

<Tour de App>

Final report

The fourth year

2025/2026



Tour de App 2026

Tour de App is a **unique IT competition** designed for high school students. Unlike traditional programming competitions, participants do not focus on solving algorithmic problems. Instead, they work on a project that simulates a real-world client-contractor relationship. Students in teams of two or three create a web application based on a fictional client's specifications. In addition to the actual programming, contestants must also design a clear and user-friendly interface and communicate with the client about the form of the final solution.



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The fourth edition officially kicked off in October 2025; this year, we had a total of 144 teams from 88 schools sign up, with 45 of those schools taking part in our competition for the first time, including two schools from abroad.

Our goal for this year was to become more international, which we ultimately became. Unfortunately, we did not meet our goals in terms of the number of signed up teams, as we faced unexpected challenges, particularly at the beginning. Despite all the difficulties, however, we did break through the barriers and brought Tour de App to teams in Germany and Poland.



“This year, we’ve set a goal to expand our competition beyond the borders of the Czech Republic and Slovakia. We want everyone, regardless of language, to have the opportunity to try their hand at web application development in a hands-on, trial-and-error setting.

Being active in high school while learning new things without fear of failure and gaining practical experience is a great opportunity to grow, and that is exactly what our competition offers.”

Vojtěch Zima

Tour de App 2026 Coordinator

„Najít průsečík mezi technologickou výzvou a srozumitelným zadáním je celkem těžký úkol, ale platforma s real-time odezvou byla přesně tou hranou, u které jsme si řekli, že to soutěžící zvládnou.“

Letošní zadání bylo zaměřené na vytvoření platformy pro on-line interaktivní vzdělávání. Soutěžící při něm pracovali s technologií Server-Sent Events, která umožňuje přenášet aktualizace ze serveru v reálném čase.“

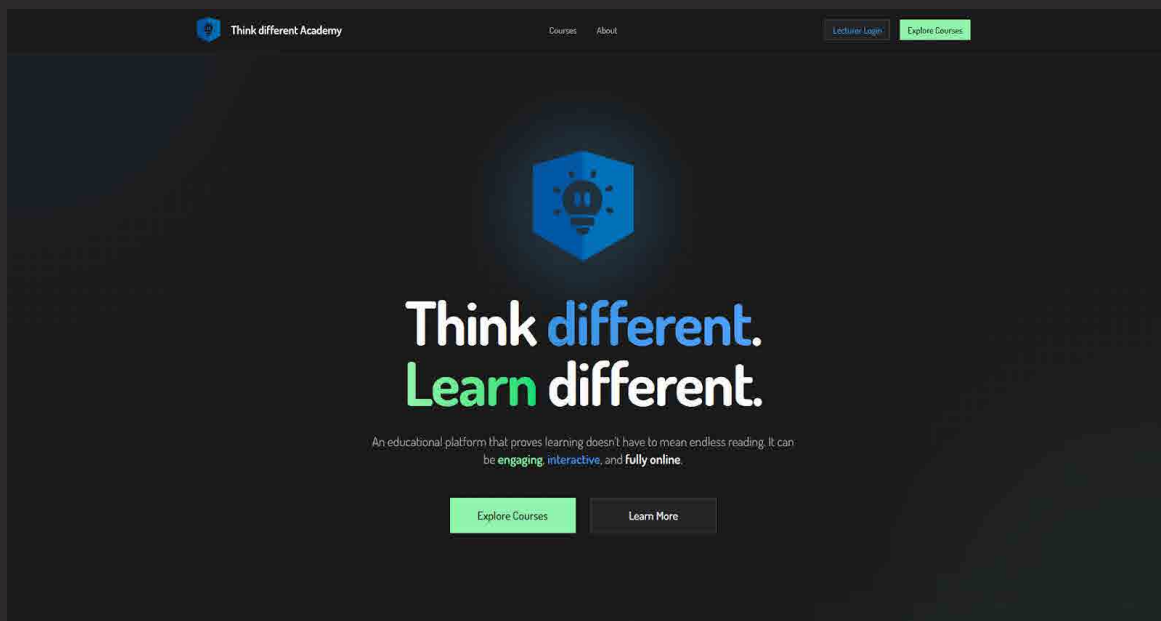


Lukáš Prokop

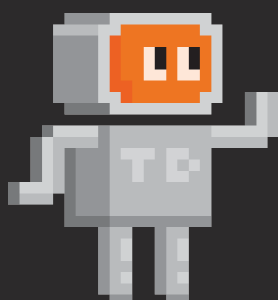
Assignment Author

Nomination round

This year, the contestants were tasked with creating an online learning platform. The platform was intended to serve as a space for a modern and interactive way of acquiring new knowledge. An instructor could create a course and add teaching materials to it, such as a file or a link. Users could then use these materials for self-development on the given topics. However, since that approach would be too simple, the contestants were also tasked with creating quizzes. These served as an interactive way to practice the given topic.



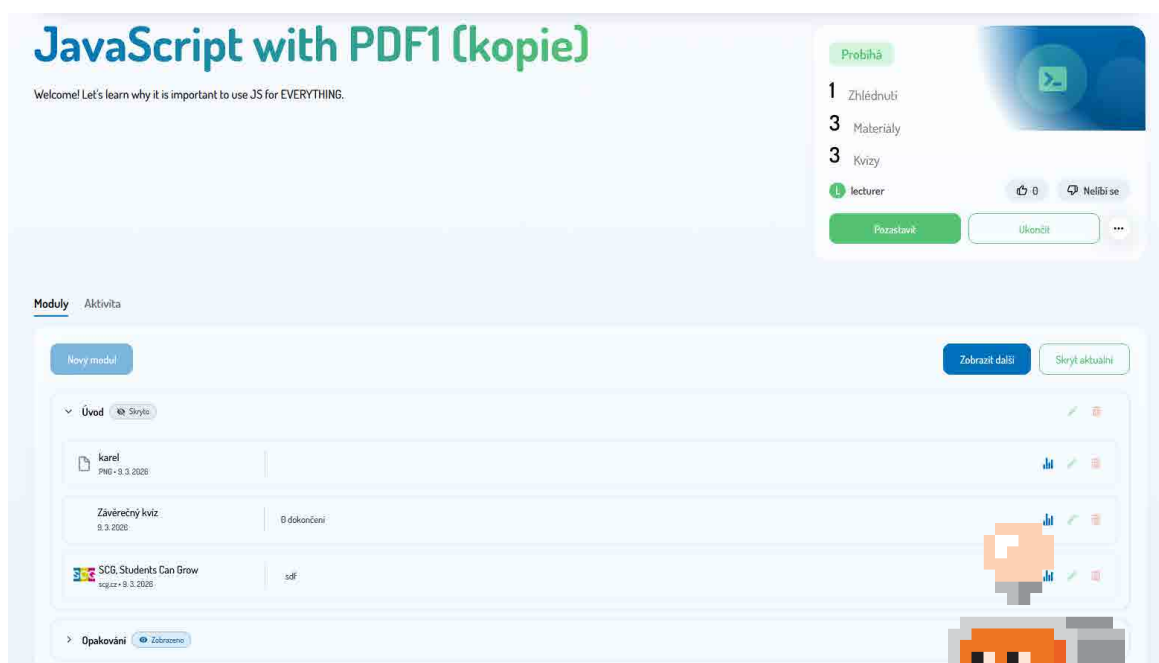
Homepage ("Timeout" team)



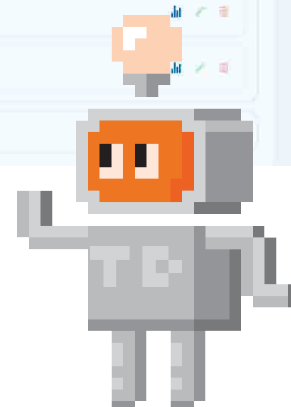
Competition round

Newly, the Competition round focuses on live education, where a course is not merely a static page, but a dynamic entity whose state influences the behavior of both the application and the user interface. The course will therefore have a defined state model. In the **DRAFT** state, the instructor is creating and editing the content. The **SCHEDULED** state means that the course is scheduled, visible in the catalog, and awaiting launch. In the **IN PROGRESS** state, live education is taking place; students can join, and individual modules are gradually made available. The **PAUSED** state indicates a temporary suspension of the course, during which the content is hidden. In the **ARCHIVED** state, the course is completed and serves only as a record, with only statistics and history available.

With that we also introduced modules that group activities, materials, and links into comprehensive learning units. The instructor gradually makes these modules available



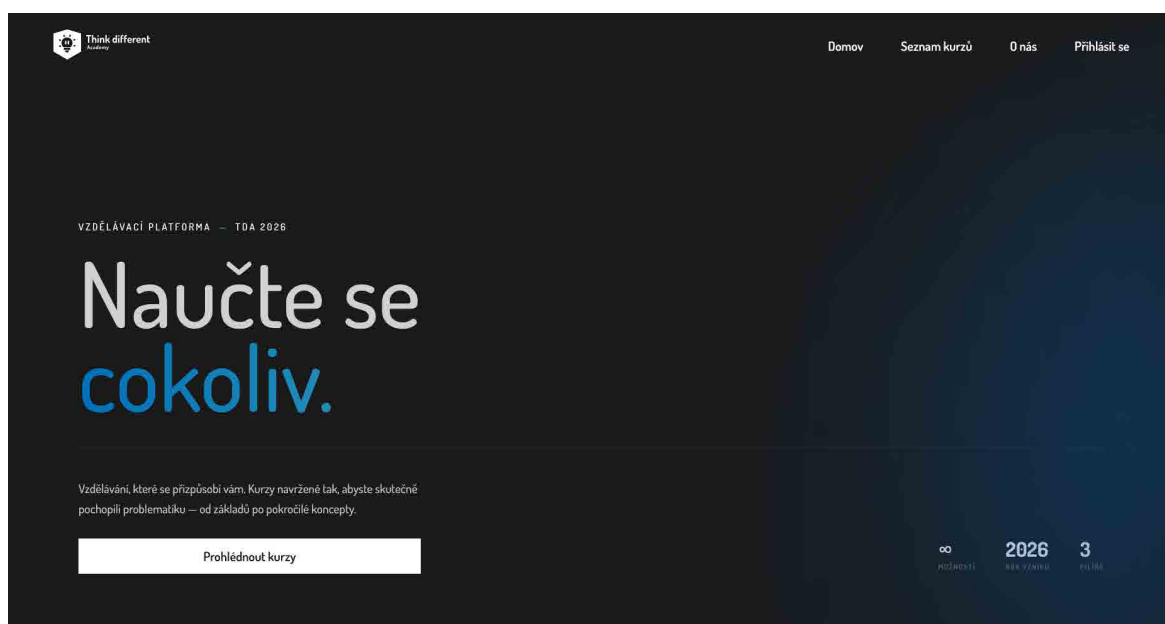
Instructor's management view ("Error Makers" team)



Grand Finale

At the Grand Finale, the contestants met in-person with representatives from Think different Academy, each of whom played a different role.

They worked with four types of clients: a **lecturer**, a **methodologist**, a **CFO**, and a **project manager**. These personas shared their problems and insights from the platform with them. The contestants were then tasked with assessing what needed to be added and proposing and implementing appropriate solutions.



Main page ("Bohr layer" team)

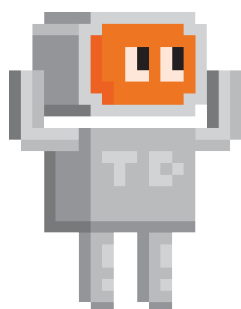
At the same time, we revised the evaluation process. We replaced the original approach, which was based solely on manual testing by the organizers, with a new concept. While this concept is somewhat similar to the Sunday presentations, it differs in the evaluators' perspective. This time, they assessed the applications comprehensively as a whole. Based on this approach, we selected the TOP 5 teams and awarded one wild card.



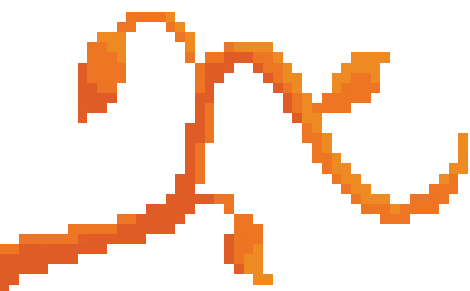
Competitors from the "pacmani" team are communicating with representatives of Think different Academy



Members of team "Mega Szefy" are discussing their application with mentors



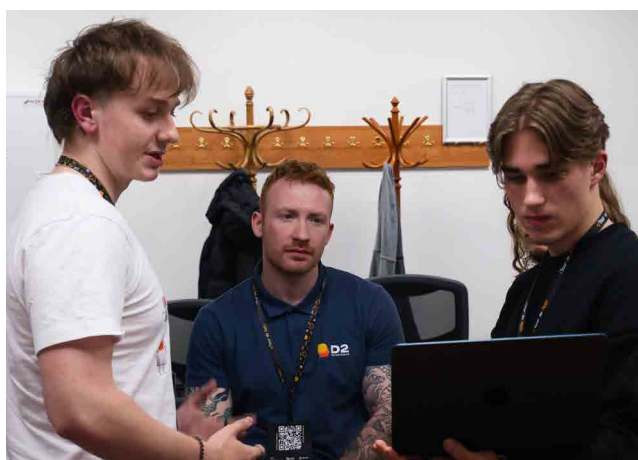
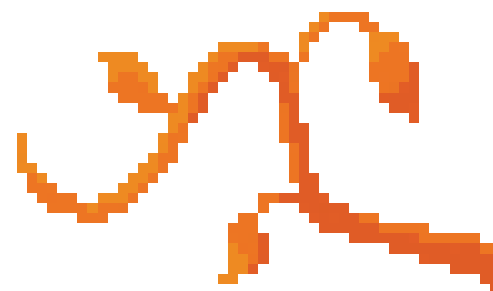
Presenting the applications to the jury



"Mega Szefy" team



"Error Makers" team



"not-found" team

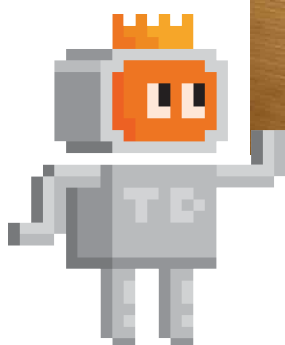
Contestants presenting their apps to



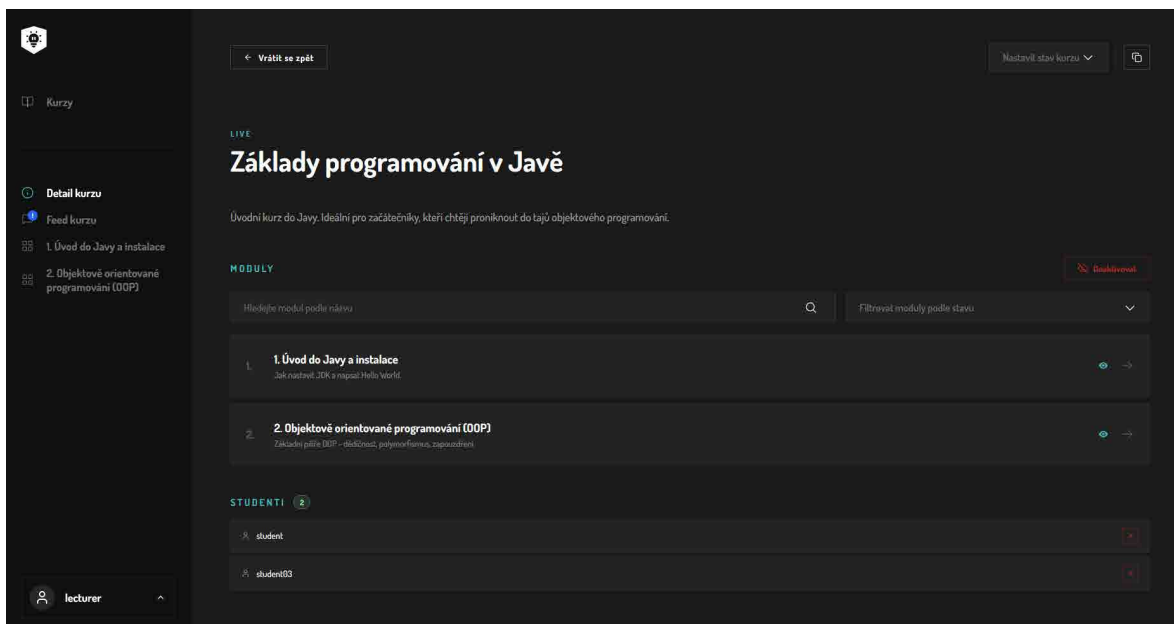
"Nejkulatoulinkatější míčovina" team



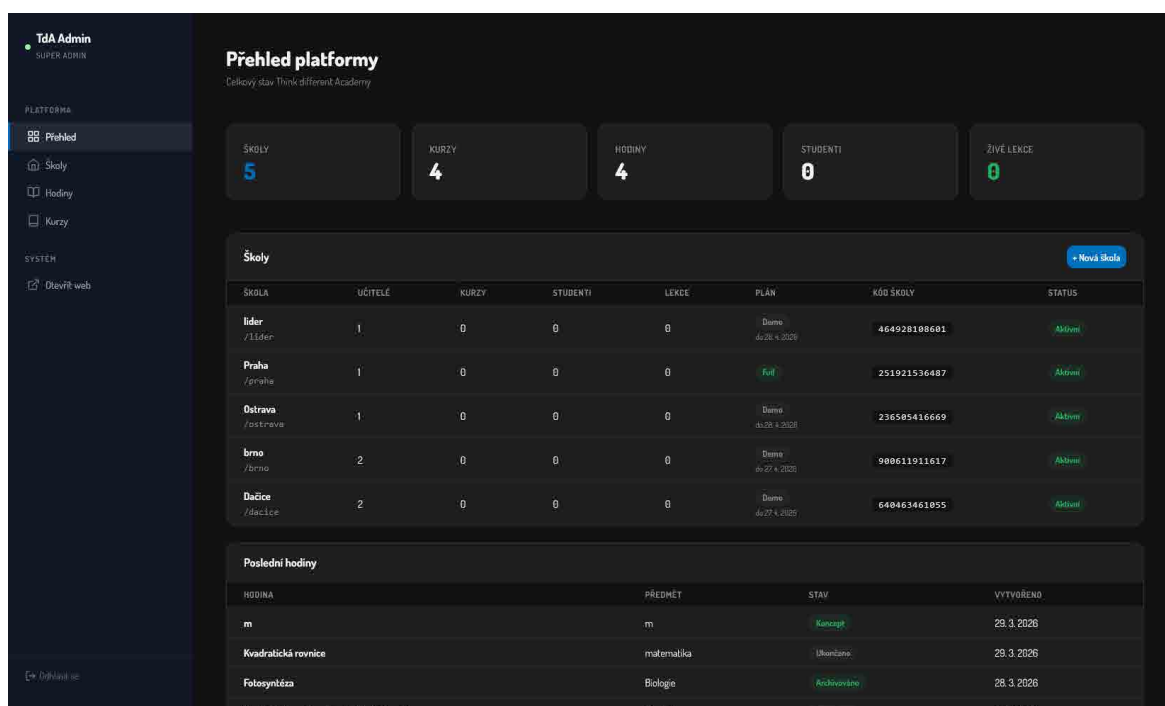
"Co je to api?" team



Examples of the final applications



Course details ("Bohr layer" team)

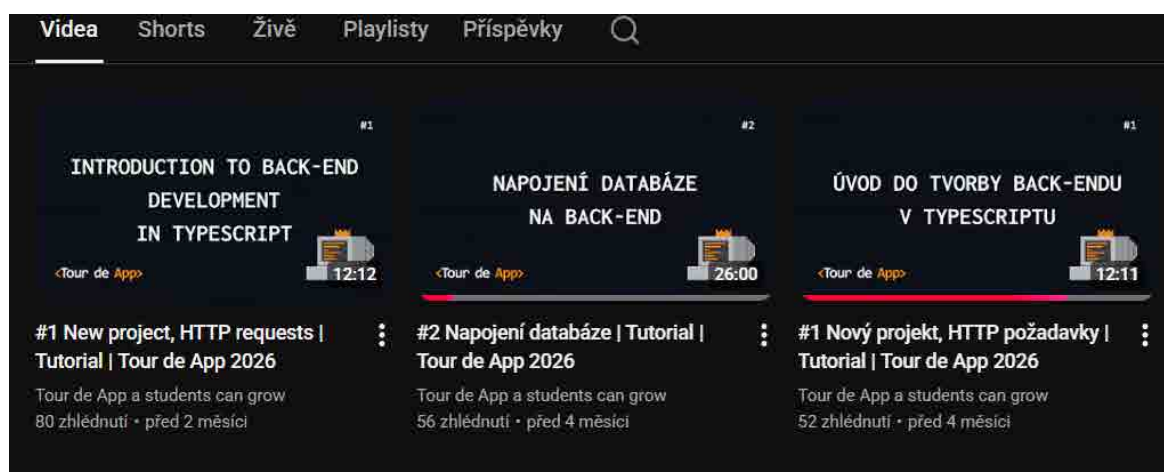


Platform overview ("AMD16" team)

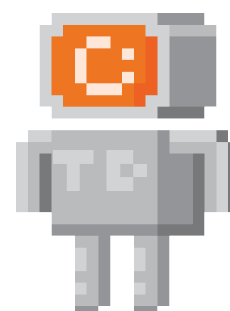
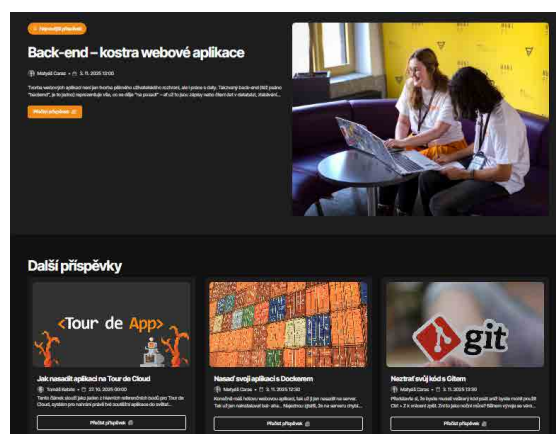
Education

This year, we decided to skip the webinars and instead focus on purely educational on-demand content. We published several educational **articles** and **videos** with the goal of familiarizing potential contestants with what web development entails.

We then posted short-form versions on social media with the aim of enticing contestants to read the articles on the website. For each educational article, there was one Reel that briefly summarized the content of the text.



Unfortunately, as reliance on **AI tools** grows, demand for traditional education is declining. Since competitors are using artificial intelligence, we plan to focus next year's educational content on the effective use of these tools.



Partners

Partners are very important for our competition. Without them, the competition wouldn't be what it is, which is why we value them greatly and strive to maintain these partnerships for as long as possible.

One such partner we have been working with for a few years now is the **Faculty of Informatics at Masaryk University**, which became our co-organizer in 2022. As part of the competition, they supported us financially and also lent us their premises for the Grand Finale.

Another of our long-term partners is **ČEZ Distribuce**. Thanks to them, we were able to provide teams with mentoring from industry experts. ČEZ Distribuce also participated with us in the Announcement of the Nomination Round results, where they arranged the venue along with extensive catering.

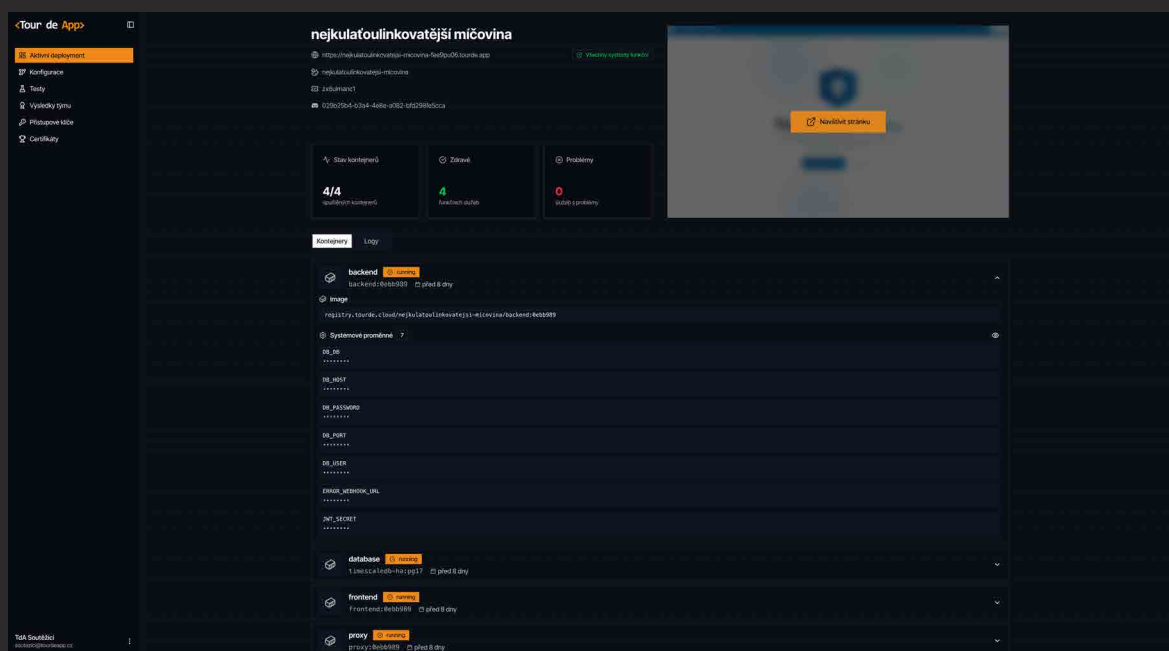


Lenka Hetflajšová representing D2 ČEZ Distribuce at the Announcement of Nomination Round results

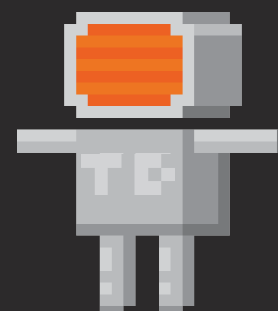
Tour de Cloud

The IT team's main focus became Tour de Cloud, a brand-new system for deploying the applications that contestants poured their efforts into. Their goal was to give participants a free hand in choosing their technologies and provide them with a development environment without unnecessary hurdles.

The main highlight was the long-awaited support for running multiple Docker containers simultaneously, which significantly simplified the entire process. Additionally, we implemented the option to deploy older versions of applications and a feature for real-time log monitoring.



Tour de Cloud (home page)



Campaign

This year's claim, "**It's not just about the code. Master web development!**" is a call to become a master in a field that is complex yet achievable. We decided to keep the traditional slogan "it's not just about the code" and add a different, updated call-to-action part every year. This creates something people can associate us with between years while giving the claim a fresh feel.

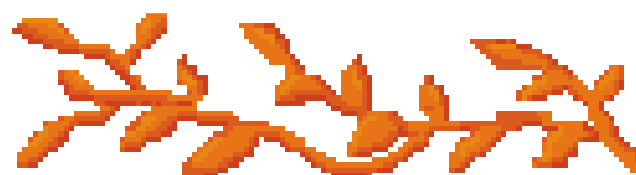
In the visuals, we use the metaphor of the **magic bean**, referring to the story of Jack. The bean represents growth, ambition, and pushing past your own limits. It climbs toward the clouds, where a computer sits as the goal of the entire journey.

The bean itself represents the process of learning and gradual skill development. Its spiral shape suggests that the path up isn't straight or simple, but requires real perseverance and determination. Every leaf and every section of the stalk symbolizes another challenge overcome.

The computer at the top is partially hidden in the clouds. It represents the complex world of web development. It might seem distant and unreachable, but the climb up the beanstalk shows that with enough motivation and work, it's possible to achieve even the seemingly impossible. The clouds also hint at our new submission system, Tour de Cloud, which was very important throughout the process.

As part of the campaign, we are pointing out that students can grow like beans with us, because it will then carry them toward big goals. Within the project, we tried to share educational materials both on the website and on social media to take the competition a step further and strengthen its educational character.

Graphic elements from the poster then appear on all materials used throughout the year. These include, for example, certificates, diplomas, t-shirts, or social media posts.



Poster for Tour de App 2026



<Tour de App>

**It's not just about code.
Master web development!**

Schedule

- ❖ 13. 10. – 12. 12. Sign-ups open
- ❖ 27. 10. – 16. 1. Nomination round
- ❖ 28. 1. Announcement of qualified teams
- ❖ 9. 2 – 6. 3. Competition round
- ❖ 27. 3. – 29. 3. Grandfinale at FI MU

Put together a team of two or three and sign up before 12th December.

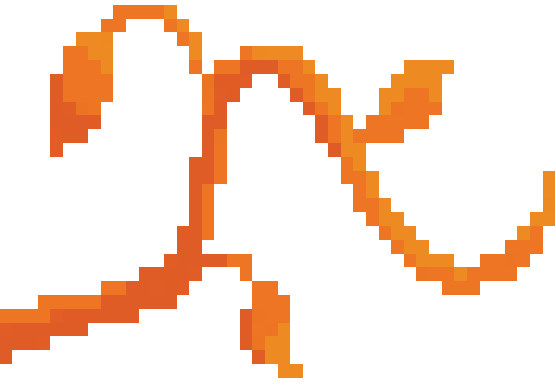
MUNI
FACULTY
OF INFORMATICS
Co-organizer

SCG
Organizer

E
SKUPINA ČEZ
Main partner

AMOS
VISION
Partners

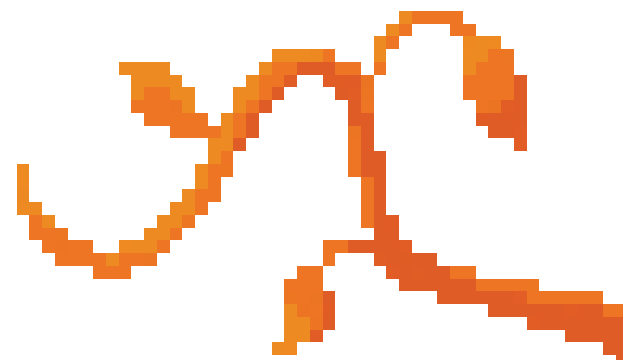
BARCLAYS
IT Development Centre Program
Partners

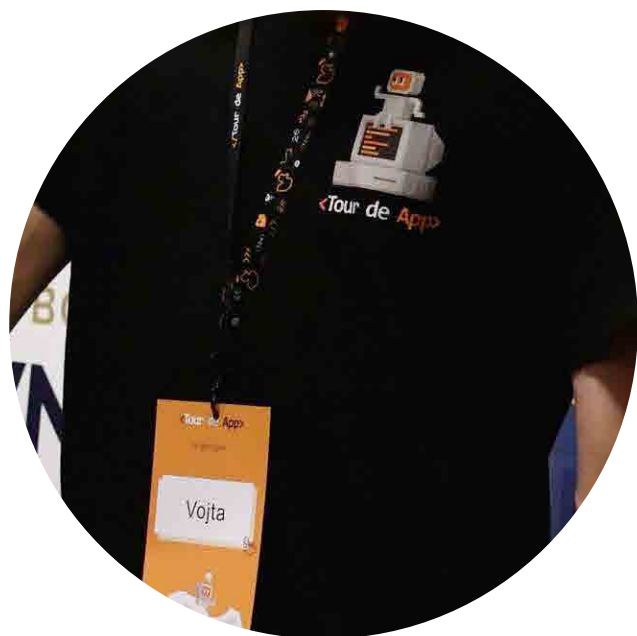


T-shirt for the competitors

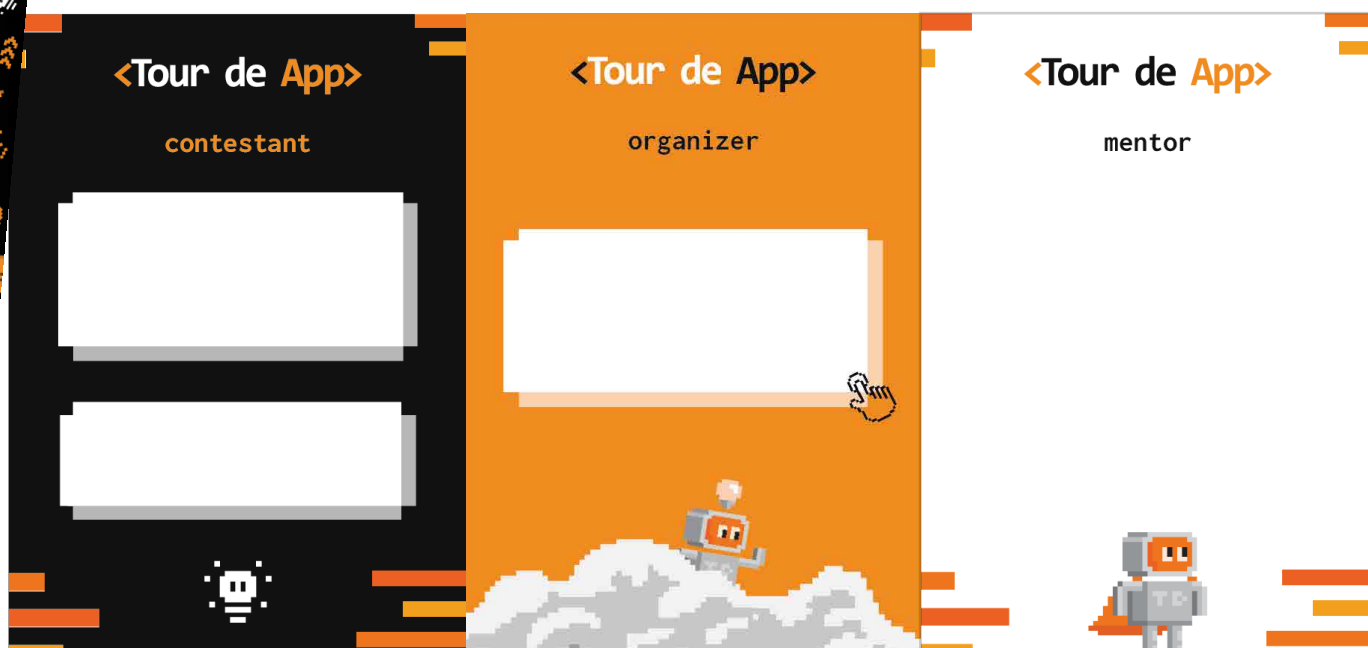


T-shirt for the organizers





Name tags for competitors, organizers and mentors





Certificates for competitors and mentors; Certificates for the winners



Social media

Social media was very important for us this year. They allow contestants to easily get information about the competition's progress, but this year we also wanted to bring them more to life. That's why we started creating educational posts and short videos (reels) on Instagram to get closer to our target audience while introducing them to the technologies they'll need for app development and showing them how to use them correctly.

Since the beginning of the Tour de App project, we've also been using our Discord server to communicate with contestants, keeping them informed about all news and upcoming events.

We also started a TikTok and our own YouTube channel for educational videos. Additionally, we now have a LinkedIn profile where we primarily share information about past events.



Partner posts

Partner posts are also a part of our social media communication. This year, we tried to approach them in a more modern way—for example, by grabbing attention with a bold sentence right on the first slide or by creating reels with certain partners (specifically with ČEZ Distribuce and AMOS vision).

Post about ČEZ Distribuce



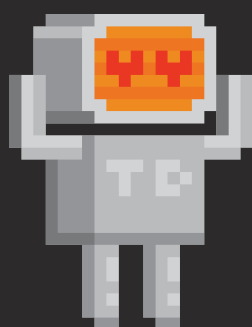
Post about Ámos vision

Tour de App in numbers

This year, **144 teams** from a total of **88 schools** signed up. More than half of them—**45 schools** to be exact—were new. Although we didn't meet our original goal for the number of registered teams, we managed to reach another important milestone: we expanded abroad. In fact, **two international teams** signed up, one from Poland and one from Germany.

We fared better on social media, however. On Instagram, we racked up over **80,000 views** in total throughout the year and gained **70 new followers**. On our main communication channel, Discord, we welcomed more than **200 new visitors**, and we spent over **5,000 hours** together in voice calls.

During the year, participants managed to create **7,544 deployments** in Tour de Cloud, consisting of **20,957 Docker images**, which occupied over **520 GB** of disk space.



About us

We are members of students can grow, an association of high school and university students who want to do something extra, not just for themselves, but for others as well. Besides Tour de App, we also organize the largest Gomoku competition, **pišQworky**, and a presentation skills competition called **Prezentiáda**.

Since 2003, we have been teaching students new skills in a playful way, whether through participation in our competitions or by getting involved in the association. Organizers can get involved in any way they like, from organizing a tournament to leading the sales department.

"Our mission is to develop the skills of Czech and Slovak students to prepare them for their professional lives. We provide this development both to the contestants and especially to our organizers, who gain valuable experience by working on projects," said Radek Hegenbart, the chairman of the association.

