CALL FOR PROPOSALS

imake.wemake: create, innovate, collaborate

The project imake.wemake is a project of the Science Education Institute of the Department of Science and Technology geared towards unleashing the creativity of young Filipinos to enable them to discover their potentials and learn the process of using innovation to achieve a particular purpose that will benefit their community of interest. It packs in competencies such as project proposal making, communication skills, critical and analytical thinking, engineering and technical skills and the value of risk and failure analysis. More than anything, it is founded on the values associated with creating, collaborating and innovating to come up with a product and application that will solve a particular problem in a community.

The competition comes in three (3) stages: 1) Call for Proposals and Selection: 2) Technical Training/Workshop and Project Pitching; and 3) Final Project Presentation and Judging.

CONTEST MECHANICS:

STAGE 1: CALL FOR PROPOSALS AND SELECTION OF QUALIFIED PROJECTS

1. Team Composition
    a. The competition is open to school teams **(one per school)** composed of Filipino senior high school students enrolled in public and private schools, including those from science high schools and S&T-oriented high schools,.

    b. Each school team should be composed of three (3) Grade 11 or 12 students and one (1) senior high school science teacher who will serve as the coach.

2. Proposed projects should address any of the following areas:
    a. Food Safety
    b. Security
    c. Traffic / Road Congestion
    d. Health
    e. Education

f. Disaster Mitigation
g. Entrepreneurship
h. Agriculture
i. Environment

3. Each team should propose a project using the Arduino CTC 101 Kit

4. The proposal should identify the team's community of interest and collaborators for their proposed projects

5. The submitted proposals will be subjected to technology validation and evaluation as basis for prequalification.

6. Proposal Submission

   a. Each school team should submit only one (1) project proposal.
   b. Only proposals using the accomplished imake.wemake entry forms will be evaluated for prequalification.
   c. A 2-3 minute video (in MP4 or AVI file formats) supporting the idea or concept of the proposed project should also be submitted together with the proposal entry form.
   d. Accomplished proposal entry form and short video of the proposed project may be submitted thru email at imake.wemake@gmail.com or thru door-to-door delivery addressed to:

      imake.wemake Project Secretariat
      S&T Manpower Education, Research and Promotions Division
      Science Education Institute-DOST
      1st Level, Philippine Science Heritage Building
      DOST Compound, Bicutan, Taguig City

7. The deadline for submission of imake.wemake Project Proposals is on August 10, 2019.

8. All project proposal entries received within the deadline will be screened and evaluated by the Board of Judges to select the top 15 entries.

9. Criteria for evaluation and selection:
   a. Relevance and potential impact - *Does it solve a problem? How will the project benefit the community of interest? How many people will benefit from this project if used in the community?*
   b. Novelty - originality of the proposed project*. Is the project a new idea/concept, or an innovation of an existing one?*
   c. Viability - *is the project doable? What is the level of difficulty? How does the team plan to execute the project?*
   d. Community Engagement - collaboration with community stakeholders. (ex. LGU, school, private sector, NGOs, etc.)

10. School teams that have been selected will be notified through formal communication to be sent through email by the organizers.

STAGE 2: TECHNICAL TRAINING/WORKSHOP AND PROJECT PITCHING

1. The fifteen (15) school teams whose proposals have been selected will be invited to attend the 5-day Technical Training/Workshop and pitch their projects on **September 2019**. Selected school teams will undergo training on basic electronics, programming, sensor application, troubleshooting and presentation Skills. At the end of the training and workshop, school teams should be able to make a presentation and pitch their project proposals before the Board of Judges.

2. Selected school teams will be provided with the following kits:

    a. One (1) **Arduino CTC 101 Kit**
    b. One (1 Training Kit
    c. One (1) Toolbox containing basic tools and components (wires, resistors etc.)

3. During the Project Pitch, the team should be able to present their project to include the following details:

    a. Project Title
    b. Description
    c. Rationale and Objectives
    d. Technical Design
    e. Use of the microcomputer
    f. Work Plan and Target Deliverables (maximum duration: 3months)

4. Each team will be given 10 minutes to pitch their proposed project.

5. Team should be able to design and build their projects (as proposed and approved) using the microcomputer and set of sensors provided. Use of other materials necessary in executing their projects may be allowed.

6. School teams are given 60 days to build their projects and test their prototypes in their respective communities.

7. Technology validation is a required aspect of project execution so that teams are able to test their working prototypes in their community or in the field and get data to support their proposed deliverables. Teams should also be able to report their progress to the organizers.

8. No explosives, detonators, pyrotechnics, flammable substance or dangerous components will be allowed in the design, building, and testing of the actual

prototype. All teams should be able to observe safety precautions in all aspects of project execution.

9. Teams should submit a final report that will be part of the basis for judging at least one (1) week before the Final Presentation and Awarding Ceremony. The report should contain the following:
    a. Project Title
    b. Rationale and Objectives
    c. Methodology
    d. Results and Discussion
    e. Technology Validation
    f. Actual Project Cost
    g. Recommendation
    h. Conclusion

10. There will be no limit as to the project cost since teams are allowed to partner and collaborate with the industry or their community. However, actual cost incurred during the building phase of the prototype should be properly disclosed in the documentation.

STAGE 3: FINAL PROJECT PRESENTATION

1. The selected 15 school teams should present their projects and working prototypes to the Board of Judges on November 2019 (venue to be announced).

2. Each team will be given a maximum of fifteen (15) minutes to present their project and demonstrate the working prototype.

3. Each team should also prepare a scientific poster for the project presentation ***(38"x48")(PORTRAIT).***

4. The Technical Committee of the Project shall serve as the Board of Judges to evaluate the entries from the initial to the final phase. The decision of the BOJ is considered final..

5. The criteria for judging are as follows:

Technical Complexity and Functionality		30%
Actual Collaboration	-	20%
Technology validation *(confirmation of technical components are working in normal operating condition / working demo / data analysis)*	-	30%
Presentation & Product demonstration	-	20%

6. In the event that a school team fails to present in the Final Project Presentation, they will be obliged to return the complete set of the kit of parts provided by DOST-SEI ***(Arduino CTC 101 kit, Training Kit, and toolbox).***

AWARDS and PRIZES:

Each of the school teams of the three (3) most outstanding projects in the imake.wemake will be awarded with "The Youth Innovation Prize (YIP)" and a corresponding Cash Prize of P 100,000.

CALENDAR OF ACTIVITIES

ACTIVITIES	DATES
Call for Proposal	July 2019
Proposal Screening and Evaluation	August 2019
Notification of Top 15 projects	August 2019
Technical Training and Workshop, and Project Pitching	September 2019
Build Phase & Prototype Validation	September – October 2019
Project Presentation and Awarding Ceremony	November 2019