

FACT SHEET



What it is

C4C:EU is an annual coding event for Accessibility and Assistive Technology. It invites students from Computer Science and related fields. Coding projects are embedded in a flexible manner into the existing curricula and study program at campus. Groups for 2-4 students work on coding projects and compete at campus. The winning team takes part in the European finals.

The ultimate goal of C4C:EU is to bring Accessibility and Assistive Technology into mainstream curricula to give students training in Accessibility best practices and experience working on real-world Assistive Technology projects.

Partnership

C4C:EU is part of the global initiative “SS12 – Code for a Cause”, developed and organized by Project:Possibility (<http://projectpossibility.org/>). In Europe the events are organized in cooperation with ICCHP (www.icchp.org), AAATE (www.aaate.net) and the eAccess+ network (www.eaccessplus.eu). Campuses from all over Europe are invited to participate. The event is well recognized by partners from industry whose resources and guidance for students are a key part of the program’s success.

Prerequisites

Each participating institution must be an accredited university or college. Beyond this, there are no formal requirements to take part. Your interest and fascination as student and faculty member in improving the quality of life for people with disabilities and aging people is most important.

Organization

By simply contacting c4c@icchp.org and expressing your interest you will get all information needed to be involved. More information about this year’s event can be found at: <http://www.icchp.org/c4c-16>. Additional information is also available at <http://projectpossibility.org> and <http://ss12.info>.

Next Event and Deadlines

The next C4C:EU event will be organized in the framework of ICCHP 2016, with the winning team from each university invited to the C4C:EU Final Round. To participate with your university, contact c4c@icchp.org. An introductory telephone conference will be in March 2016.

