

# UQ Ventures Industry Challenge

## Terms and Conditions

- 1 By entering this promotion, you accept these Terms and Conditions.
- 2 Instructions and information on how to enter this promotion form part of these Terms and Conditions.
- 3 The promoter is The University of Queensland (ABN 63 942 912 684) of St Lucia, Queensland, 4072 ("**Promoter**").

### Eligible entrants

- 4 This promotion is open to teams only. Each team is an entrant.
- 5 To be eligible to enter this promotion, each team must comply with the following requirements ("**Eligibility Requirements**"):
  - (a) Each team must have at least 2 members but no more than 5 members; and
  - (b) Each team member must be:
    - (i) a Queensland resident over the age of 18 years; and
    - (ii) an enrolled student at the University of Queensland.
- 6 The Promoter may decline to accept any entry which, in its reasonable opinion, does not comply with these Terms and Conditions.
- 7 The Promoter may postpone or reschedule any event, relocate any event, or arrange for any event to take place remotely, if that becomes reasonably necessary in the Promoter's opinion (including due to Covid-19 restrictions).
- 8 You acknowledge and agree that:
  - (a) the promotion is being held for the purpose of showcasing UQ student entrepreneurial and innovative thinking to solve a real-world problem, and not for the purpose of seeking funding, capital, or investment;
  - (b) teams (and team members) must not use the promotion as a forum or opportunity to pitch for, invite or otherwise seek funding, capital, or investment; and
  - (c) teams (and team members) must not include or present any offer, invitation, or recommendation to invest.

### How to enter

- 9 Entry will be open from **9am AEST on 1 July 2024** and closes at **12pm AEST on 1 October 2024** ("**Entry Period**").
- 10 Entries received outside of the Entry Period will not be accepted.
- 11 To enter, a team must:
  - (a) visit <https://ventures.uq.edu.au/industry-challenge> and fully complete the online registration form before **12pm on 2 August 2024** (one entry per team); and

- (b) upload a video pitch during the Entry Period no longer than 180 seconds addressing the Judging Criteria described below ("**Video Pitch**") before the end of the Entry Period.
- 12 Each team will receive one entry into the promotion by performing the activities listed above. A team may not enter the promotion more than once. A team member may not be a part of more than one team.
- 13 All entries become the property of the Promoter.

## Judging

- 14 This promotion is a game of skill. Chance plays no part in determining the winners.
- 15 All valid entries will be judged individually on their merits, for both the shortlisting and the final pitch, including using the criteria set out below, and how the entries and pitches address the '2024 Challenge Statement' (to be provided to registered teams during the Entry Period) ("**Judging Criteria**"):
- (a) **Value proposition (30%)** – how well does the proposed solution meet a need and deliver benefits? Teams must outline the value proposition - who will be the beneficiaries, what benefits will be generated by the solution, and how the benefits have been validated.
  - (b) **Solution viability (30%)** – how well has the team demonstrated how the proposed solution is feasible in terms of resources required for successful development and implementation. Teams must identify and address any financial, technology, legal, market or other issues and how they could be overcome to enable this innovation to be further developed and implemented.
  - (c) **Level of innovation (30%)** – how well has the team presented a design concept, minimal viable product or prototype and outline why this is a new or significantly different approach than what is already available.
  - (d) **Presentation (10%)** – to what extent does the pitch tell a succinct yet detailed, compelling proposal to act and support the proposed solution.
- 16 The Promoter will select a minimum of three (3) judges at its discretion (industry representatives from partnering organisations and other relevant companies or a UQ staff member) to sit on a panel ("**Judges**").
- 17 Upon conclusion of the Entry Period, shortlisting of teams will take place as follows:
- (a) The Judges will deliberate and together select from the valid entries the teams that, in their discretion, best met the Judging Criteria based on the Video Pitch submitted.
  - (b) The Promoter will then invite to the UQ Ventures Industry Challenge Event ("**Event**"):
    - (i) the top 6 shortlisted teams to make an in-person oral presentation to the Judges ("**Presenting Teams**"); and
    - (ii) 10-15 teams to exhibit their entry during the networking component of the Event ("**People's Choice Teams**").
- 18 The People's Choice Teams may include one or more of the Presenting Teams, at the discretion of the Judges.

- 19 The Event will be held at a venue to be determined by the Promoter and is currently scheduled to be held on **Tuesday, 15 October 2024** (however this date is subject to change at the discretion of the Promoter).
- 20 At the Event, judging will take place as follows:
- (a) Each Presenting Team may make one final presentation to the Judges at the Event which:
    - (i) must be no more than five (5) minutes in duration;
    - (ii) may include audio-visual materials; and
    - (iii) must be presented in-person by at least one member of the Presenting Team, ("**Presentation**").
  - (b) The Judges will deliberate and together select from the Presenting Teams, the top three (3) teams that, in their discretion, best met the Judging Criteria based on their Presentations.
  - (c) The Promoter will then award First Place, Second Place and Third Place prizes as selected by the Judges.
  - (d) The People's Choice Teams may exhibit their entries during the networking component of the Event. Each audience member will receive one (1) vote upon entry to the Event, and each exhibit will include a box for collecting votes from audience members at the Event. Audience members will individually vote for the People's Choice Award, which in each audience member's discretion, best meets the Judging Criteria, by placing their vote in the corresponding Team's exhibit box. At the end of the Event, the Promoter will collect all voting boxes and tally the votes received. The Promoter will then award the People's Choice Award to the Team with the most votes.
  - (e) If a Presenting Team that received First Place, Second Place or Third Place is awarded the People's Choice Award, that team will be awarded the People's Choice Award prize in addition to any other Prize received.
- 21 The Promoter's decision in relation to any aspect of the promotion is final and the Promoter will not enter into any correspondence regarding the result of the promotion.

#### **Prize and notification of winners**

- 22 There are four (4) prizes:
- (a) the Presenting Team at the Event that receives first place from the Judges will receive \$5,000 ("**First Place**");
  - (b) the Presenting Team at the Event that receives second place from the Judges will receive \$3,000 ("**Second Place**");
  - (c) the Presenting Team at the Event that receives third place from the Judges will receive \$2,000 ("**Third Place**"); and
  - (d) the People's Choice Team at the Event that receives the most votes from the audience for the People's Choice Award will receive \$1,000 ("**People's Choice Award**"), ("**Prizes**").
- 23 To be eligible for a Prize, a registered team must:

- (a) have at least one team member attend the Industry Challenge Kick-Off Session, which is to be held at a venue to be determined by the Promoter and is currently scheduled to be held on **6 August 2024** (however this date is subject to change at the discretion of the Promoter).
  - (b) have at least one team member attend one or more of the three check-in sessions during the challenge, which are to be held at venues and on days to be determined by the Promoter;
  - (c) have at least one team member attend the Event (and, in the case of the Presenting Teams, present the Presentation to the Judges on behalf of the team); and
  - (d) be fully compliant with the Eligibility Requirements as at the date of the Event.
- 24 Prizes are not transferable and cannot be taken as cash.
- 25 The Promoter will announce the winners of the Prizes at the Event once the Judges, and audience, have finished their deliberations and made their choices.
- 26 To claim the prize, at least one member of the winning team must be present at the Event. The prize must be claimed by a member of the winning team at the Event.
- 27 If the Promoter is unable to contact a winning team at the Event, that winner will forfeit the prize and the prize may be awarded to the next best entry (as determined by the Judges). The new winning team will be contacted by announcement at the Event.
- 28 Prizes will be delivered to winning teams by EFT within 30 days after the prize being claimed.
- 29 If any prize becomes unavailable for any reason, the Promoter may substitute a prize of equal or greater value.
- 30 The Promoter accepts no responsibility for any tax implications that may arise for any prize.

### **Intellectual property**

- 31 You confirm and promise that your entry is original and does not infringe the intellectual property rights of any third party.
- 32 You agree that the Promoter has an unrestricted, irrevocable, transferable, right and licence to use and modify your team's entry including for promotional purposes without the payment of any further fee or compensation or further reference to you, and that the Promoter can authorise other people to do any of these things.
- 33 If requested by the Promoter, you agree to sign any further documentation required by the Promoter to give effect to this arrangement.
- 34 To the extent permitted by law, you unconditionally and irrevocably consent to the Promoter modifying your team's entry as described above, agree that the Promoter is not required to attribute you as author of the entry, and consent to any other act or omission that would otherwise infringe any moral rights in your team's entry.

### **Withdrawal from promotion**

- 35 Your team may withdraw from the promotion at any time before notification of the winners by any team member notifying the Promoter by email to [ventures@uq.edu.au](mailto:ventures@uq.edu.au). If your team withdraws from the promotion, the Promoter will remove your team's entry and will not use your or your team's details or entry for media or promotional purposes. If your team withdraw from the promotion, you and your team will no longer be eligible to win a prize.

## Miscellaneous

- 36 Entries which, in the opinion of the Promoter, are incomplete, incorrect, or incomprehensible, contain defamatory or offensive content or infringe intellectual property rights are not eligible to win and may be removed from the promotion and the relevant entrant will be disqualified.
- 37 The Promoter may, in its absolute discretion, disqualify you and/or your team if, in the opinion of the Promoter, you or any member of your team breach these Terms and Conditions, engage in dishonest or unethical conduct in relation to the promotion, manipulate, tamper, or interfere with the conduct of the promotion, do not comply with the entry process, or conspire with others to gain an unfair advantage. The Promoter may investigate the matter if it suspects you or your team members of having engaged in such breach or conduct.
- 38 The Promoter may request information from you relevant to entry or participation in the promotion, such as proof of residency or age. The Promoter may, in its absolute discretion, disqualify you and/or your team if you provide insufficient information, false information or fail to provide information.
- 39 The Promoter is not responsible for any late, lost, or misdirected entries.
- 40 The Promoter is not responsible for any delays, problems or technical malfunction of any telephone network or lines, computer systems, computer equipment or software, technical problems or traffic congestion on the Internet or at any website, or any combination thereof, including any injury or damage to your or any other person's computer related to or resulting from entering this promotion. If such problems arise, then the Promoter may modify, cancel, terminate or suspend the promotion.
- 41 To the extent permitted by law, the Promoter is not liable for any loss, damage or injury whatsoever (including, but not limited to, indirect or consequential loss) resulting from this promotion, including the taking of prizes.
- 42 If, for any reason, this promotion is not capable of running as planned, including war, terrorism, state of emergency or disaster, infection by computer virus, bugs, tampering, unauthorised intervention, fraud, technical failures, or any other causes beyond the control of the Promoter which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this promotion, the Promoter reserves the right in its sole discretion to cancel, terminate, modify or suspend the promotion.
- 43 All costs associated with entering the promotion are the responsibility of you and your team.
- 44 You understand and agree that the Promoter may collect personal information from you when you enter the promotion, and use it for the purpose of running the promotion (which may include disclosure to third parties for the purpose of processing and conducting the promotion), for promotional purposes surrounding this promotion, as well as other purposes, as set out in the Promoter's Privacy Policy (located at <https://ppl.app.uq.edu.au/content/1.60.02-privacy-management>). For further information on how the Promoter deals with your personal information, please refer to the Promoter's Privacy Policy.
- 45 By attending the Event, you consent to the Promoter taking photographs or videos of you and using those photographs or videos for promotional purposes.