

**#DIGI
INVENTORS
CHALLENGE**



Schools Pack

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www.digiinventors.com

The #DigilInventorsChallenge, in association with Glasgow Warriors and the Digital Health & Care Institute, is on a mission to find smart new ways to help Scotland's young people keep active and stay healthy mentally and physically, now and in the future.

We want Scotland's young people to play a part in helping reverse the trends that have led to young Scots being rated as having one of the lowest activity levels in the world.

With your support, we can help change the habits and help point the way to a healthier future for Scotland!

Get involved!

We want you, Scotland's young people, to come up with a digital health and care idea that can help you and all young people in Scotland live fitter, healthier and happier lives.

Get together with your friends and tell us about your idea for the chance to have your idea developed as a prototype, win great tech and cash prizes and even meet Andy himself!

The Challenge

In teams of four, supported by at least one adult mentor (such as a teacher or club leader), we want you to develop an idea that will help young people be aware of and actively manage their own health, fitness and wellbeing (physically, mentally or both), using digital technology.

We've all heard of apps that analyse diet and mood, watches that monitor heart rates and games that promote exercise. But what's the next big idea that can help Scotland's young people be fitter, healthier and happier?

As the digital stars of today and tomorrow, we want to hear about your big ideas!

Key dates

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| • 24 January 2020 | #DigilInventorsChallenge 2020 applications open |
| • 21 February 2020 | Application deadline |
| • 28 February 2020 | Shortlisted teams will be announced |
| • 17-27 March 2020 | 2-day #DigilInventorsChallenge bootcamp |
| • 03 April 2020 | Winners announced |

What does the challenge involve?

First, pick your team (with an adult mentor) and come up with a great idea. Next, you need to tell us about your idea by submitting your team's application.

Once we have received all the applications, we will then shortlist 4 teams with the best ideas to take to the final – the #DigiiInventorsBootcamp.

At the two-day #DigiiInventorsBootcamp, shortlisted teams to come face-to-face with fellow competitors, develop new skills and meet industry experts who will help each team transform their idea into a marketable concept! You will hear presentations from the best in business and technology and take part in masterclasses to enhance your idea.

Most importantly, work with your team to turn your idea into a powerful pitch that will sell your idea to our panel of judges.

The Prize

- Meet and get support from the Glasgow Warriors
- The winning team will receive £1500 investment to help transform their winning idea and prototype into a real solution
- Each member of the winning team will be given some fantastic tech prizes (previous winners have received Microsoft Surface Go devices and a range of Apple products)

How do we enter?

To enter, your mentor or lead team member should send us your finished application, with the names of each team member and mentor at the top. Applications need to be submitted to info@digiiinventors.com by 21 February 2020. For more information about your application keep on reading.

#DigilInventorsChallenge: Application criteria

Your application to the #DigilInventorsChallenge should describe a new digital solution to help Scotland's young people keep active, eat well and stay both physically and mentally healthy and happy, now and in the future.

What you'll be scored on

When writing your application, you should answer the following questions as best you can:

- **What is your idea and how does it work?**

We are looking for a detailed description for a brand-new digital idea. Judges will need to understand what your digital idea is and exactly how it will work.

- **What health and care problem does your idea solve? And why is this important?**

Your application should explain specifically how your idea will help, and what aspect of a young person's health it will address. Make sure you explain why it is important to Scotland. To make sure you get the best score possible your answer should refer to researched facts and numbers to help explain how big the problem is that your idea will help fix.

- **How does your idea apply digital technology?**

The best applications should show how much you understand about the technology your idea is developing or will use. Your idea needs to be realistic too, as we want to help you make it a reality.

- **Could your idea be made available to all young people in Scotland? If so, how?**

Your application should tell us how you think your idea can be made available to everyone in Scotland. This should include ideas around how you could advertise your idea or what you could do to make it easy for everyone to access your technology.

- **Why do you think your idea should win?**

Your application should explain what you think will make people want to use your idea. Make sure to explain how it will benefit Scotland as well as the health and wellbeing of its young people.

- **What do you think your idea needs to make it a reality?**

Your application should tell us what you think your team and your idea needs to help it become a reality. What might the next steps be if we were to work with you to make your idea into a business?

- **Videos, presentations, and images:**

When designing your illustrations, PowerPoint presentation, or video, to describe your idea and how it works, you should try to create something that helps the judges clearly understand your idea and how it will work without reading the rest of your application.

The rules

- Teams must consist of 4 young people who live in Scotland
- Team members must be attending secondary school on 28 February 2020 to be eligible to participate
- Each team must represent a Scottish- based secondary school, organisation or club
- The name of the school or youth organisation must be stated when registering a team
- Each team must also nominate a responsible adult (over the age of 21) who will act as the team's mentor during the #DigiInventorsChallenge process. Parents of team members are not eligible to be mentors in the challenge
- All entries must be submitted by email to: info@digiinventors.com by 21 February 2020. Entries after this date will not be accepted
- Entries must include a written submission answering the six questions detailed in the form; up to four diagrams or illustrations and a video of no more than five minutes duration.
- The filenames for each online entry must be the title of the entry and can be accepted in doc, MP4, WMV, pdf and .PPT formats.
- Entries must be entirely the work of the team submitting the entry
- Entries must never have been published on any website, blog or online forum, nor have won or\ been placed (i.e. 2nd, 3rd, runner up etc) in any other competition
- There is no charge for entering the #DigiInventorsChallenge
- Shortlisted teams shall be posted on www.digiinventorschallenge.com by 28 February 2020

For full terms and conditions visit www.digiinventorschallenge.com

What next?

- Shortlisted entries will be announced on 28 February 2020.
- Shortlisted teams will then be required to attend the #DigiInventorsBootCamp on two consecutive days between 17-27 March 2020.
- The winner will be announced on 03 April 2020

FAQs

Q. Who is the competition open to?

A. Teams from any Scottish secondary school or teams from Scottish youth groups or organisations made up from secondary school students can participate. Each team must appoint an adult to act as a mentor/ supervisor.

Q: Do I have to apply with my school?

A: No. If your school has an extra-curricular club or you are part of an external organisation, e.g. coding clubs, scouts, youth cycling club, you can apply as long as you have an adult mentor over the age of 21 who has a current PVG.

Q: Can a school, organisation or club put forward more than one idea/ team?

A: Yes, schools, organisations or clubs can put forward many ideas and teams. For example if you want your whole science class to participate then you can have the class divided into multiple teams with the same mentor.

Q. How old must you be to participate?

A. Team members must be attending secondary school at the point of entry submission (28 February 2020). Mentors must be aged 21 or over.

Q. How long does the presentation/video need to be and what format should it be submitted in?

A. The video should be submitted in MP4. WAV format or uploaded to YouTube/ Vimeo with the link provided in your application. The presentation should be provided in PowerPoint. Videos must be no longer than five minutes.

Q. Who owns the intellectual property of the ideas generated by the competition?

A. All intellectual property is owned by the group who submitted the idea.

Useful links

www.digiinventorschallenge.com

Follow @DigiInventors



Help us spread the word about the #DigilInventorsChallenge!

If you'd like your school or youth organisation to take part in #DigilInventorsChallenge 2020 and want to encourage your pupils or club members to take part, here are some ideas to help you spread the word!

Poster

At www.digiinventorschallenge.com you can download our cool poster at which you can print and display at your school or club venue.

Social media

Using social media, you can share links and updates from our various channels which include:

Facebook - facebook.com/DigilInventors

Twitter - [@DigilInventors](https://twitter.com/DigilInventors) and hashtag [#DigilInventorsChallenge](https://twitter.com/DigilInventors)

Intranet or school/club website

You can also share this information on your own comms channels such as your website or intranet:

Love tech? Want to use it to help others? We do too.

Join the #DigilInventorsChallenge today and help us create a fitter, healthier and happier future for Scotland's young people!

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Visit www.digiinventors.com to find out more.

Facebook - facebook.com/DigilInventors

Twitter - [@DigilInventors](https://twitter.com/DigilInventors) and hashtag [#DigilInventorsChallenge](https://twitter.com/DigilInventors)

