**Club Hub**

ClubHub is a cross platform mobile app that aims to give our campus a dedicated location for all group broadcasting and advertising needs. Through our app, students will be exposed to the 270+ clubs and organizations at UMBC. Not only will they have all of this information in the palm of their hand, with an elegant user interface, it will include an easy way for students to find campus events or clubs. Club admins will also be able to push notification directly to their members phones or to the entire student body. Overall, ClubHub aims to improve campus life here at UMBC.

**Pocket UMBC**

Pocket UMBC is a mobile application based on the google maps interface specifically designed to promote organizations, events, and activities at UMBC. The initial release will include a fluid map and building directory to help students and visitors navigate the campus, a sleek event-creation function, suggest organizations and events for students and offer optional push-notification functionality. Discussed later releases will include integrated message boards and logistical tools for student organizations and local affiliates. In short, the application we seek funding to design would make getting the most out of the UMBC experience as easy as reaching into your pocket.

**Creative Sweep**

Creative Sweep is about creating a space for people to be creative and express their passion for art. This project will help students have a better access to a room with art supplies to express themselves. This is a place where students can come just to pass their free time or to use the art supplies for finishing assignments.



**Adaptive Sports**

Did you know we are working to build a culture of love, respect and inclusion for individuals with physical disabilities through the development of a new Physical Education program in Adaptive Sports at UMBC?

Our goal is to increase access to athletics for all students, faculty and staff through adaptive sports programming. This program will provide the UMBC community both with- or without- disabilities the opportunity to participate in physical sports together, and in doing so will build a supportive, inclusive, and diverse environment across campus.

By voicing your votes now in support of this program, UMBC Athletics and Physical Education will be able to purchase the necessary equipment that is needed to start the very first UMBC Physical Education class in Wheelchair Basketball that is open to ..EVERYONE, soon..

This sports program aims to improve the campus in 3 main areas; Inclusion, Access and Student Success; INCLUSION by forging ACCESS and community for a marginalized group to the full offerings of the campus environment through providing opportunities and supportive teammates that would lead to a student's increased sense of belonging, empowerment and ultimate SUCCESS!

**3D UMBC**

Ever wondered what it would be like to use a 3D printer? To maybe even own one yourself? Well that is what 3D-UMBC aims to accomplish!

3D-UMBC aims to expose students and faculty on UMBC's campus to both 3D printing technology, and the importance of recycling e-waste (technological and electronic waste). This project will create 3D printers using recycled disk drives and computer hardware

for UMBC student and faculty use! In edition, we will hold a school-wide event in which students and faculty will be able to learn more about 3D printing technology, e-waste projects, participate in games and competitions, and even win a 3D printer!