

Drogheda Young INNOVATORS



“If you always do what you always did, you will always get what you always got.”

– Albert Einstein

What’s it all About?

Every day most of you use an aglet. A little something that was invented back in the 1700s and began to be commercially produced in 1790 by a guy called Harvey Kennedy.

Want to know what it is?

It's the plastic bit at the end of your laces.

Back in 1791s it was made of tin or stone. Plastic wasn't invented then.

Someone somewhere (it's rumoured to be a guy called Edward Aglet) was fed up trying to put his laces through the holes of his shoe and created the aglet.

So that's innovation. And another innovation was when someone created the plastic tip rather than tin or stone.

And we can guarantee that you have ideas all the time that can perhaps save time, help people and make people's lives easier.

That's why we're running this competition – to reward and promote the innovation that is ongoing with Drogheda's secondary school students.

A little bit more about innovation...

An innovation is the development of a new or better way of doing something. It may be an improvement on an existing process, or a small modification or change that can make a big difference.

Most of all it is about original thought and using your skills and knowledge to progress or advance something.

Innovators make things happen and change the world we live in. They are hard working, persistent and believe in their ability.

Innovations can be small or big, but their effect is always to make change.

The world needs innovators. Innovators save lives, invent new drugs, make things faster, smaller and more efficient. Innovators create jobs, wealth and improve the world we live in.

Have you got a big idea?

We are seeking applications from individuals or teams on innovation ideas in the following 3 categories:

- Science and Technology – a technical or scientific innovation
- Enterprise / Business – a new business idea
- Social Enterprise – a non profit innovation that will change our society

The choice is yours - but – it's got to be an original idea.

Applications are open to students attending the following schools:

- Drogheda Grammar School
- Our Lady's College
- Sacred Heart Secondary School
- St Joseph's Secondary School
- St Mary's Diocesan School
- St Oliver's Community College
- Ballymakenny College
- Scoil Uí Mhuirí, Dunleer
- Coláiste na hInse, Laytown

Applications to the Young Scientist Exhibition or Louth Student Enterprise awards are accepted.

There will be prizes in each category for individual and team entries and one overall competition prize.

Science and Technology category relates to innovation projects in any of the sciences.

Enterprise / Business category are for potentially profitable business innovation projects.

Social Enterprise category relates to not-for-profit social innovations that improve or make better the communities we live in.

What you need to do

Come up with an innovative idea / project.

Fill out the application form. This is part of the competition process, so you need to think hard about your idea and how it will impress the judges.

We do not need to see projects at this stage.

- Closing date for receipt of **initial application forms** is **Friday March 20th**.
- Shortlisted projects will be invited to attend a **workshop in The Mill Enterprise Centre on April 2nd**.
- Applicants will be required **to update their application** by **May 1st** (we can assist in this process).
- Shortlisted projects will be invited **to present their updated application at the final on May 8th** at Coca-Cola International Services.

If you have any questions or queries, you can address these to admin@themilldrogheda.ie

The competition website is www.droghedayounginnovators.com

Facebook: <https://www.facebook.com/DroghedaYoungInnovators>

Twitter: <https://twitter.com/DYInnovators>

Stages in the Innovation Process

- Idea Generation
- Idea Evaluation (Screening)
- Idea Testing (Perspiration)
- Assessment of likely impact
- Conclusions /Recommendations
- Communications

Idea Generation

Here the focus is on generating as many interesting ideas as possible in a particular area. This is best done in a group rather than alone. Often referred to as 'brainstorming' it is best done with judgement suspended – the motto is that there is no such thing as a bad idea. The internet is a great source of new ideas (many of which already work somewhere else & can be adapted to our needs). An idea related to a hobby is always worth considering. Fifteen-year-old, 2011 Young Scientist Winner, Alexander Amini, combined his love of tennis with his computer skills to come up with his project "Tennis Sensor Data Analysis". He went on to win the EU Young Scientist Competition in 2011 <http://www.tennistek.webs.com/>. You need to be passionate about the idea selected. A sense of curiosity is also vital.

Idea Evaluation

Here the question is - will the idea work? A selection criteria is often useful when comparing the merits of one idea against another. The criteria sets down a checklist

against which the idea can be scored. E.g. Have I the resources required to test this Idea? Do people need a new widget? The opinion of those identified as likely to benefit from the Idea (e.g. customers) is worth securing at the evaluation stage. If the idea is a BIG one, it may have to be broken down into manageable stages. Remember the DIY project can only take a certain amount of your spare time. So be realistic in selecting an idea which you have a reasonable chance of progressing.

Idea Testing

This is what Edison refers to as the 'perspiration' bit. This stage may require field trials, building a prototype, modelling, simulation, trying out on a very small scale, etc. It is at the core of Innovation. James Dyson, the inventor of the Dyson vacuum cleaner, built 432 prototypes before he produced the one that finally made him a millionaire!

Assessment of Likely Impact

Now you have demonstrated that your idea works, will anyone care enough to use it? Ideas that don't make an impact of some sort are really of limited value – except of course where the idea leads to an improved idea. Ask the questions – Can it be produced at reasonable cost, will society benefit, will anyone be interested in buying the product or service? Again, the DIY project is not expecting you to be able answer all of these questions in full.

Conclusions/Recommendations

What have you learned from the project? What would you do differently the next time? What have you proven? What questions remain unanswered? If someone took on your project next year, what would you recommend they should focus on?

Communication

You must be able to succinctly summarise your project using all of the headings already outlined. A good idea badly communicated can remain as your 'secret' – an 'uncut gem'. Keep your report short & to the point. A one page summary is essential. Diagrams & charts are helpful. Finally, a working model is worth more than anything else (a picture paints a 1000 words).

Prizes

Individual prize – €100 cheque
Group prize – €200 cheque per group
Overall winner – €200 cheque

i.e. if you won an individual prize (€100) and got the overall award (€200), you'd be getting a cheque for €300.

The €200 group award will have to be split between all group members.

The group cheque will be issued to the group leader's name.

All cheques will be sent to the school by post within 7 days of the award ceremony.

Good Luck!

Judging Criteria

In each of the 3 categories we will be looking for innovative ideas / projects, which can be executed and have a local impact. For each category marks will be awarded as follows:

1. Science / Technology

Criteria	Maximum Marks Allocated
Innovation – what is the new bit?	30
99% Perspiration Genius Factor – How much hard work went into the project?	25
Technical relevance and practical implementation of the project	20
Local Impact	15
Presentation	10

2. Business / Enterprise

Criteria	Maximum Marks Allocated
Innovation – what is the new bit?	30
99% Perspiration Genius Factor – How much hard work went into the project?	25
Profit potential of project	20
Local Impact	15
Presentation	10

3. Social Enterprise

Criteria	Maximum Marks Allocated
Innovation – what is the new bit?	30
99% Perspiration Genius Factor – How much hard work went into the project?	25
Community benefits of the project	20
Local Impact	15
Presentation	10

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Application Form

School Name: _____

Category (please tick):

Business (selling products and services & getting profit from sales)	<input type="checkbox"/>	Social Enterprise (doing something for the good of the community, e.g. school, town, or the world. Solving existing problems)	<input type="checkbox"/>	Science	<input type="checkbox"/>
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School Year (please tick or specify):

Transition Year	<input type="checkbox"/>	Other	<input type="checkbox"/>
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Project size (please tick):

Individual	<input type="checkbox"/>	Group	<input type="checkbox"/>
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Title of Project:

Individual/ Group Leader name: _____

Other team members (please list, if applicable):

Contact email address: _____

Competition 2020

Have you entered the BT Young Scientist Competition? Yes No

Have you entered the Louth Student Enterprise Awards? Yes No

Describe your idea / project? (No more than 25 words)

What is unique or original about your idea / project? (No more than 25 words)

Describe how you would make your idea / project happen? (No more than 25 words)

Why do you think your idea / project should win this competition? (No more than 25 words)
