

Instructions

gen[in] Student Innovation Challenge

This document outlines the instructions for participating in the gen[in] student innovation challenge (the Challenge). This document must be read with the gen[in] Rules document which can be found at <https://ventures.uq.edu.au/gen-in>.

THE CHALLENGE

The Challenge is conducted by the State of Queensland through the University of Queensland (Entrepreneurship) St Lucia, QLD 4067.

The challenge consists of three rounds. These rounds are further explained in the following sections.

HOW TO REGISTER

Registrations open on 1 February 2022 at 9am (AEST) and will close on 20 March 2022 at 5:00pm (AEST).

Participants can register for the Challenge by:

- Completing the online registration form at <https://ventures.uq.edu.au/gen-in> or,
- Downloading, completing and signing the form found in the gen[in] Rules (Schedule 1) and returning to the Project Manager, Sally Dwyer, via email to sally.dwyer@uq.edu.au.

As you are 18 years of age or younger you need to have the consent of a parent. This will require the participant to obtain the consent of a parent/guardian by:

- Providing their parent/guardian contact details via the online registration and confirming they have received parent consent by ticking the appropriate box
- A confirmation of permission and information on the challenge will then be sent to your parent/guardian/caregiver.

Participants can register as an individual or a team (of up to 4 people).

If participants are registering as a team, each individual team member must register for the challenge separately, accept the gen[in] Rules and indicate their team name as well as the name of their team captain on the registration form.

You must submit a registration form to us before 20 March 2022 at 5:00pm (AEST). Late applications will not be accepted.

ROUND 1

Round 1 of the Challenge commences on 1 February 2022 at 9.00 am (AEST) and Round 1 concludes on 20 March 2022 at 11:00pm (AEST).

Round 1 of the Challenge will involve participants working on activities specified in the workbook sent to them, covering various topics including ideation and pitching.

During Round 1 participants will be required to submit a 60 second video pitch using their own preferred method (recording, animations, recorded PowerPoint, direct piece to camera) by 20 March 2022 at 11:00pm (AEST) to progress to Round 2.

Submission of the 60 second video pitch can be done by:

- Uploading the video to a private video sharing site (e.g. YouTube) and submitting the link via email to the Project Manager, Sally Dwyer, at sally.dwyer@uq.edu.au.
- Sending the video by USB to: Sally Dwyer, UQ Ventures, Entrepreneurship, University of Queensland, QLD 4067.

Submissions must be received by Round 1 closing date of by 20 March 2022 at 11:00pm (AEST). Late submissions will not be accepted. Early lodgement is welcome.

Video pitch submissions must address all criteria set out in the “Round 1 Criteria” document which can be found on <https://ventures.uq.edu.au/gen-in>.

Only one video pitch submission is allowed per individual or team. If participants are working in a team, the team captain will be responsible for submitting the video pitch on the team’s behalf.

All participants that submit a video pitch according to the guidelines stated above, will progress to Round 2 of the Challenge. Participants will be informed of their successful progression into Round 2 of the Challenge via email.

ROUND 2

Round 2 commences on 21 March 2022 at 11:00pm (AEST) and concludes on 1 May 2022 at 11:00pm (AEST).

Round 2 of the Challenge will involve participants working on activities specified in the workbook sent to them from the Project Manager, covering various topics including collaboration, business planning and marketing.

Round 2 will also give participants the opportunity to receive mentoring from industry members, start-up founders and other members of the consortium. Mentoring will occur in both online and face to face sessions supervised by the gen[in] Project Manager. All mentors will have a BlueCard.

During Round 2 participants will be required to submit a two page Innovation Plan by 1 May 2022 at 11:00pm (AEST) to then be considered for entry into Round 3.

Submission of the two page Innovation Plan can be done via:

- Sending the plan via email to Sally Dwyer, Project Manager gen[in] at sally.dwyer@uq.edu.au. Please put your name or team name in subject line.
- Sending the plan by USB to: Sally Dwyer, UQ Ventures, Entrepreneurship, University of Queensland, QLD 4067.

Submissions must be received by Round 2 closing date of 1 May 2022 at 11:00pm (AEST). Late submissions will not be accepted. Early lodgement is welcome.

Innovation Plan submissions must address all criteria set out in the “Round 2 Criteria” which can be found on <https://ventures.uq.edu.au/gen-in>.

Only one Innovation Plan submission is allowed per individual or team. If participants are working in a team, the team captain will be responsible for submitting the Innovation Plan on the team's behalf.

Once submissions for Round 2 of the Challenge have been received, a judging panel will assess which individuals and/team will be invited to attend Round 3, the gen[in] finals.

The judging panel will consist of members from the Queensland Student Innovation and Entrepreneurship Alliance (QSIEA) including representatives from:

- University of Queensland
- Indooroopilly State High School
- Queensland University of Technology
- Sarina Russo Group
- TAFE
- Trade and Investment Queensland
- Griffith Queensland
- Bond University
- Australian Catholic University
- Independent Schools Queensland
- Lutheran Schools Queensland
- Other partner start-up founders

The judging panel will assess individual and/or teams based on both their video pitch and innovation plan submissions, against the criteria set out for Round 1 and Round 2.

Based on a total score from these criteria, the top 10 individuals and/or teams (equating up to a maximum of 40 participants) will be invited to participate in Round 3 of the Challenge.

These top individuals and/or teams will be notified and invited to Round 3 of the Challenge via email on 15 May 2022 by 7:00pm (AEST). If in a team, all team members will be notified and invited separately.

ROUND 3

Round 3 will commence on 26 May 2022 at 9.00 am (AEST) and conclude on 27 May 2022 at 1:00pm (AEST).

Round 3 is expected to be held in Brisbane, Queensland between 26 May 2022 and 27 May 2022.

Invited participants for Round 3 must indicate their acceptance of the invitation to Round 3 by 17 May 2022 at 4:00pm (AEST) in order to attend Round 3 of the Challenge. A signed parental consent form (form to be provided with invitation) must be provided in order to attend.

Should an individual and/or team choose not to participate in Round 3 of the Challenge, an invitation will be offered to the 11th placed individual or team from Round 2, and so on.

If participants are in a team and only some or one of the team members are able to attend Round 3 the individual will be able to represent the team at the finals.

Once the invitation is accepted, participants will be required to provide proof of age (e.g. Student ID, Birth Certificate, Driver's License or Passport) prior to competing in Round 3 of the Challenge, in order to confirm eligibility.

Up to \$1,000 in value of reimbursement for flights, accommodation and meals per individual will be provided for regional competitors. Participants are deemed to be from regional Queensland if their home address is situated more than 150km drive from Brisbane CBD.

If a regional team consists of an individual under the age of 18, up to \$1,000 in value of reimbursements for flights, accommodation and meals per competitor (individual or team), for one parent or guardian of a competitor or trusted adult (who holds a BlueCard) to accompany the minor(s), if required, will be organised.

Reimbursement of flights, accommodation and meals will occur upon the Project Manager receiving a receipt of the expenses. Reimbursement requests must be received no later than 15 June 2022 at 5:00pm (AEST).

In the case of international students with parents living overseas, all relevant Education Queensland International policies and procedures will be followed.

The judging panel will consist of members from the Queensland Student Innovation and Entrepreneurship Alliance (QSIEA) including representatives from:

- University of Queensland
- Indooroopilly State High School
- Queensland University of Technology
- Sarina Russo Group
- TAFE
- Trade and Investment Queensland
- Griffith University

Judges will then have an hour to deliberate and come to a decision of the winners to then be announced at a final presentation.

Prizes

We will award prizes as per gen[in] Rules document which can be found at <https://ventures.uq.edu.au/gen-in>.