Symbian Qt Quick Components Competition 2012Q1

Migrate your apps to the new Nokia Belle platform style using the Symbian Qt Quick Components, and win a Nokia 808 PureView!

Winners Announced (03 Apr 2012): Congratulations to all our winners, listed below. As soon as we can get hold of them from the factory, they will receive one of three new Nokia 808 PureView devices, featuring an unbelievable 41 megapixel camera and the new Nokia Belle UI.

The Winners

The winners were the Symbian apps that made best use of the Qt Quick Components as described in the Symbian Design Guidelines. Good overall user experience including a matching app launcher icon (done according to the guidelines) was also emphasized in judging.

While we received many good candidates, these apps best met the goals of the competition:

- Tourschall by derconny (Tourschall city audio guide - app showcase)
- CodiceFiscale.sis by jappit (Building the Italian Tax ID app with Qt Quick components)
- FarmaciasSymbian.sis by Handout (Farmácias de Serviço - app showcase)

In particular we liked 'Tourschall' and 'Farmácias de Serviço' for the way in which they mixed common and custom components in an innovative way in the UI, while 'Codice Fiscale' utilized the standard components as recommended by the guidelines. The app ideas were useful, and the navigation structures and logic were intuitive. All of them succeeded in creating a consistent experience that matches very well with the phone look & feel.

For more information on the winners and the selection process, please see the competition blog here.

Competition Background

We're having an app design competition! In order to compete you need to have an application that uses Symbian Qt Quick Components and provide a wiki article that describes the key elements of your application design. The article should be detailed enough for us to assess the elegance of your design, and should ideally point us to a binary version we can test.

The winning apps will demonstrate UI design flair and style while remaining faithful to the core Symbian platform style (as captured by the design and iconography guidelines). We expect they will mix both standard and custom components, and have innovative approaches to branding and other design elements.

As soon as we can get hold of them from the factory, the winners will receive one of three new Nokia 808 PureView devices, featuring an unbelievable 41 megapixel camera and the new Nokia Belle UI. The winners will be among the first to get their hands on these truly amazing devices!

If that's not enough, then consider that as winner of a Nokia Developer competition your app will be featured in our Community, Wiki, and Nokia Developer Projects, as well as in our developer newsletters (and other channels, documentation and promotional material, which we see fit) - giving your app immediate visibility with hundreds of thousands of your peers, users and potential employers!

The prize, a specifications/808 PureView/ Nokia 808 PureView.

The Symbian Qt Quick Components are available in the Qt SDK v1.1.4. Read the Symbian Design Guidelines and off you go!

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How to participate

Study the Symbian Design Guidelines. Create a great application (or port an existing one) using the Symbian Qt Quick Components. Write a wiki article showing off the main elements of your UI design and provide a link to the real application so we can try it out (for example on Nokia Store)!

Here are the competition rules:

- The app and associated article must be your own work.
- The app must run on a mobile device. Apps that are still in design or concept phase will not be accepted.
- The app can be hosted wherever you like: Nokia Store, Wiki file attachment, Nokia Projects, etc. Note that for open *source* projects we recommend hosting on Nokia Projects.
- The app should use Symbian Qt Quick Components where appropriate. Combining these with custom elements to create a great user experience is both expected and encouraged.
- An article must be created to support the app competition entry. The article should:
  - explain how the app uses the Qt Quick Components, and just as importantly where and why it chooses to use custom components instead.
  - discuss how the app complies with the design guidelines. Include "problem areas" and your innovative approaches to overcome them.
  - have the category Category:Qt Quick and start with the text: **{{Note|This is an entry in the [[Symbian Qt Quick Components Competition 2012Q1]]}}**
  - be submitted by 19th March 2012
  - contain a link to the application (on Nokia Store, Nokia Projects, or elsewhere).
- Nokia must have permission to publish a link to your app and screenshots on the wiki, discussion boards, newsletters, and any other mechanisms while promoting this competition and its results. Note that these are automatically granted when you upload them to the wiki by the site Terms and Conditions.

See the fine print for more information.

Evaluation of entries

The apps will be evaluated by a panel of Nokia UI design experts. The panel will be looking for all the things you would expect in a great app: a consistent and intuitive user experience, appropriate app icon and splash screen, appealing and smooth UI, pervasive but unobtrusive branding etc. The winners will be apps that demonstrate interaction design flair and style, and which use innovative approaches within the constraints of the Symbian Design Guidelines.

Courtesy of RSS Reader, Diner and Weather Forecast projects.

In particular, judges will be looking at the following design elements:

- Logical and consistent navigation structure
  - Back button is used to exit views and the app
  - Important features can be found. They aren't hidden behind odd menus or icons.
  - Intuitive and easy to operate
  - Appropriate icons to represent functionality
- App icon consistent with Symbian style
- Correct use of the components
- Non-threatening interface - don't ask the user for confirmation or passwords unless necessary
- Good use of screen real estate
- Utilising the toolbar where appropriate.

The articles are very much secondary - they are your opportunity to explain why you've used a particular approach (particularly where your app does not behave as the design guidelines suggest) and to highlight what sets your design apart. If you can't make a binary version of the app available, then they are our only way of assessing your entry.

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The results are expected to be announced in late March/early April.

Useful links

- Symbian Qt Quick Components
- Symbian Design Guidelines
- Qt SDK v1.1.4
- Symbian conography guidelines
- Qt Quick learning guides
- UI Visualisation Examples project. This project provides a set of mini-apps demonstrating the correct use of the Symbian Qt Quick components. They provide a great practical example of the intention of the Symbian Design Guidelines and common UI/navigation patterns.

Feedback

Generic questions or comments concerning this competition can be addressed as comments to this wiki page.

List of competition entries

The entries we will be evaluating for this (completed) competition are listed below. If you think we've missed your entry, please add feedback as a comment to this article.

- Farmácias de Serviço - app showcase
- Tourschall city audio guide - app showcase
- Building the Italian Tax ID app with Qt Quick components
- Dropian QML Dropbox Client for Symbian - app showcase
- Audiobook Reader for symbian using Qt Quick Components
- QML TabBar with accessible off-screen tabs
- Lights Off The Original Game - app showcase
- Making of BabyFeed App with QtQuick Components
- Shopping list for Symbian^3
- EWallet Cloud Storage - app showcase
- Redak QML text editor - app showcase
- TiToYo real time traffic information - app showcase
- Porting the Premier League app from WRT to Qt Quick
- MosaicLink Qt Quick game - app showcase
- BestPrice price comparison - app showcase
- Group My Pictures for Symbian - app showcase
- *FlickrUp - Flickr app for Symbian & MeeGo Harmattan devices* (Removed, sources no longer available)
- Tian Karaoke List - app showcase
- Wallpapers - app showcase
- Qeddit Reddit client - app showcase
- Go2car2go QML Car2Go client - app showcase
- Advanced messaging with mBuddy - app showcase
- ThakirPrayerTimes QML - app showcase
- Ski Resorts Webcams
- Fmobi Qt Quick Facebook client - app showcase
- BelleChat IRC client for Symbian - app showcase
- CutePress WordPress blog manager - app showcase
- Shopper - eBay app for Symbian & MeeGo devices
- Gift Maker - app showcase
- Porting the Italian Teletext app from WRT to Qt Quick
- Rotary Dialer: mixing Qt Quick components and custom UI
- EventItNow Facebook event organiser - app showcase
- Magnifier using Qt Quick - app showcase

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- Notekeeper Qt Quick Evernote client - app showcase
- BigCats app with multiple pages and audio in QML
- Sums Qt Quick Calculator - app showcase
- SymQuake earthquake tracker - app showcase
- WikiOnBoard Wikipedia Offline Reader - app showcase
- Facebook+ Facebook client with Nokia Maps - app showcase
- Creating the Italian Metro app with Qt Quick Components
- Sport News RSS Syndication app in QML - app showcase
- NightFlash LED flashlight in QML - app showcase
- Qlap - a simple Qt interface for In-App Purchasing
- How to use QVibra to enable vibration in QML
- How to use QtMobility to enable vibration in QML
- How to use QShake to detect and manage phone shaking

The fine print

The main sponsor of the competition is Nokia Corporation, Finland (“main sponsor”). The competition is a competition of skill. No purchase or admission fee is necessary to participate. By participating in the competition the participant indicates his/her/its acceptance to these rules and agrees to be bound by them as well as any rules and regulations of Nokia Developer and the Developer’s Wiki. You acknowledge and agree that no form of cheating will be tolerated. Any persons found cheating, as determined in the sole and absolute discretion of the main sponsor, will immediately be disqualified from the contest. To the maximum extent permitted by applicable law, the main sponsor reserves the right at its sole discretion to amend, withdraw or revise these rules and the prizes at any time without notice and in such event the main sponsor shall not have any liability whatsoever.

This competition shall not constitute a commitment or create a joint venture, partnership, agency or other business relationship between the participants and the main sponsor of this competition. This competition shall not either be understood to grant to any participant whether expressly or by implication any ownership, rights or license to any intellectual property rights of the main sponsor and vice versa. To the maximum extent permitted by law, Nokia shall not be liable for any damages arising out of the participant’s participation to the competition. The laws of Finland shall be applicable to any disputes arising out of the competition. Unless otherwise provided for in applicable mandatory legislation, such disputes will be finally settled in the public court of Helsinki.

Nokia Developer employees and contractors are not eligible for this contest. The competition is open to other Nokia employees (except those working directly for Nokia Developer) with the following limitations:

1. You should not be directly involved in the development of icons for Nokia platforms or Nokia marketing material
2. You should use only the published tools and resources - "practice what you preach"
3. Submissions from the Nokia employees will be judged and prized separately, and will not compete directly with third party developers

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