



# European Public Sector Information Platform

Topic Report No. 2012 / 08

## Innovation Contests for Open Data Re-use

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### **Keywords**

PSI, Public Sector Information, Apps contest, Open Data, Hackathon

### **Abstract**

By now we've seen many open data app contests, in many forms, all around world. In a way, this continuous sprawl is a success in itself. However, there are certain common themes emerging. There is a demand and a need to learn from each other and to design better and more sustainable models for boosting the innovation around open data.

This topic report will bring together insights from contest organisers from various countries. The insights are based on a meeting of over twenty-five app contest organisers in Helsinki during the Open Knowledge Festival in September 2012 and on a questionnaire that was sent out to over sixty app contest developers. From this, we have compiled the most useful lessons learned. What can be expected from running a contest? What ingredients make a contest successful? What caveats should be avoided? What can be done to create sustainable impact? Who should be involved, at what stage, and to what end?

We hope these insights will be beneficial to new contest organisers and will help create new editions of existing contests. Should you find anything missing or need further clarification, please do not hesitate to contact us.

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## Abstract

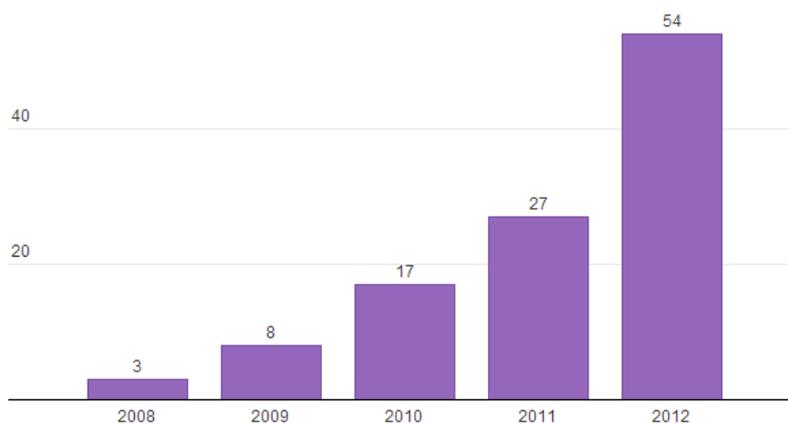
By now we've seen many open data app contests, in many forms, all around world. In a way, this continuous sprawl is a success in itself. However, there are certain common themes emerging. There is a demand and a need to learn from each other and to design better and more sustainable models for boosting the innovation around open data.

This topic report will bring together insights from contest organisers from various countries. The insights are based on a meeting of over twenty-five app contest organisers in Helsinki during the Open Knowledge Festival in September 2012 and on a questionnaire that was sent out to over sixty app contest developers. From this, we have compiled the most useful lessons learned. What can be expected from running a contest? What ingredients make a contest successful? What caveats should be avoided? What can be done to create sustainable impact? Who should be involved, at what stage, and to what end?

We hope these insights will be beneficial to new contest organisers and will help create new editions of existing contests. Should you find anything missing or need further clarification, please do not hesitate to contact us.

## 1 Introduction

Open data contests have become a common event in many countries, cities and towns. Following the original success of the Apps for Democracy<sup>1</sup> contest in Washington DC in 2008 and Show Us a Better Way<sup>2</sup> contest in UK in 2008, close to one hundred contests have been conducted all over the Western world, often in various editions. (See Annex I. List of open government data app contests.)



*Image 1: Indicative number of open data contests by year. (See Annex I. for list of contests.)*

These contests consist of the shared features of opening up data sets and of motivating

<sup>1</sup> <http://www.appsfordemocracy.org/>

<sup>2</sup> <http://webarchive.nationalarchives.gov.uk/20100402134053/showusabetterway.com/>

developers to work on these shared resources. They typically take the form of a challenge in which goals are set, rewards (e.g. prize money) are offered and wider visibility is gained amongst the local community or beyond. Open data app contests help to persuade or facilitate data owners to open up their data either because the data is perceived to be public property anyway or because the data owners expect positive outcomes, usually in the areas of transparency, innovation and efficiency. It involves motivating politicians to pass laws that make opening up of data possible and sustainable. Businesses are also involved in these contests as they scout for interesting results, and developers make these a part of their portfolios.

Open data contests generally aim for one or more of the following results: enhanced transparency of (local) governments, enhanced efficiency of (local) governments and service innovation, meaning new or better services for citizens and beneficial products for customers. As outcomes, we see that these contests have served as platforms for building communities and raising awareness on the theme of open data. Several good applications have ensued and developers have found their ways into government and commercial contracts. However, it turns out that it is difficult to establish lasting results. Some fear that the model is worn out and that developers, data owners and sponsors will soon lose interest, unless certain, albeit common, hurdles are overcome.

This report brings together the insights of many contest organisers regarding what to do or what not to do to turn open data contests and their outcomes into lasting successes. It sets out to compile the lessons learned and to put forward recommendations for the future. Furthermore, this report seeks to promote debate and serve as a base for more discussion and knowledge building, enhancing the effectiveness of the model in respect of the goals of the relevant stakeholders.

The report is based on the results of Apps Contest Organizers' Meetup<sup>3</sup> held in Helsinki during the Open Knowledge Festival 2012<sup>4</sup> where over twenty-five contest organisers met. After the meetup, follow-up discussion took place on the international contest organisers email list<sup>5</sup>, and we did a small-scale online survey<sup>6</sup>, which was answered by organisers from fourteen different contests.

This report is structured as follows. First, we elaborate on the nature of open data contests. Then, we study the motivations and goals behind the contests and compare these to the typical impacts and outcomes. We end with lessons learned and some general conclusions and an outlook for the future.

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3 Apps Contests Organizers' Meetup, 20 September 2012, Helsinki <http://waag.org/en/blog/app-contests-towards-sustainable-results>

4 Open Knowledge Festival 2012 in Helsinki <http://okfestival.org/>

5 AppsForX -email list: <http://lists.okfn.org/mailman/listinfo/appsforx>

6 Blog post and survey by Antti Poikola <http://poikola.fi/apps-contests-everywhere/>

## 2 Open data app contests

Open data app contests seem to have different ways in which they deliver value to the organisers and participants.

They can be fun – participants enjoy using their knowledge to resolve a communal problem or are happy to meet each other and be together during hackathons or award ceremonies.

They can work towards transparency, catering to civilians and non-governmental organisations.

They can facilitate innovation that gives rise to new businesses or other forms of economic activity.

They can benefit governmental institutions and civilians who want better government services.

They can provide developers with exposure amongst possible future employers or customers.

They can benefit students by introducing apps development and open data in real-world settings.

The following description on the typical form of contests is based on the survey and discussions with the contest organisers. For those who are planning to organise a similar contest we also recommend the Apps for Democracy guidebook<sup>7</sup> for practical guidance and the well-written report on the Australian GovCamp and CovHack contests<sup>8</sup>.

### 2.1 Typical process for organising contests

All contests typically follow a similar process (See Image 2 below). Once somebody, often a public body or some committed individuals, decides to hold a contest, they go after funding and partners. Then the preparation phase starts. During this phase, decisions are taken regarding the rules and regulations that will govern the contest, the length of the contest, the jury, the prize money and, if applicable, the theme of the contest. Sometimes, new data sets are also opened up before the contest.

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7 <http://www.appsfordemocracy.org/guide-to-creating-your-own-apps-for-democracy/>

8 <http://www.govcampau.org/report/>

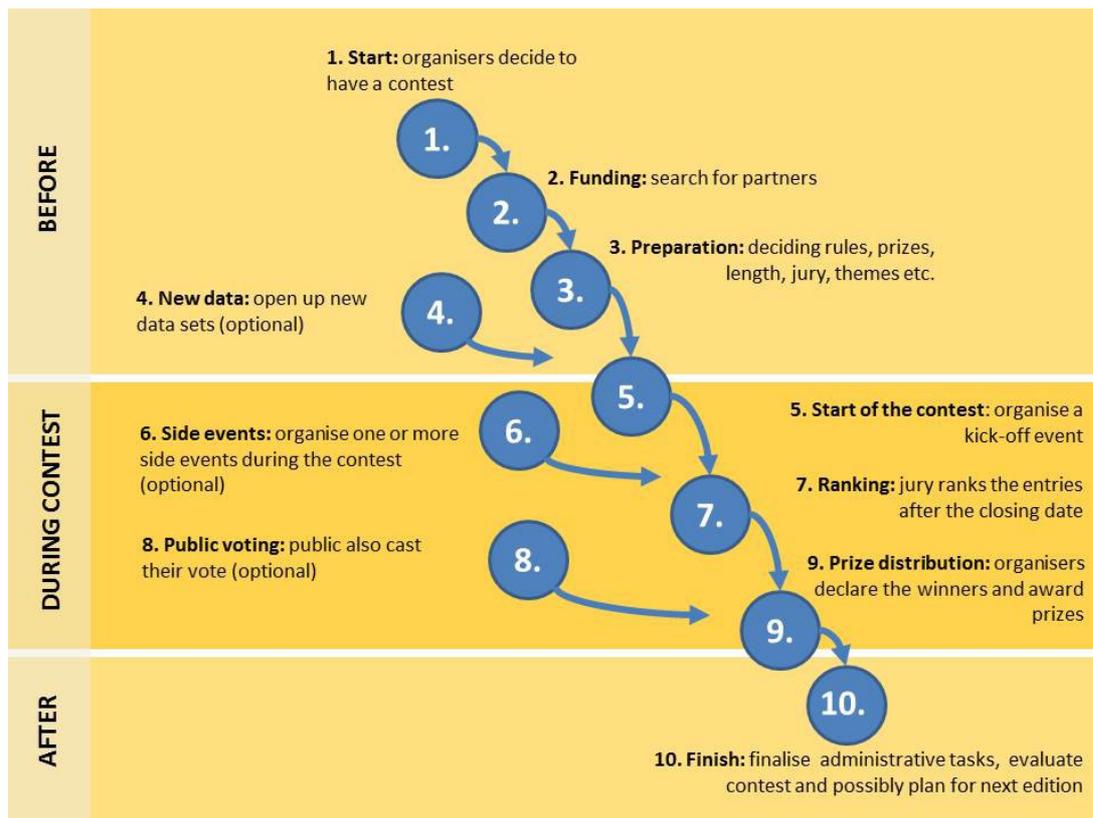


Image 2: Typical process for an open data application contest.

The actual contest usually starts with a kick-off event during which details of available resources (data) and rules and regulations are announced. Sometimes this coincides with workshops that enable potential contestants to meet and discuss interesting themes and applications. Then, during the contests, one or more side events may be organised, typically hackathons, where groups are formed and people who want to participate can ask questions.

After the closing date, a jury will judge the entries and rank the winners. Sometimes, the public is allowed to cast votes too. Then, an award ceremony is organised to declare the winners and put them in the spotlight, most often in the presence of some high-ranking government officials. And finally, there is the administrative work: to evaluate the process and the results and, possibly, plan for the next edition.

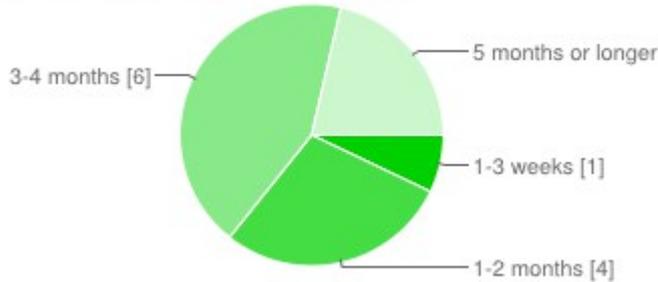
## 2.2 Length and form of the contests

Over the years we have seen different models of open data app contests popping up. There are short contests or hackathons that last from one to a few days and aim for high energy levels and quick results. They typically yield preliminary applications, demos and prototypes that need a lot of development, after the contest, to be turned into something useful. Then there are the longer running ones, from one to several months. They tend to look for more elaborate and polished results, and often require developers to think about the sustainability of their entries after the contest.

Some experts have noted that the short contests are not as likely to produce applications

that are viable in the long term, but they seem to be a good format for building a civic-minded community of activists.<sup>9</sup> In order to get the best of both worlds, hackathons are often combined as pre- or side events with a longer running contest.

**How long did your last competition run?**



*Image 3: According to the small-scale survey, the most common length for an app contest was three to four months. Peter Robinson from ChallengePost<sup>10</sup> commented in interview that “two to four months is enough time to produce a fully functional app, but not too long that people would forget the competition or disengage”.*

Another difference is between the open-ended contests, where developers are free to choose the type of application and intended audience, and the more thematically focused contests, where the desired outcomes are solutions to certain perceived problems or opportunities in a specific field. Open contests usually only have requirements for the data sources that should be used or ways that the applications can be licensed, whereas the thematically focused contests work with single themes or a set of predefined issues (e.g. transport, tourism, culture, environment). Typically, if themes are used then there are special prizes for different thematic categories. Other award categories are also used, such as ideas, implementation, students, and large organisations.

*Table 1: According to the survey and the wider list of contests (Annex I) a little more than half of the contests were open and the rest had one or more focused themes. The table below gives the most common app contest themes (the number in brackets indicates how many contests had the same theme).*


Often contests that were started in an open form now have newer editions, with more structure to guide the contestants. This way, data that is specifically relevant for these themes can be opened up and the results become more comparable, making it easier to select the really good applications.

<sup>9</sup> <http://blog.programmableweb.com/2011/05/20/the-pros-and-cons-of-government-app-contests/>

<sup>10</sup> Online platform and company for open data- and other challenges <http://challengepost.com>

## 2.3 Side events

Most contests organise at least one pre- or side event during the contest. Amongst them are:

- hackathons and developer days during which developers get together to code, either individually or as a group
- barcamps and open spaces during which the agenda is set, based on the interests of the participants
- round table meetings, workshops and themed events, bringing together different stakeholders to discuss and share ideas
- bootcamps, consisting of presentations and workshops
- social events, such as breakfasts for different stakeholders (e.g. civil servants)
- sessions specifically geared at pitching the idea to potential funders or customers (sometimes referred to as dragons' dens)

These side events can be very elaborate, with external speakers, a high production value and lots of media coverage, or they can be small-scale and bottom-up. Many contest organisers also advertise themselves at existing events, to boost the attention and motivate participants and data owners to join the contest. The general opinion among contest organisers seems to be that any kind of side event is an important addition to the longer contest. These events help the participants and other stakeholders to engage and to stay engaged and, therefore, enable the contest to give better results.

## 2.4 Judging the entries

Typically the contests had three to five different judging criteria for submissions. The criteria were very similar in most of the contests although the exact naming of the criteria varied. The most common category of judging criteria was aimed at evaluating the utility and usability of the applications. This category included criteria such as user benefits and app relevance, appeal, desirability, usefulness, usability and design.

The second common category was aimed at evaluating the potential of the applications from a business and feasibility perspective, or asking how scalable the idea is. This category included criteria such as the application's business potential, business model, and business attraction, as well as its potential, scalability, technical feasibility and sustainability.

Almost all contests also judged the submissions based on the originality and novelty of the idea.

# 3 Goals and results

In this chapter, based on the Helsinki meetup discussions and the survey, we compare the goals and motivations behind the contests to the actual impacts and outcomes.

### **3.1 Goals and motivations behind the contests**

Open data contest organisers repeatedly state a few main reasons why a contest was organised. These are boosting the opening up of data and promoting data that are already open; getting applications and enhancing public services; supporting, promoting and activating the developer community; and building connections between different kinds of people.

Organising an open data contest is supposed to stimulate and motivate data owners to open up their data. The topic is put on the agenda, especially when country or city officials act as spokespersons for, and supporters of, the contests, and the public media is involved. This enhanced visibility helps to overcome possible internal and external hurdles to opening up of data. Because of this, often, new data are opened up while the contests are running.

At the same time, the spotlight is put on new and existing data sets and the repositories that hold them. The target audience typically involves individual coders, small businesses, and schools and universities that can engage students to work on them. This is often the case when already available data are generally underused or not used for interesting results.

A further motivation for open data contests is the belief that the contests will lead to novel, useful, exciting or inspiring applications for the benefit of citizens. Metaphorically, open data is like crude oil that is waiting for somebody to take it and refine it into apps. The data owner is unable to foresee the turns this will take, and this is presented as a good thing – after all, he is not a developer. The contest can be either open for all kinds of ideas or thematically focused, in which case the desired outcomes are solutions to certain perceived problems or opportunities in a specific field.

Another reason to set up app contests is to support, activate and promote local developer communities. Often developers are not organised very well and have a hard time finding each other and potential clients. Contests, especially when they are combined with side events (see 2.3), will bring these like-minded people together to work on public issues or private opportunities. The associated prizes and award ceremonies bring them to together and into the limelight, enhancing the probability that later on they will be awarded contracts or be funded as start-up businesses.

Lastly, open data app contests are organised to link and build bridges between coders, government officials and companies. Developers are often seen as far removed from the public good and unfit to receive government contracts. The new bridges the contests help to build are seen as potentially fruitful because local talent can be brought in on local projects.

### **3.2 Most important outcomes and impacts**

App contests seem to have a few recurring outcomes and impacts that are often mentioned. These are: boosting the opening up of data and promoting already open data; actually getting applications and enhanced public services; supporting, promoting and

activating the developer community; building connections between people with different backgrounds and roles; and receiving enhanced visibility. These outcomes are almost the same as the original goals that were aimed at when developing the contest. This indicates success, but also hints that it is hard to look for results beyond what is expected.

Boosting the opening up of data is measured by the number of new data sets opened up and by the hard-to-quantify raised awareness of the relevant stakeholders that opening up of data is important. Promoting existing data sets and portals almost comes as a side effect of putting the new data in the spotlight.

Another outcome is the actual applications that were developed and the new ideas for improved services that were generated. Most impact seemed to come from new public or city services, whereas commercially successful applications seemed to be rare or were deemed not to have a relevant impact by the contest organisers. This is rather surprising because of the commercial rhetoric that surrounds the open data theme<sup>11</sup>.

The support, promotion and activation of the developer community, often alluded to as hackers, are also mentioned. The word 'hacker' still has a negative connotation for many people. One of the outcomes of the contests is that hackers come to be seen as valuable members of society, instead of criminals or activists. The winners are put into the spotlight and sometimes receive even national coverage. Even winning small prizes is found to rightfully boost their egos and motivate them to go on.

An oft-stated outcome is the building of connections between developers, government officials, politicians and businesses. A regular outcome is that some developers make contact with local governments that then start to work with them to build better online city services. Another outcome is that developers start to work with companies towards a sustainable future for the applications. More common, however, is that they start to work at these companies. An interesting result is the formation of groups by individuals from diverse backgrounds around a shared theme, such as culture<sup>12</sup> or healthcare, that then work towards more open data and more active use.

Most contests receive a lot of media attention. This can be targeted at the contest in general, highlighting the necessity of open data, at the data that is opened up or the data owners, or at the developers or companies that participate. Mostly, however, it is aimed at the winning applications. This can be due to the fact that the contests are still a relatively new phenomenon, so it is hard to say if this will be a lasting effect.

### **3.3 Drawbacks and possible problems**

More and more app contests have been organised every year and according to the survey the trend seems to continue. The contest organisers we surveyed are either sure that there will be another edition or still in doubt about whether there will be a follow-up. There is just a single 'no' that we know of (the Helsinki Region Mobile Competition, see table 2). This indicates that there is a certain value in the contests that merits the effort of

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11 Look for example at [http://europa.eu/rapid/press-release\\_MEMO-11-891\\_en.htm](http://europa.eu/rapid/press-release_MEMO-11-891_en.htm)

12 An example is "open cultuurdata", to be found at <http://www.opencultuurdata.nl/>

continuing.

Despite the growing popularity of the app contests, there are certain drawbacks and problems with the current forms of these contests. A problem that is encountered over and over is the sustainability of the resulting applications. The contests work well for the initial proof-of-concept phase, but the supporting structures for taking the ideas forward after the app contest are currently not very well developed.

Another possible problem is that, because there are so many contests and the number of possible participants is small, they might run dry of new ideas and applications. There needs to be collaboration among the contest organisers and capacity building amongst future developers. Furthermore, developers need to find sustainable models for themselves, as one cannot make a living by only participating in these contests.

## 4 Lessons learned

Contest organisers report many lessons learned from the contests that they were involved in. These lessons can be conveniently put into two categories: do's and don'ts. Although many of the lessons are general and applicable to all contests, there are things that depend on the situation at hand. One of the participants at the Helsinki meetup put it nicely: Different aims need different approaches. When the goal is to:

When the goal is to:	You need to:
help developers to learn from each other and have a good time	have a place to meet, small sponsors and a strong community
enhance transparency of the (local) government	engage NGOs that have this as their core business
stimulate innovation	facilitate incubation and acceleration, and connect to funders and innovative companies
develop better government services	ensure committed and powerful problem owners in government
profile developers towards potential clients or employers	involve big sponsors and companies
get students ready for an open data future	work with schools and universities

Open data contests are said to benefit from clear communication regarding the rules, deadlines, resources (mostly data) and selection process. It is helpful to organise events during the contest where different stakeholders, like developers and data owners, meet and get to work together. By associating with existing events, you gain from additional attention, new attendants to the meetings and new participants in the contests. Regarding the incentives: money matters; but don't forget the small prizes that boost participant motivation. Also, think of rewards other than money – giving high visibility to the prize-

wining apps or maybe even jobs to their developers. To get sustainable results, experiment with tying the payment of prize money to different delivery stages of the applications, that is, the idea, a demonstration, a prototype and the final product.

Realise from the outset that you compete for the much in demand, but scarce time of the talented to turn your efforts into a success. Therefore, it is important to continuously and vigorously market the contest to all stakeholders, such as data owners, developers, small, medium and large companies, sponsors and politicians. Team up with local or national mass media since they can increase the visibility by a hundred- or thousand-fold. At the same time, use social media – and experts in that field – to connect to developers. Market the contest to students in summer or winter schools and to all participants in previous editions of the contest. And never underestimate the power and joy of a T-shirt. Finally, when people show up, encourage participation, react on forums, treat them with respect and make them feel valued.

Partner strategically with influential parties as sponsors and co-organisers from widely different sectors, like businesses, local and national NGOs, formal networks, etc. This will not only help to attract funding, to engage participants and to organise the contest in the best possible way, but it will also turn the participants into ambassadors for open data in their respective circles, after the contest. If present, connect to local developer groups and involve them early on; to make that mutually beneficial, listen well to their needs and desires and cater to these. Keep your strategic partners informed at all times and make good use of their communication channels.

Absolutely key is the publication of as much data as possible. If needed, help the data owners to open up data efficiently and in the right way. When new data gets released, publish data blogs on their structure and their potential. Try to connect data owners to developers during the contest. This has been very rewarding and has helped both in the opening up of more data and putting them to good use. Formation of groups of data owners and users around certain themes (e.g. culture or healthcare) is a good thing.

In the first edition, start with just a few broad categories to make it easy to participate and to get people used to the idea. Later on, this can be refined. Clear and comprehensive rules and guidelines are important for supporting developers, screening entries for eligibility, and running a fair contest. To stimulate innovation, accept only apps that were developed during the contest. Engagement can be stimulated further by opening up the voting process to the public, although this could give rise to undesired effects (cheating). Since the aim is sustainable results, insist that the entry is accompanied by information about the future of the application. Evaluate both thoroughly.

To strengthen the open data community, consider the various ways by which people can help each other. Motivate them to meet, either live or virtually, and to share their capabilities and problems.

On the other side, there are certain things to avoid. Avoid commercial presentations, because it is the community that we are building; we are not tendering or commercial marketing. Don't have too many contests running at the same time, as this will confuse

participants, dilute participation and possibly even stop participants from engaging altogether. Be careful about the management of expectations – app contests give room for serendipity and cannot guarantee that a certain data set is used or that there will be great solutions to existing problems. Don't use data sets that will not be updated or available after the contest. Avoid complicated rules and regulations or changing of categories and deadlines. Keep the rules simple and stick to them. Don't underestimate the time and effort it takes to set up and run a good contest that is rewarding to all stakeholders. Finally, don't wait until all is clear before you start – it probably never will be. The effect of a well-organised contest is that it pushes things in the right direction to achieve the desired result.

## 5 Conclusions

Innovation contests for open data re-use have taken off from 2009. In the context of this report we gathered details of more than 90 different contests that often have more than one edition. Only a few of them have officially stated that there will not be a follow-up, which indicates that the organisers actually found value in them.

Although open data contests are quite new, in the past few years we have seen many, and taking into account what we have learned, it is possible to look ahead. Based on the questionnaire and interviews, we have come up with some predictions.

Open data app contests will be valued in terms of getting people together and collecting initial ideas and prototypes; opening up data for citizens; developing start-ups and catering for growth and jobs. These contests might play a role in developing new services for citizens and enterprises; discovering great ideas, new talent, and new solutions to old problems; and promoting new opportunities for interacting with the data, and the government as a platform model<sup>13</sup> for sharing resources and providing services.

In order to overcome the sustainability problem of the resulting applications, the incentives that are provided for the developers need to be changed. We have to learn from successful incubating efforts how to streamline this process and how to go from a good idea to a sustainable business. Another way is for (local) governments and NGOs to become launching customers or clients, directing their IT efforts from large-scale contracts with multinationals to local developer talent. Lastly, the market for apps will have to grow by standardization, making it easier for the same applications to be used in other cities and countries.

We will see a broad mix of different kinds of contests. Some of them will be tailored more towards commercially ready end-products. Sometimes they will take the form of a single hackathon; at other times, they will be challenges of a longer duration that are directed at providing solutions in certain problem areas or to specific problems and needs. Some say the existing contests will fade away and give rise to more serious and enduring collaborations between data owners, developers and start-ups. Sustainability will be further enhanced by involving public institutions and big business.

The growth of open data will continue to provide new resources for developers. The value

<sup>13</sup> [http://ofps.oreilly.com/titles/9780596804350/defining\\_government\\_2\\_0\\_lessons\\_learned\\_.html](http://ofps.oreilly.com/titles/9780596804350/defining_government_2_0_lessons_learned_.html)

open data brings will increase greatly when government and public organisations continue to move towards a platform model that invites third-party software developers to help in enhancing products and services. Finally, we will see new trends like big data, the internet of things and augmented reality enter the contest categories, offering more opportunities to amaze the public on what is possible and needed.

But whatever happens, open data contests have served a clear purpose. They have helped to set the topic of open data on the agenda of governments and companies, making it hard to dismiss as something marginal or optional. Many (semi) governmental organisations are now grappling with opening up of data and revising their business models as their former revenue models – locking up data and charging for it – become obsolete<sup>14</sup>. We think this is a good thing and will in the end benefit all of us.

These are positive outcomes that will benefit all.

## List of annexes

### I. List of open government data app contests

### II. App contests survey and summary of answers to the numeric questions

#### About the authors

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**Frank Kresin** (1972) has been Programme Manager at Waag Society since 2006, and from 2009 holds the position of Research Director. He is responsible for programme and project development in the fields of creative healthcare, applications for society and e-culture, the public domain and education. Frank has a background in film making and holds a master's degree in artificial intelligence. His interests are in the application of technology for social innovation, knowledge management and empowerment by means of new media. Frank co-initiated Apps for Amsterdam, Apps for Holland and Apps for Europe and participates in the EU programs Commons for Europe, Code for Europe and COLLAGE. More information can be found at <http://waag.org/en/person/frank>

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14 <http://policyexchange.org.uk/images/publications/a%20right%20to%20data%20-%20mar%202012.pdf>

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## I. List of open government data app contests

Contest Name/Link	Years	Country/ International region	City/Region	Level	Organisation	Themes
<a href="#">Apps for Africa</a>	2010, 2011, 2012	Africa	-	international	?	-
<a href="#">Buenos Aires Apps</a>	2012	Argentina	City of Buenos Aires	local	Local government	tourism, education, transport, environment
<a href="#">Codeando por Chile</a>	2012	Chile	Chile	national	National government	education, health, transport, budget, community
<a href="#">Dateidea</a>	2012	Uruguay	Uruguay	national	National government	-
<a href="#">App My State - Victoria</a>	2010	Australia	Victoria	regional	?	-
<a href="#">Apps for New South Wales</a>	2011	Australia	New South Wales	regional	State Department of Finance and Services	-
<a href="#">Mashup Australia</a>	2009	Australia	-	national	?	-
<a href="#">GovHack</a>	2012	Australia	-	national	?	-
<a href="#">Apps4Linz</a>	2012	Austria	Linz	local	City of Linz	-
<a href="#">Apps for Antwerp</a>	2012	Belgium	Antwerp	local	OKFN Belgium/City of Antwerp/Digipolis	-
<a href="#">Apps for Democracy Belgium</a>	2009, 2010	Belgium	-	national	?	-
<a href="#">Apps for Flanders</a>	2012	Belgium	Flanders	local	OKFN Belgium	-
<a href="#">Apps for Ghent</a>	2011, 2012	Belgium	Ghent	local	OKFNbe/Ghent Living Lab/City of Ghent	-
<a href="#">Apps 4 Edmonton</a>	2010	Canada	Edmonton	local	?	-
<a href="#">London Open Data Budget App Contest</a>	2012	Canada	London	local	City of London & UnLondon	budget
<a href="#">Ottawa Open Data App Contest</a>	2011	Canada	Ottawa	local	?	-
<a href="#">The MintChip Challenge</a>	2012	Canada & US	-	international	Royal Canadian Mint	digital currency, payments
<a href="#">Digital Solutions based on Government Data</a>	2010	Denmark	-	national	?	-
<a href="#">Apps for Europe</a>	2013, 2014	Europe	-	international	Waag Society & 18 other parties	-
<a href="#">Open Data Challenge</a>	2011	Europe	-	international	?	-
<a href="#">Apps for Finland</a>	2009, 2010, 2011, 2012	Finland	-	national	Forum Virium Helsinki	-
<a href="#">HSL Mobiilikisa</a>	2011	Finland	Helsinki	local	Helsinki Region Transport Authority	transport
<a href="#">Bemyapp</a>	2012	France	-	national	Bemyapp	tourism
<a href="#">Concours Open Data 71</a>	2012	France	Département de Saône et Loire	regional	Département de Saône et Loire	tourism
<a href="#">Concours Trophées Agenda 21</a>	2012	France	Département of Gironde	regional	Département de Gironde	sustainable development
<a href="#">Dataconnexions</a>	2011, 2012	France	Paris	national	Etalab	-
<a href="#">Défi Numérique Toulouse Métropole</a>	2012	France	Toulouse	national	Toulouse Métropole	-
<a href="#">Montpellier innovation</a>	2012	France	Montpellier	regional	Montpellier	-
<a href="#">Nantes, rendez-moi la ville plus facile</a>	2012	France	Nantes	local	Nantes Métropole	transport, information
<a href="#">Open App</a>	2012	France	France	national	SNCF	transport
<a href="#">Les Hack Days Transilien</a>	2012	France	France	national	SNCF	transport
<a href="#">Le Hackathon des cheminots</a>	2012	France	France	national	SNCF	transport

Contest Name/Link	Years	Country/ International region	City/Region	Level	Organisation	Themes
<a href="#">Open Data awards</a>	2013	France	Region PACA	regional	CCI Marseille Provence	culture, tourism
<a href="#">Pulp</a>	2013	France	La Rochelle	local	La Rochelle	-
<a href="#">Rennes Métropole en Accès Libre</a>	2011	France	Rennes	local	Rennes Métropole	transport
<a href="#">Toulouse. Défiiez les données ouvertes</a>	2012	France	Toulouse	regional	Grand Toulouse	-
<a href="#">Upload</a>	2012	France	Department Loire- Atlantique	regional	Department Loire- Atlantique	-
<a href="#">Hack the Elections</a>	2012	France	-	national	Voxxe.org	politics
<a href="#">Apps für Deutschland</a>	2011	Germany	-	national	Open Knowledge Foundation Deutschland	
<a href="#">Apps for Climate</a>	2012	Global	-	international	World Bank	climate
<a href="#">Apps for Development</a>	2012	Global	-	international	World Bank	development
<a href="#">International Space Apps Challenge</a>	2012	Global	-	international	NASA	space science
<a href="#">Apps for Italy</a>	2012	Italy	-	national	?	-
<a href="#">OpenApp Lombardia</a>	2012	Italy	Lombardia	local	Regione Lombardia	-
<a href="#">App Camp Kosova</a>	2012	Kosovo	-	national	IPKO Foundation	news, culture, tourism, economy, entertainment
<a href="#">Apps for Amsterdam</a>	2011, 2012	Netherlands	Amsterdam	local	?	-
<a href="#">Apps for the Planet</a>	2012	Netherlands	Amsterdam	regional	?	environment
<a href="#">Open Culture Data Competition</a>	2011, 2012	Netherlands	-	national	Kennisland	culture
<a href="#">Apps for Noord-Holland</a>	2011	Netherlands	Noord-Holland	regional	Regional government, Waag Society & Hack de Overheid	-
<a href="#">Apps for the Netherlands</a>	2011, 2012	Netherlands	-	national	National government & Waag Society	-
<a href="#">Open Cultuur Data competitie</a>	2012	Netherlands	-	national	Kennisland, Netherlands Institute for Sound & Vision	culture
<a href="#">Nettskap 2.0</a>	2010	Norway	-	national	?	-
<a href="#">Apps for Russia</a>	2012	Russia	-	national	?	-
<a href="#">Hack VT</a>	2012	US	State of Vermont	regional	Informal alliance of local companies	
<a href="#">Appening</a>	2011	Sweden	-	national	Mid Sweden University	mobile apps
<a href="#">Open Stockholm Award</a>	2012	Sweden	Stockholm	local	City of Stockholm	mobility, environment, smart city, ideas
<a href="#">Hack4Europe</a>	2011	Sweden	-	international	Swedish National Heritage Board	culture
<a href="#">Travelhack</a>	2011	Sweden	-	national	Viktoria Institute	transport
<a href="#">Codemocracy</a>	2010	Sweden	-	national	Martin Svalin	transparency
<a href="#">Fajk</a>	2012	Sweden	-	national	?	transparency, journalism
<a href="#">Öppna Örebro Län</a>	2012	Sweden	Örebro	regional	Örebro municipality	transparency
<a href="#">Turisthack</a>	2012	Sweden	-	national	West Sweden	tourism
<a href="#">Green Hackathon</a>	2011	Sweden	-	national, international	Royal Institute of Technology	environment
<a href="#">Data Hack Fest</a>	2012	Sweden	-	national	Hyper Island	general
<a href="#">Health Hack Days</a>	2012	Sweden	-	international	Psykologifabriken and Hoå's Tool Shop	health
<a href="#">Open Data Institute</a>	2012	UK	London	national	Open Data Institute	health, midata

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<a href="#">Show Us a Better Way</a>	2008	UK	-	national	?	-
<a href="#">Transformed by You</a>	2010, 2011, 2012	UK	Kent	regional	Kent County Council	community, community, collaborative consumption
<a href="#">Apps for America</a>	2008, 2009	US	-	national	Sunlight Foundation	-
<a href="#">Apps for Army</a>	2010	US	-	national	?	army
<a href="#">Apps for Californians</a>	2010	US	California	local	?	-
<a href="#">Apps for Climate Action</a>	2010	US	-	national	?	climate
<a href="#">Apps for Democracy DC</a>	2008, 2009	US	Washington DC	local	?	-
<a href="#">Apps for Environment</a>	2010	US	-	national	US Environmental Protection Agency	environment
<a href="#">Apps for Healthy Kids</a>	2010	US	-	national	US Department of Agriculture; Let's Move! initiative	health
<a href="#">Apps for Inclusion</a>	2010	US	-	national	?	inclusion
<a href="#">Civic Apps for Greater Portland Area</a>	2010	US	Portland	local	?	-
<a href="#">Data SF Challenge</a>	2009	US	San Francisco	local	?	-
<a href="#">MassDOT Developers</a>	2009	US	Massachusetts	local	?	transport
<a href="#">New York Big Apps</a>	2009, 2010, 2011	US	New York	local	City of New York	-
<a href="#">AT&amp;T San Diego Apps Challenge</a>	2012	US	San Diego	local	City of San Diego	-
<a href="#">Equal Futures App Challenge</a>	2012	US	-	national	White House Council on Women and Girls	education
<a href="#">MyMoneyAppUp</a>	2012	US	-	national	U.S. Department of the Treasury	financial literacy
<a href="#">Disability Employment App Challenge</a>	2012	US	-	national	U.S. Department of Labor	employment
<a href="#">DOL Worker Safety and Health App Challenge</a>	2012	US	-	national	U.S. Department of Labor	education, public safety
<a href="#">Apps for Energy</a>	2012	US	-	national	U.S. Department of Energy	energy
<a href="#">Project REACH Mobile App Challenge</a>	2012	US	-	national	U.S. Department of Veteran Affairs	homelessness
<a href="#">Commerce Business Apps Challenge</a>	2012	US	-	national	U.S. Department of Commerce	job creation, business
<a href="#">US Surgeon General's Health Apps Challenge</a>	2011	US	-	national	U.S. Department of Health and Human Services	health
<a href="#">Apps for Entrepreneurs</a>	2011	US	-	national	U.S. Small Business Administration	business
<a href="#">Apps Against Abuse</a>	2011	US	-	national	U.S. Department of Health and Human Services	preventing abuse and violence
<a href="#">Apps for Communities</a>	2011	US	-	national	U.S. Federal Communication Commission	community
<a href="#">CDC Flu App Challenge</a>	2011	US	-	national	U.S. Center for Disease Control	health
<a href="#">SMART Apps for Health</a>	2011	US	-	national	U.S. Department of Health and Human Services	health
<a href="#">FCC Open Internet Apps Challenge</a>	2011	US	-	national	U.S. Federal Communication Commission	open internet
<a href="#">MTA App Quest</a>	2011	US	New York State	local	NY State Metropolitan Transit Authority (MTA)	transport

