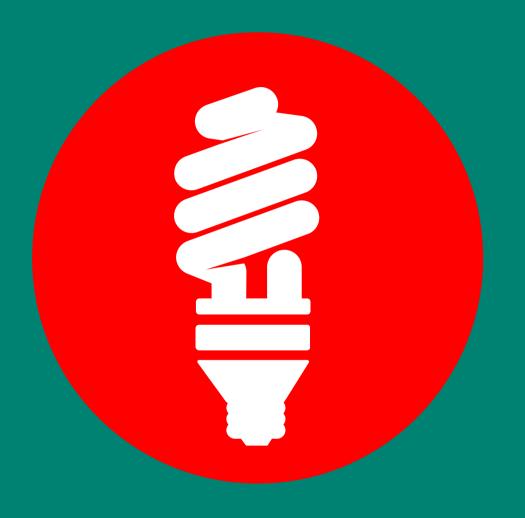- In-kind contribution by City of Makassar

Critical Success Factors – Brain Power

- Participants: mandatory attendance from universities
  - We will have open registration for all developers, but to ensure 500 pax attendance we will need cooperation with local universities

University	Computer Science/Informatics/Software Engineering	CS-related (Electrical Engineering, etc.)
Universitas Hasanuddin	355	518
Universitas Negeri Makassar	1,021	484
Universitas Muslim Indonesia	1,198	301
Universitas Atma Jaya Makassar	154	38
Universitas Satria Makassar	263	0
Universitas Islam Makassar	467	78

How can ADB participate?

Thanks

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