Apps for Science
A COMPETITION BY ELSEVIER

$35,000 software challenge to accelerate science.
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Help 15 million researchers, medical professionals, librarians and students navigate scientific content and improve collaboration by accelerating scientific search and discovery. Elsevier opened their vast catalog of scientific content and provided APIs that enable developers to create apps alongside full text articles and search results.

Elsevier’s trusted content and meta-data integrates more than 10 million full text articles, 42 million abstracts, citations as well as web content. Developers can collaborate with researchers and compete to develop the best apps. Developers can host their app on the Application Marketplace. They can market their apps and gain revenue from 15 million users in over 10,000 institutions. Developers retain the full IP rights to their submissions.

Grand Prize
$15,000 cash

Second Prize
$10,000 cash

Third Prize
$5,000 cash

2 Honorable Mention Awards
Apple iPad

Popular Choice Award
$5,000 cash

Important Dates

Challenge Launch
April 7

Submission Deadline
July 31

Public Voting & Judging Begins
August 15

Voting & Judging Ends
September 12

FOR MORE INFORMATION, RULES, AND SUBMISSION GUIDELINES, GO TO
AppsForScience.com

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