

# #DigiInventorsChallenge Rules

The Challenge is run by the Digital Health & Care Institute (“DHI”) which is an Innovation Centre hosted at the University of Strathclyde in Glasgow. Any personal data you provide to us on an application to the Challenge will only be used in accordance with the associated [privacy notice](#).

Please ensure that you have read **all** the Rules carefully before submitting an application to the Challenge.

In submitting an application to the Challenge, entrants accept the Rules in their entirety and failure to comply with any or all of the Rules may result in disqualification of individual entrants, teams or entries.

## General conditions:

Teams will consist of 4-6 young people. Team members attending secondary school as of 1 January 2020 are eligible to participate in the Challenge. Each team must nominate a school or youth organisation that they represent. Each team must also nominate a responsible adult (over the age of 21) who will act as the team’s mentor during the Challenge process. Parents of team members are not eligible to be mentors in the challenge.

Each team is invited to submit digitally-based ideas (for example a product, service, game, app or other digital format) that addresses children’s issues associated with health and wellbeing (both mental and physical). This can include, but is not limited to, digital ideas associated with condition management, health education, poverty and exercise. The idea should focus on physical activity and mental wellbeing, it should be attractive to young people and encourage the active use of, or participation in, the ideas identified. Entries must be sent to [info@digiinventors.com](mailto:info@digiinventors.com). Please insert your team name followed by “Application” in the subject of your email entry.

## Deadlines, judging of applications and challenge stages:

Applications should consist of a written submission with the option of submitting additional diagrams and video materials.

*Written submission:* Each team should complete a written description of their idea, no longer than 2 pages (in English). This description should address the application criteria detailed in the application form.

*Diagrammatic Representations:* In addition to the written submission, no more than four drawings are allowed to accompany the written submission. These drawings may help the judges understand how your team’s digital idea would work in practice.

*Video Presentation:* A video presentation can also be prepared by each team of no more than five minutes in duration, demonstrating how your team’s idea will work in practice.

Teams may withdraw entries from the competition by notification via email from the team's mentor sent to [info@digiinventors.com](mailto:info@digiinventors.com).

The online application process will open at 09:00 on Monday 6 January 2020, the deadline for submission is at 24:00 on Friday 7 February 2020. As this is a digital competition all entries must be submitted online. No postal entries shall be accepted.

The filename of online entries must be the title of the entry and it must be either a .doc, .docx, .rtf, .wps, .pdf or .txt file.

Submissions cannot be returned so please ensure that you retain at least one copy of your entry.

Amendments and/or substitutions cannot be made to entries after they have been submitted. If entrants wish to correct errors, they must submit a new entry prior to the final closing date marked 'Revised Submission' on the title page and resubmit. No correspondence or discussion about amendments will be entered into.

Acceptance of entries shall be confirmed by email from the #DigiInventorsChallenge upon receipt of your confirmed entry.

Following the shortlisting of applications by the judges, shortlisted teams shall be invited to attend an interactive two-day Bootcamp, during March 2020. At the Bootcamp each team shall have the opportunity to meet with individuals and organisations interested in digital health and wellbeing. Details of what the teams are expected to do during the course of this Bootcamp will be provided to the shortlisted teams when they are notified that they have been selected for the shortlist. As a minimum, each team will also be expected to present their idea to selected individuals during the course of the Bootcamp. The winning team and runner-up will be selected following this Bootcamp. All teams will be notified of the result through the team mentors.

## Eligibility

Entries must be entirely the work of the team, and by submitting your entry each member of the team confirms that the work is their own. Any evidence to the contrary will result in immediate disqualification.

Entries must never have been published on any website, blog or online forum, nor have won or been placed (i.e. in 2<sup>nd</sup>, 3<sup>rd</sup> runner up etc.) in any other competition.

If your entry has been longlisted or shortlisted in other competitions and provided it has not won a prize or been published, then it is eligible for the Challenge.

Simultaneous submissions are allowed but will become ineligible should they win a prize or be published by a different competition prior to the prize giving date of the Challenge. Any change in these circumstances must be advised to the DHI as soon as the team becomes aware.

## Fees

There will be no charge for entering the competition.

## Results

The teams shortlisted for the Challenge Bootcamp shall be posted on the competition website by early March 2020.

**Please note:** due to the potentially high number of entries we are only able to contact those entrants who have been shortlisted in the competition each year. If you do not hear from us by April 2020 it means that your entry has not been selected on this occasion.

## Intellectual property

Any intellectual property developed for each entry remains with the individual generating such intellectual property, however the Challenge will have the unrestricted right to publish the winning entry on its website (as well as the other shortlisted entries) and in the competition report. The winning team will be expected to work with the Digital Health & Care Institute and its partners in relation to the future development of the winning entry.

## Judging:

The judges' decision is final, and no individual correspondence can be entered into between judges and applicants.

Judges are unable to comment on individual entries.

Judging is fair and unbiased

The Digital Health & Care Institute reserves the right to change the panel of judges without notice.

## Prizes:

The #DigiInventorsChallenge will award the following prizes:

Winning Team: £1,500 will be invested into the development of the winning team's solution. Each team member (but not the mentor) shall receive an individual technology prize.

The Digital Health & Care Institute reserves the right to amend these rules where it is deemed necessary to do so. Any changes to the rules will be posted on the #DigiInventorsChallenge website.

**SUBMISSION OF ENTRY IMPLIES ACCEPTANCE OF ALL THE RULES**

**FAILURE TO COMPLY WITH THE RULES MAY RESULT IN DISQUALIFICATION**