Open Innovation Challenge

Game Play

Techxplore hosts its mainstream Open Innovation Challenge to celebrate child's creativity and innovation. Students can come up with ideas which are solution to a real world problem, a mini modified model of an existing giant machine or is made just for fun.

Project submitted can be anything like a game or a gadget or an art piece or a robot, which a child imagines to exist in real. To simplify the judging, Open Innovation Challenge is broadly divided in two categories: hardware and software. Each project must be supported by working model/prototypes/ demonstration videos and must have science and engineering applied in its development.

Judging Process

- **Presentation:** Each team will give a 10 minute presentation to judges followed by 5 minutes Q&A. This will be done in a conference room.
- **Demonstration:** Judges will visit the project display area and will evaluate the prototypes according to the below mentioned criteria.

Scoring/Judging Criteria

Section	Specification	Score
Project	**Innovation:** Project is completely a new idea or is an improvement in an existing one.	**15**
	Real World Application: How realistic the project is and solves a real life problem	**10**
	WOW factor: The project immediately pulls the attention and entertains the viewer/user.	**10**
Prototype	**Engineering Design:** Use of engineering techniques, structure sturdiness, design quality.	**20**
	Functionality: Current working of the prototype, scope of improvement.	**15**
	Applied knowledge: Using the concepts of science and math.	**10**

	Tools and Technologies used: Integration of various technologies and use of existing tools (software or hardware) in design, building, testing or any other aspect of the project.	**10**
Presentation	**Clarity in explanation** on how and why the project worked.	**5**
	Demonstration: Working of the project and degree of repeatability.	**10**
	Report: Demonstration of all the research done, drawings made, calculations performed, algorithms designed, materials and tools used in the project.	**5**
	Use of media tools like Movie Maker, Power Point, flash etc. in making the presentation interesting.	**10**
Participation	**Teamwork:** How well roles and responsibilities of each member is defined and taken.	**10**
	Collaboration: Members shared their learning before and during the project with other team members, use of tools to work together.	**10**

Awards

- Open innovation challenge will receive projects among two categories: Hardware and Software.
- Best two teams will be announced as **Winner** and **Runner up** from each category.
- General visitors will be given a voting card with which they can give to a project they like. Team with most number of votes will be given **People's Choice Award.**

Rules and Regulation

- To display the project an area of size 200x100 cm2 with a table will be provided.
- One team can submit only one project in either of the categories; hardware or software.
- Teams must bring repair tools, equipment and spare parts in case of any damage or malfunction.
- Teams must bring their own laptops or other portable display devices in case they want to play project video.
- Teams should prepare and bring all the equipment, software and portable computers they need during the tournament
- Project like any Mobile App, Game, website or other software must bring all the supporting software, consoles, computers, phones etc. for demonstration.
- Teams must give prior information if AC supply is needed.

- Teams must give prior information if internet is required.
- Lego products can be used as a part of the project but it is suggested integrate different technology in order to earn a good score.
- The area will be provided with backdrop for students to display important information about the project.
- Teams must bring the project journal/report for judges and are suggested to bring printed handouts of important project information for visitors.
- Teams must try to avoid use of dangerous pointed parts like cutters, use of high voltage current, forces and pressures in their prototypes. Proper supervision and precaution must be taken while demonstrating such prototypes.
- Any kind of damage to projects of others teams and display tables/area is strictly prohibited.