

Apps for Science

A COMPETITION BY ELSEVIER



\$35,000 software challenge to accelerate science.

Brought to you by Elsevier, the world-leading publisher of scientific, technical and medical information.

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.

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

 Follow us on Twitter @SciVerseDev
(use hashtag #appsforscience)



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

No purchase necessary. Open to legal residents of Australia, Germany, India, Japan, Netherlands, UK and US (and DC) at least age of majority. Void where prohibited. Sponsor: Elsevier Inc.