



K12 Student Innovator of the Year Competition Instructions

***This instructional sheet contains everything you will need to turn-in your solution into the competition and what you need to be prepared for the competition. Read through this thoroughly at the beginning, as you go through your innovation process, and as you prepare for competition. If you have any questions, please contact divergeconverge@byu.edu.*

We have provided boxes with each point so you can mark things off and see your progress in preparing for the competition. This will help you stay on track and be ready to compete with confidence.

Registration

The following is a list and descriptions of what you will need to register for the competition:

- Group members
 - Up to 4 people per group. Can have less, cannot have more. Min. group size is 2. You only need one document per group, but all group members must be listed by name and their grade.
- List school
 - Schools can have more than 1 team, but you are still a representative of your school - represent with respect.
- Category
 - You will choose a category to compete in. Every group member must be within the grade range of the category you select. For example, if you are competing in the Grades 10-12 category, you cannot have a group member in 9th grade and you cannot compete in the Grades 7-9 category.
- Consent Form
 - Fill out photo consent form. This allows us to invite local news document and showcase the experience.
- Mentor (Part 1)
 - *OPTIONAL* You can choose a mentor to provide feedback at various stages (see part 2 for more explicit instructions). This mentor must be a teacher, a parent, or a person of industry who is aware of and has accepted to help give feedback on your solution **before** you register for the competition. They are not required to attend the competition with you, but if they do want to attend, you will need to make a note of that on the registration form.

Registration will not require you to submit an idea. That will come later as we will provide resources for you on divergeconverge.org to learn how to come up with an idea and innovate a solution.

*Note: We will only be accepting the first 30 groups of each category for the competition.

Innovation

The following is a list and descriptions of what you will do as part of the process of developing an innovative solution:

- Visit divergeconverge.org
 - Download or look at graphic for the USERS framework. This is **important** because you will need to know this framework very well. It will be the basis for your presentation and will bring you the greatest chances of success.

- Download the workbook and use the workbook to assist you through the process. This is **important** because it will help you see how the USERS framework builds on itself and will give you the best solution possible.
 - Download the pdf activity sheets to help you have effective group meetings.
 - If you want help or have questions you can contact us on the website. If you want someone to come and teach the groups at your school about innovation, contact us and talk with your teacher about setting up a time for us to come and help you.
 - USERS**
 - You will need to Understand, Shape, Explore, Refine, and Share (USERS) as you develop your innovative solution. Let this framework guide you to helping you come up with a solution. Those who go outside of the framework or do not pay close attention to it, may struggle in being effective.
 - Pictures**
 - Take pictures during each stage of USERS. While you are out observing, take pictures. While you're prototyping, take pictures. This can be cheap, mobile phone or even disposable camera photos. ****You will need some of these photos for your presentation.**** Failure to have photos will hurt your final score at the competition.
 - Prototype**
 - You will need to develop a physical prototype of your solution. Even if you develop a computer software, app, or some other digital interface, you will need to have some physical representation at the conference. Some helpful examples for digital prototypes: you can bring a laptop and use some app or web prototype display so judges can interact with it on your laptop, iPad, or mobile device. You could also have paper storyboards of how the app or web service would work.
 - In developing a physical product, do not spend a great deal of money in developing this. Your final prototype that you bring to the completion should look nice, but it does not need to be the final product itself. For example, if I was developing a new kind of bike lock, I would not need to make my prototype out of metal. It could be PVC or cardboard. I would just spray paint it to look nice and presentable. Please make these as cheaply as possible, but ensure that they communicate effectively what your final solution would be. *NOTE: a prototype needs to be a strong visual manifestation of your solution to the problem you are solving. Some call it a visual prop.*
 - Market Validity**
 - We understand this will be challenging for those of younger ages, but that is where a mentor can come in and offer some assistance (see mentor check-box below). For your product/system/service solution to be valid, you need to speak with at least 20 people about your solution. They should offer feedback about likability, usability, and buy-ability. Record the answers you get and organize them into some sort of data table (i.e. "X number" amount of people said they loved it, 'X number' amount of people said they didn't" etc.).
 - The reason we want you to do this is to make sure that you create a solution that is not only original or that would make or receive money, but that would actually work in the market place.
 - We do not want to just see if your solution will make money once (through a grant, for example), but that it could be successfully implemented in society.
 - Mentor (Part 2)**
 - If you choose to have a mentor, they must be a teacher, a parent, or a person of industry who is aware of and has accepted to help give feedback on your solution **before** you register for the competition. They are not required to attend the competition with you, but if they do want to attend, you will need to make a note of that on the registration form.
 - Their sole responsibility is to provide feedback before or after you have completed a phase of USERS. They are **not** to help with the group meetings (participate), design the solution, etc.
- The solutions at this competition must be entirely student work. Again, these mentors are only to provide feedback to guide you through the process.
- **If you are in the Grades 4-6 category only, you may have the mentor help you contact and interview those who can help you validate your innovative solution.****

Competition Materials

The following is a list and descriptions of what you will need to have with you at the competition:

- Trifold Display Board
 - Each team is required to have a trifold display board to showcase pictures, graphics, text, etc. describing their USERS experience. The dimensions of the trifold display board are **36" x 48"** open and **36" x 24"** closed. Your display board and area **cannot be greater** than these dimensions.
- Prototype
 - You must have the prototype of your solution (see Prototype bullet under the Innovation heading on this document for more information) with you at the competition. The prototype cannot be bigger than your presentation area (see display board dimensions). If your prototype is bigger – then take detailed pictures and or video and display accordingly (via a laptop, ipad, print photos, etc.)
- Personal Items
 - Everything that you bring with you to the competition must be something you will be able to carry and manage through the duration of the competition. Storage of your prototypes and boards will be made available in the BYU Wilkinson Center Garden Court, but all backpacks or day items needed for personal use must be limited as we do not have storage available for other bags or accessories elsewhere. BYU is not responsible for any stolen or lost items of the participants.
- People
 - Only those who are registered for the competition and their parents/guardians are allowed to attend the competition.
 - Parents or mentors who are in attendance at the competition are **not allowed** in the display and judging area **during** the judging. However, they are welcome to attend the other day activities.

We are excited to have you as part of the first ever K12 Student Innovator of the Year Competition of the state of Utah! We anxiously look forward to seeing your innovative solutions.