

Version 1.0



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Our Vision

To cultivate a general atmosphere of innovation by inspiring, stimulating and empowering young and vibrant minds





ABOUT THALIR INNOVATION FEST



Thalir Innovation Fest is a unique event that is designed to test & inspire every student's creativity, emotional intelligence, ability in critical thinking and problem solving. This fest engages students with varied interests from arts & fine arts to science. Thalir Innovation Fest will comprise of **two categories - a competition and an exhibition. Each School has to take part in both categories.**

THALIR INNOVATION FEST

Design Thinking Contest

Design Thinking is the key element of this competition. For Children, design thinking can be a powerful tool for developing problem-solving skills and nurturing creativity by developing empathy and compassion.

We choose problem statements from the community and instil thoughts to bring about a change in the society through their actions. The outcome for the competition has been designed in such a way that the children have the scope to improve their ideas and understand the cycle of developing a product or solution in the process.

Science & Tech Expo

The Science & Technology Festival aims to gather young minds in science, technology, and the arts to produce interactive content that allows a broad general audience to engage with science & technology - through exhibits, working models, interactive explorations, discussions and major indoor & outdoor experiences.

The Festival aims to harness the Education-Industry interface and ignite the spirit of innovation & creativity in the young minds which will stimulate them for an exciting future





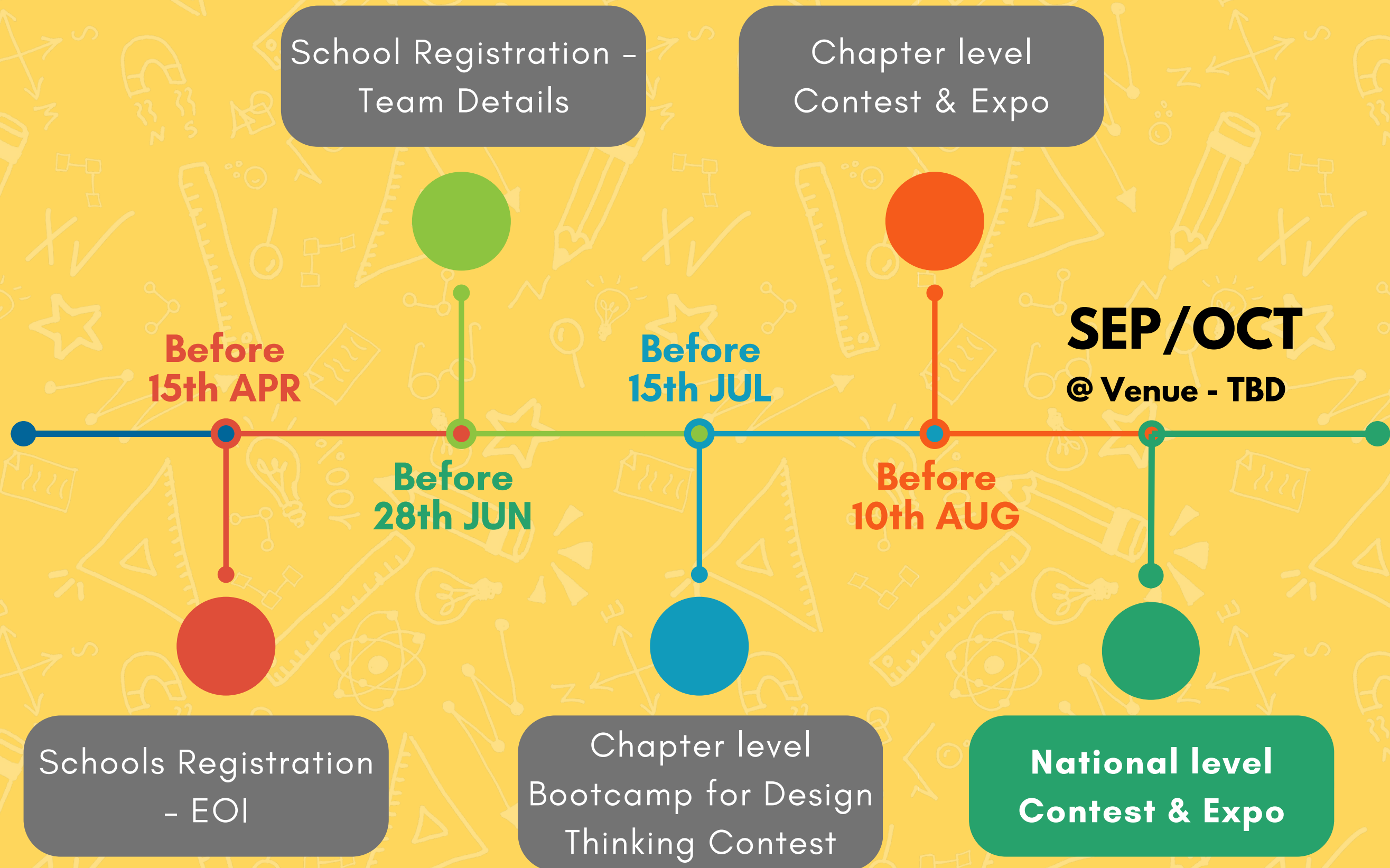
Our Objectives

- **To inspire young minds by providing an opportunity for them to be a part of problem solving for real world issues faced today.**
- **To nurture students with techniques like Design Thinking and evolve as true changemakers in their community**
- **To cultivate a general atmosphere of innovation in science & technology, inspired by its wonder, convinced of its value, and prepared to engage with its implications for the future.**





TIMELINE OF EVENTS





Design Thinking Contest





Design Thinking Contest



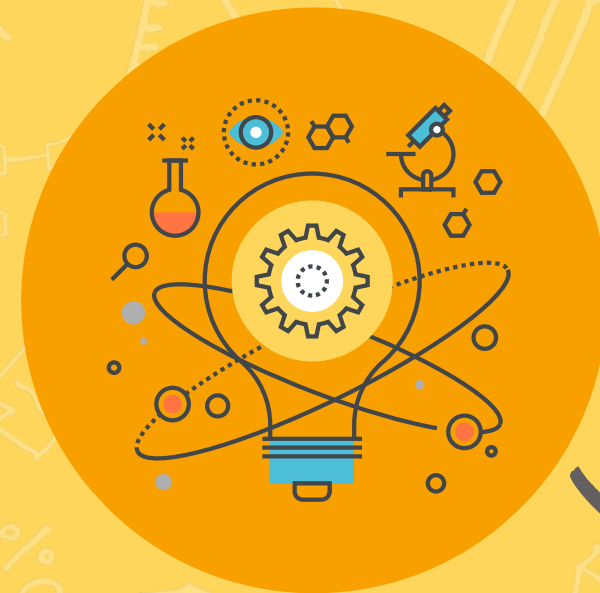
FLOW OF EVENTS



PROBLEM STATEMENTS

Choose one Problem Statement

Innovate



DESIGN THINKING

use design thinking framework in ideating and finding solutions to chosen problem statement

Create



POSTER MAKING

wear your creative hat, create compelling posters in depicting your problem statement and identified solutions by your team.

Express



THEATRE

Get an opportunity to express yourself by empathizing with the problem and solutions, in a theatre form





Design Thinking Contest



General Guidelines

1. Each school can form a team with a **maximum of 20 students + 2 teachers** from **grades 9th & above**
2. Participation is restricted to the students selected by the school.
3. Each school can have only **One team**.
4. There will be 3 levels of competition – **Innovate, Create & Express**.
5. All 3 levels will happen in parallel, so participants cannot overlap between stages.
6. Teams will be given a list of problem statements to choose from. Each school can **choose only ONE problem statement**.
7. The team has to use the **same chosen problem statement across all 3 levels** i.e. Same topic chosen will flow across all 3 levels and **CANNOT** be changed in between levels i.e. Whatever problem is chosen by the school, team has to use design thinking framework to find solutions, create models or prototypes. Create posters to showcase the problem and identified solutions and finally express the same in theatre form, ALL for the SAME PROBLEM STATEMENT chosen.
8. All 3 levels will be held at a common venue chosen by the respective Yi Thalir Innovation Fest team. It will be a one day event.
9. Schools must take due diligence on the quality of the projects that will be displayed.





Design Thinking Contest



General Guidelines Contd.

10. The team has to take part in all the levels

i. **Innovate (L1)**: use design thinking framework in ideating and finding solutions to chosen problem statement

ii. **Create (L2)**: wear your creative hat, create compelling posters in depicting your problem statement and identified solutions by your team.

iii. **Express (L3)**: Get an opportunity to express yourself by empathizing with the problem and solutions, in a theatre form and get the audience glued to their seats by your performance.

11. If schools DO NOT follow the guideline 7 strictly and choose different problems for each levels they might attract negative points.

12. Winners will be chosen after evaluating all the 3 levels. Overall winners from each city will get qualified to participate in the **NATIONAL LEVEL CHAMPIONSHIP** hosted in Coimbatore.

13. Students must come prepared with all the materials, **BUT the assembly and designing has to be done at the venue only.**

14. Scoring parameters will be shared for each level to the participating schools.

15. Decision of the panel of judges will be final and be binding upon all.

16. Selected projects may be connected to relevant orgs/ experts for further development & mentoring.





Level-wise Guidelines

LEVEL 1 - INNOVATE (DESIGN THINKING)

Pre-requisite: Participating school MUST have chosen ONE problem statement from the given list in their BOOT CAMP.

- Team should define the exact problem and find the solution
- **Maximum of 5 students** can take part in this level.
- Charts, Work flows, Drawings, Graphs, etc can be used to explain the solution in detail.
- **Templates** will be shared during the boot camp. Teams can use the given Design Thinking templates or similar for this level. Points will be given based on the Design Thinking Structure used to define and solve the problem.
- **Physical model or Prototype** that represents the solution is **mandatory**. Only Functional & demonstrable models (posters, projects bought from shops; off the shelf models will not be allowed. Thermocol and other hazardous chemicals not allowed)
- **Competition Time: 1.5 hrs | Presentation time: 5 mins** (overtime will attract negative scoring).
- Students should **come prepared with all the materials** and assemble / design at the venue only.
- Scoring parameters for this level will be based on the following:
 - Approach & Knowledge of Project area
 - Thoroughness
 - Creativity & Innovation
 - Communication, Presentation & Teamwork





Level-wise Guidelines

LEVEL 2 - CREATE (POSTER MAKING)

Pre-requisite: Participants MUST have used Design Thinking principles to define the problem and identify a solution.

- Team should be able to depict the PROBLEM and the SOLUTION in a poster.
- **Maximum of 3 students** can take part in this level
- Size of the poster should be **A2 (420 x 594 mm)**
- Students should ensure that the design should be confined within the A2 sized Chart
- **Competition Time: 1.5 hrs** (overtime will attract negative scoring)
- Students should **come prepared with all the materials** like charts, stationery etc and design the poster at the venue only
- Scoring parameters for this level will be based on the following:
 - Introduction of problem statement
 - Thoroughness of solution, Relevance & Presentation
 - Creativity
 - Communication & Teamwork





Level-wise Guidelines

LEVEL 3 - EXPRESS (THEATRE)

- The team should convey the problem and solution clearly.
- There should be a **minimum of 8 participants** in the script.
- The duration of the act **cannot be more than 5 minutes.**
- The team should be able to set up the props and other necessary requirements on stage within 2 minutes and should remove after performance within 2 minutes
- The **performance has to be in English only (unless the medium of education is not English)**
- The performance can include costumes, dance, music, mime, etc to kindle the interest of the audience
- Vulgarity or bitter insinuations should be avoided in the act
- Audio system, speakers and mics will be provided
- The audio file in mp3 format should be submitted to the organising team one week before the event





Level-wise Guidelines

LEVEL 3 - EXPRESS (THEATRE) - CONTD.

- Students should **come prepared with all the necessary material**. We will not be able to provide anything at the venue.
- The team should submit the script (as a printout or a written document) for the theatre at the time of Registration at the venue
- Scoring parameters for this level will be based on the following:
 - Relevance to the Problem Statement
 - Acting (Expression/ Body Language/ Voice / Gesture)
 - Costume/ Props / Space / Story / Plot
 - Clarity of the Presentation
 - Team coordination





Science & Tech Expo





Science & Tech Expo



General Guidelines

Pre-requisite: Participating school MUST have registered for both the categories - competition & exhibition.

1. Entries for Exhibits to be submitted on or before **the deadline as mentioned in the Timeline of Events page**. An abstract of the project / exhibit to be submitted before the deadline
2. **Maximum of 3 students per team + a mandatory teacher. Maximum of 3 entries per School.** Entries only through Schools will be accepted.
3. There is **no theme or problem statements for the expo**. The model can be designed under any theme or field.
4. Only Functional & demonstrable models (posters, projects bought from shops; off the shelf models will not be allowed. Thermocol and other hazardous chemicals not allowed)
5. Institutions must take due diligence on the **quality of the projects** that will be displayed
6. The exhibits will be selected by an expert committee before the event
7. An elite panel of judges will be selecting the winners during the event. **Winners from every city will be selected for displaying their models in the Nationals.**
8. Attractive outcomes & prizes will be awarded for the winners.
9. Selected projects may be connected to relevant orgs/ experts for further development & mentoring





NATIONALS - OUTCOMES & EXPERIENCES

- We have **collaborated with incubation centres**. The winning team in the Nationals will be mentored by the incubation centre for their solution from the contest.
- Trophies, gift certificates & certificates will be awarded to the winning teams.
- **Experience zones and Industry zones** have been planned for during the Nationals to ignite the curiosity & innovative spirit amongst the children!

Industry Zone

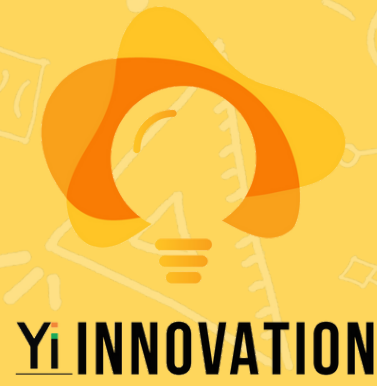
The culmination of research & development is showcased in the industry pavilion. This zone will have highly mature and production ready exhibits with more than a sneak peek into the future of science & technology.

This zone will have displays on future trends & technologies. People can have first-hand experience on a lot of cool stuff to name a few such as Drones, Robots, Augmented Reality / Virtual Reality, AI experiences.

Experience Zone

Guidelines for Nationals will be shared with the schools during the Bootcamp.





Confederation of Indian Industry

REGISTER @

<https://youngindians.net/thalir-innovation-fest/>

