

### Business Innovation by Design

## Welcome to the Bright Spark Invention Challenge, Fall 2023!

### October 2nd-27th, 2023

Bright Spark Invention Challenge is intended for students from rising 4th through 12th grades (ages 9-18). The program will be **conducted virtually, and it is free to participate**, so feel free to spread the word while we still have open slots! Registration closes at midnight EST on September 27, 2023, and the Challenge takes place throughout the month of October. Students are welcome to compete **individually or in teams**, but they must be led by an adult (teacher, parent, guardian, counselor, etc.).

### 2023 Fall Invention Challenge:

Through an invention, we are asking students to address natural disaster recovery. Your solution can be: (1) a product, service, or technology that equips people to recover from disasters or (2) a holistic model of service that lays out key features for the physical and emotional recovery process from disasters.

What does Natural Disaster Recovery mean? Throughout the world, people are affected by natural disasters often damaging their property, being hurt physically, or emotionally. How can people prepare and plan for recovery after these events? Be it flooding, droughts, wildfires, or extreme weather events, people need ways to recover emotionally and physically to rebuild their lives.

For this challenge we are asking the question, "How might we help the people in communities affected by natural disasters recover emotionally and physically?"

Competition Registration Deadline: September 27, 2023 at midnight EST

Pitch Video Submission Deadline: October 27, 2023 at 5pm EST

### The Process:

Create a new service or product that enables the people impacted by natural disasters to recover physically and emotionally.

**Step 1: Identify a Problem:** Observe your surroundings and people for inspiration. Identify the problem around natural disaster recovery you want to invent around.

**Step 2: Brainstorm:** Come up with as many ideas as possible! Focus on creating lots of ideas. In this stage of ideation, the sky's the limit!

**Step 3: Identify Your Favorite Idea:** Narrow your ideas down to *one* top idea which you would like to use as inspiration for your solution prototype.

**Step 4: Prototype:** Once you've landed on an idea, create your physical prototype using any materials you have on hand—paper, crafting supplies, LEGOs, etc. What should your prototype look like? What should it be made of? If your solution is a service, create a storyboard to show the process of your service and what it will entail. Each prototype will be judged on how well your solution addresses your problem.

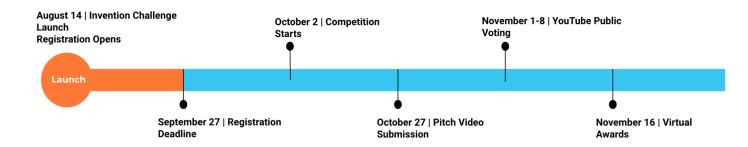


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Step 5: Pitch Your Solution: Record a 90-second video pitch that includes the following elements.

- Introduce yourself: Name, school, and grade.
- Identify the problem: Tell us about the community problem you chose to tackle.
- Describe your ideation process: What is your solution? What process did you take to come up with this idea?
- Demonstrate your physical prototype or storyboard: How will people use/engage with your invention? What impact will your solution have on the community and people in need?
- Test your prototype: Show us what you did to test your solution. Try asking a prospective user these questions, "would you use it? Does it solve your problem?"

### Timeline & Schedule:



Dates	Event Details
October 2	Invention Challenge Begins
October 27 5 pm EST	Invention Video Submission Due  Participants must upload their pitch video, title, and name of team, to the submission Google Form by October 27, 5 pm EST. The Google Form link will be shared via email a week prior to the submission deadline.
	Also, be sure that your video title matches the invention title you enter in the Google Form.  For example, if your invention title is "The Flood Vacuum," your title would be:  Example: The_Flood_Vacuum.mp4
November 1	Public Voting

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9 am EST - November 8, 5 pm EST	<ul> <li>All video pitches will be shared on the Bridge Innovate website and Youtube channel for public voting. Only "Likes" will count towards public voting.</li> <li>Pitch videos that receive the most "Likes" (top 10 in each age level) on Youtube during the public voting period move on to the next round as finalists. For districts with 10 or more submissions, the submission with the most likes will be acknowledged as the "people's choice" winner for the school district.</li> <li>Finalists' pitch videos are viewed and judged by a panel of judges consisting of industry professionals and educators.</li> </ul>
November 16, 10:00am-11:00 am EST	Invention Challenge Virtual Awards  The award winners are recognized at the virtual award event attended by all participating individuals and teams and live-streamed to the public.  Participating students and teacher/parent sponsors will receive a meeting invitation with a Zoom access link for the virtual award event. Additional family members and friends will be asked to view the live-streamed event.

### Submission

All videos must be uploaded to the **Submission Google Form**. To make sure videos are attributed to the right teams, **file names MUST include school, grade level, student names and the invention title name.** If you have trouble accessing the Google Form, please email your design with the proper naming convention to <a href="https://example.com/hello@bridgeinnovate.com">hello@bridgeinnovate.com</a>.

Judging Criteria: The top finalists will be judged based on the following criteria:

- Idea Identifies a real-world problem/challenge
- Originality Idea is original, novel, creative and/or inspiring
- Ideation Process Demonstrates the invention's function and application
- Prototype In alignment with ideation and considers cost and material needs
- Experiment Demonstrates multiple testing of prototype

Awards: Students/teams are eligible for the following awards:

- Best Overall by Age Level: Elementary, Middle, High
- Most Creative
- Best Prototype

Winning individuals/teams receive a virtual certificate, recognition on the Bridge Innovate website and social media platforms, and a \$100 gift card.

All teacher leaders receive a Design Thinking Leadership digital badge. Teachers of winning individuals/teams are also eligible for the 2023 Innovation for Good award presented by Bridge Innovate.

For districts with 10 or more submissions, the submission with the most "Likes" will be acknowledged as the "people's choice" winner for the school district.



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## Contact Us:

If you have any questions concerning the 2023 Fall Invention Challenge, please contact us at hello@bridgeinnovate.com.

# About Bright Spark:

Bright Spark is an experiential adventure designed to ignite and build creative confidence for students and educators based on the premise that design thinking is fundamental to creating human-centered change. Fueled by inspiration and relentless in creating bold solutions to complex challenges, designers play a vital role in enriching life's journey.

Learn more about Bright Spark programs and explore our online resources at <a href="https://www.bridgeinnovate.com/brightspark">https://www.bridgeinnovate.com/brightspark</a>.