

SOLVE FOR SOCIETY CHALLENGE



PROCESS

Form teams consisting of 3 to 5 students from government schools of Grades 8 to 12. Pick one problem relating to real-life problems and provide a STEM-based solution. Design an innovative, implementable, tech-based solution for a problem for the chosen real-world problem.



WORKSHOPS

WORKSHOP 1

"How to find the right problem?"



WORKSHOP 2

"How to find the right solution?"



CHALLENGE

Based on the learnings obtained in the workshop, the student will formulate a problem statement, identify their target audience and create a solution of the problem selected.

The challenge will be carried out in two phase. The first phase is ideation with video submission. Top 30 teams will move to the next phase- Prototyping phase.

In Phase 2, the selected teams will be provided with expert guidance work on their prototypes and gat a first-hand experience in STEM problem solving.

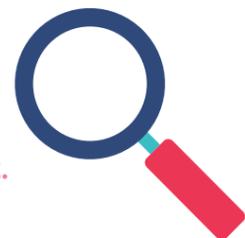


PHASE 1:

Teams need to come up with an innovative solution to your chosen problem. The innovation(e.g. Design Idea, physical model, etc.) must use technology (solution only needs to be described, need not be implemented) and the team must submit a 5-minute video (along with a summary document) on theinnovationstory.com which includes the following:

1. The problem the team has identified
2. The solution designed by the team
3. The use of the designed robot in the solution

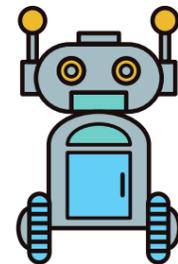
Top 30 teams will be announced on 20th July and will move on to Phase 2. Results will be released via email.




PHASE 2:

Teams will receive mentorship from experts in the industry to enhance their solutions. On 20th August, they will pitch their improved solutions to our expert judges over Zoom. The team will have 10 minutes to present the solution, followed by a 5-minute question and answer period. Your pitch should include:

1. Description of the model - How does the model work? How does it include factors/resources for implementation?
2. Description of the technology used.
3. How does the innovation improve the lives of its users?




AWARDS AND PRIZES

There will be prizes for winner, runners-up, and second runner up. Results will be announced on 27th August. These teams may get the opportunity to implement their projects based on the judges' decision.



Winners: Bluetooth Headphone



Runners Up: JBL Speakers



Second Runner Up: Polaroid Camera

SUBMISSION GUIDLAINCE

Video Guidelines (mp4 format):

3 minutes maximum

Video can either be an animation or live action.

No copyright sounds/visuals allowed

Must include team name, problem chosen, solution proposed, target audience, estimated cost and time, possible challenges, impact, etc.

Summary Document Guidelines (pdf format):

Summarise information provided in the video

Word limit = 500 words

Bibliography

EVALUATION CRITERIA

Methodology
Understanding the issue
Sustainability
Affordability
Accessibility
Quality of impact
Innovation

SOCIAL MEDIA

 reachout@theinnovationstory.com

 The Innovation Story

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