

## NAME THAT APP

### BACKGROUND

A mobile app has been developed by UP Manila to promote mental wellness and awareness. The app allows UP Manila students to participate in a live chat with qualified guidance counsellors, peers or faculty advisors while remaining anonymous throughout the entire process. This provides a platform for the open discussion of mental health and counselling for mental health problems in a safe, inclusive, non-threatening and non-stigmatising environment.

This campus wide contest is sponsored by the Psychosocial Wellness Network Association (PSWN) of UP Manila headed by the Office of Student Affairs. This is open to all UP Manila students. The goal is to select a name and create an appropriate and creative logo for this mobile app.

### MECHANICS

1. A contestant can submit any number of ORIGINAL and UNIQUE entries.
2. Entry forms can be downloaded from a link in the OSA website ([osa.upm.edu.ph](http://osa.upm.edu.ph)). All entry forms should be completely accomplished to qualify for inclusion. Contestants will receive an email confirming successful receipt of contest entries.
3. Only entries submitted via email through the following address: [osa@post.upm.edu.ph](mailto:osa@post.upm.edu.ph) will be accepted.
4. The following are the requirements for the logo. Upload image of logo, separately, in the above email address
  - A. File format: .png , .psd (Photoshop) , or .ai (illustrator) or .xcf (GIMP)
  - B. Logo must be submitted in full colour as well as in black and white
  - C. Size should be at least 1024 px x 1024 px
5. Entries should be received not later than September 24, 2018, 4 PM.
6. The artist will be acknowledged as the creator of the logo in the app. Once submitted, all entries will become the property of the OSA. OSA will reserve the right to edit or modify the winning entries.
7. The top 20 entries will be posted in the following Facebook page ( Office of Student Affairs, University of the Philippines Manila) on September 27-28 during which the public can vote the name and logo that appeals to them the most.
8. The decision of the judges will be final and irrevocable.

### SELECTION OF WINNERS

1. The judges will consist of:
  - Psychiatrist /psychologist
  - Creative artist
  - Representative of OSA
2. Entries will be judged on the basis of
  - Overall adherence to the overall goal of the app — — — — 30%
  - Visual appeal — 30%
  - Creativity — 30%
  - Popularity of app — 10%

3. A Grand prize winner and 19 consolation prize winners will be chosen
4. All winners will be notified via email and will also be posted in the OSA website and Facebook page

#### PRIZES

1. Prizes will be awarded as follows
  - A. Grand prize winner will receive P 8000
  - B. Consolation prizes (19) - P100 GC Starbucks
3. All entries will receive a certificate of participation
4. The Grand Prize winner must show their UP IDS to claim their prize.
5. Prizes will be claimed in the Office of Student Affairs.