AT&T and Franklin University Announce the CBusStudentHack Coding for Community Contest

Seven-week programming contest for central Ohio high school students aims to provide 21st century skills via computer science education

COLUMBUS, Ohio, March 3, 2017 — AT&T[1] and Franklin University today announced CBusStudentHack Coding for Community: The Discovery District – a 7-week programming contest for central Ohio area high school students.

"I want to thank AT&T and Franklin University for bringing this innovative program to high school students throughout central Ohio," said Columbus City Councilmember Michael Stinziano. "This contest will provide our students with an opportunity to develop valuable programming skills to help prepare them for a technology driven workforce."

The CBusStudentHack seeks to provide Columbus area high school students 21st century skills via computer science education, prepare the students for college and career readiness, solve real world problems and open the doors of opportunity and creativity. To accomplish this, students will use MIT App Inventor and Meteor to code and develop their own apps.

Teams of 2 to 4 students will participate from the following central Ohio high schools: Central Crossing High School, Dublin Jerome High School, Dublin Scioto High School, Eastland Career Center, Franklin Heights High School, Gahanna Lincoln High School, Grove City High School, MC2 STEM High School, Metro Institute of Technology, Reynoldsburg eSTEM Early College Academy, Reynoldsburg Health Sciences & Human Services STEM Academy, SWCS Accelerated Learning Center, Thomas Worthington High School, Upper Arlington High School, Westland High School, Whetstone High School, and Worthington Kilbourne High School.

"Computer and Information Sciences are driving innovations that affect how we work, play, and live. Despite a major tech talent shortage, CIS education remains marginalized in our schools," said Franklin University Provost and Senior Vice President Dr. Christopher Washington. "AT&T and Franklin are partnering on CBusStudentHack as a way to jointly promote computer science education, prepare high school students for college and careers, and enable them to express their creativity and problem solving abilities."

"AT&T has continuously been committed to the success of young people," said AT&T Ohio President Adam Grzybicki. "By encouraging students in Columbus to learn to code and explore mobile app development we are spotlighting the enormous demand for developers and engineers needed to create the software that will drive our mobile economy."

Students met today at the Columbus Metropolitan Library (CML) Main Library to kick-off the CBusStudentHack and had the opportunity to brainstorm project ideas, hear from community leaders like Rev 1 Ventures, and learn from local coding experts.

"Columbus Metropolitan Library is delighted to host the kick-off for CBusStudentHack," said Columbus Metropolitan Library CEO Patrick Losinski. "Our Main Library is located in the heart of the Discovery District, and so it's a privilege to serve as a learning environment for students who will create apps to help people explore this vibrant downtown neighborhood."

Through the remainder of the 7-week period, the student teams will use coding software to develop their own app. The apps must be focused on helping local residents get connected with the Columbus Downtown Discovery District. The students' work will be judged on software quality, the potential impact on the central Ohio region, execution and creativity. A team of central Ohio area leaders will judge the students' work, and winners will be announced at a finale event on April 28.

To learn more please visit the CBusStudentHack website at http://cbusstudenthack.org/ and to join the conversation on social media, please use the hashtag #CBusStudentHack.

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For more information, contact:
Nicole Staples Walker

AT&T Public Affairs
614-223-4145
nw5481@att.com

Sherry Mercurio
Franklin University Public Relations
614-947-6581
sherry.mercurio@franklin.edu