



## **Rules and Regulations**

### **General Background**

“Think & Design” Product Design Competition is jointly organized by EIEU, LTTC and SPFEO, with an objective to nourish the entrepreneurial and innovative skills of EdUHK students and to inspire them using STEM skills by designing and prototyping products or digital solutions on the theme specified by EIEU.

### **Regulations**

#### **1. Definitions**

- 1.1. “EIEU” refers to Entrepreneurship and Innovation Education Unit of The Library.
- 1.2. “LTTC” refers to Centre for Learning, Teaching and Technology.
- 1.3. “SPFEO” refers to School Partnership and Field Experience Office.
- 1.4. “Event” refers to “Think & Design” Product Design Competition.
- 1.5. “Entry” or “Entries” refers to the work(s) and information submitted.
- 1.6. “EI Leader(s)” refers to EdUHK students participating in this Event.
- 1.7. “Participating School(s)” refers to primary and secondary schools participating in this Event.
- 1.8. “School Team(s)” refers to the School Teams of the Participating Schools.
- 1.9. “Supervisor(s)” refers to the school teachers who lead the School Teams.
- 1.10. “Participating Student(s)” refers to student team members of each School Team.
- 1.11. “Product(s)” refers to the final output(s) of each School Team submitted for this Event which can be in any formats and on any media, e.g. a physical tool, a computer application, a mobile app, etc.

#### **2. Eligibility and Details of Event**

- 2.1. This Event is open to :
  - a) All full-time and part-time EdUHK students, preferably recommended by academic departments, LTTC or SPFEO, or students who have previously participated in activities organised by EIEU; and

b) Students of local primary and secondary schools.

2.2. Quotas:

a) 30 EdUHK students as EI Leaders. Each EI Leader will be paired with one School Team.

b) School Teams will be divided into two divisions: Primary Schools and Secondary Schools.  
Quota for each division is 15.

2.3. Each EI Leader is expected to have basic knowledge and skills in coding, 3D printing and product design. Workshops on product design and prototyping as well as mobile apps development will be provided by EIEU in mid August to October to further equip EI Leaders with fundamental skills in product design.

2.4. Training on product design will be provided to School Teams in September; Training workshop on pitching will be provided to School Teams and EI Leaders in October.

2.5. Each Participating School shall form a School Team of 3 to 10 students and appoint a teacher as Supervisor. An EI Leader who is an EdUHK student will be assigned to assist the Supervisor and to serve as a liaison between the School Team and EIEU.

2.6. EI Leaders will meet the assigned School Teams on a regular basis in Mong Man Wai Library, venues of individual schools, or via Zoom from early September to early November 2022. EIEU will provide spaces, materials and facilities for prototyping and fabrication in STEM Room, Creative Lab, EI Hub and other Future Classrooms in Mong Man Wai Library. Transportation for School Teams between EdUHK Tai Po Campus and MTR University Station may be provided if needed and resources permit.

2.7. EI Leaders are responsible to assist the Supervisors in leading the School Teams, and train and guide the respective School Teams on how to use materials and facilities for prototyping and fabrication in STEM Room, Creative Lab, EI Hub and other Future Classrooms in Mong Man Wai Library.

2.8. Library will provide at most \$500 subsidy of production costs to each School Team on a reimbursement basis, in addition to free raw materials for 3D printing and laser cutting. Receipts are required for further reimbursement arrangement.

3. **Theme**

3.1. The theme of this Event is **“To design and produce a product/prototype or digital solution to enhance living of a target group”**, the target group includes but not limited to the elderly, school children, people with physical disabilities, etc.

- 3.2. Each School Team is required to select a target group for approval by EIEU, and to design a product prototype or digital solution on the theme, e.g. an apparatus which may strengthen school community environmental protection awareness, a product or a mobile app which may help senior citizens in their daily life, etc.

#### **4. Application Procedure**

- 4.1. Interested EdUHK students should submit their applications online via the Event Website at <https://think.lib.eduhk.hk/2022> on or before **Friday, 5 August 2022**. If there are more than 30 EdUHK student applicants, EIEU will select 30 EI Leaders through interviews.
- 4.2. Local primary and secondary schools are required to submit their applications online via the Event Website at <https://think.lib.eduhk.hk/2022> on or before **Friday, 5 August 2022**, on a first-come-first-served basis.
- 4.3. By submitting an application to this Event, participating EdUHK students and schools agree to all terms and conditions of the Event, including all Rules and Regulations.
- 4.4. Each EdUHK student and each school may submit one application only.

#### **5. Briefing and Training for Interested Schools**

- 5.1. A briefing for interested schools on the details of this Event will be held online **at 2:00pm to 3:00pm on Thursday, 21 July 2022**.
- 5.2. Tour(s) of Future Classrooms and EI Hub will be organized for interested schools **at 2:00pm to 3:30pm on Thursday, 28 July 2022**.
- 5.3. Training on product design will be provided to School Teams in September. Training workshop on pitching will be provided to School Teams in October.

#### **6. Roles of EI Leaders**

- 6.1. An EI Leader will be randomly assigned to a School Team by 31 August 2022.
- 6.2. EI Leaders are required to:
- assist the Supervisor in leading the School Teams;
  - serve as the liaison between the School Teams and EIEU, including reserving the facilities at EdUHK Library;
  - attend all training on coding, AI & STEM, 3D printing and product design;
  - attend at least three meetings with their School Teams (including the first and the last meeting);

- train and guide the School Teams on how to use production and prototyping facilities provided by EdUHK Library;
- participate in the Final Pitching; and
- observe and document the participation and activities of the assigned School Team by producing an A1 poster to consolidate the observation and learning.

## **7. Submission of Entries**

- 7.1. Each School Team is required to submit the following to EIEU by **Thursday, 10 November 2022**:
- A presentation video of no more than 10 minutes to elaborate their ideas and introduce their product or digital solution. It is not compulsory for all team members to speak in the presentation, but each member is required to show up;
  - A PowerPoint presentation of no more than 15 slides (in either English or Chinese) to introduce their product or digital solution; and
  - Their final product or photo(s)/screen capture(s) of their final product which should be a functional prototype, software or mobile app.
- 7.2. Each PowerPoint should include, but not limited to, the following:
- The target group and the issue to be addressed;
  - Design concept of the product;
  - How it benefits the target group and resolves the issues;
  - Method/STEM knowledge used in developing the product; and
  - Demonstration of the product.
- 7.3. All items submitted must be original works of each School Team and do not infringe any third party's rights such as copyrights, patents, trademarks, trade secrets including musical composition or performance rights, video rights or image rights. Plagiarism of any kind will result in disqualification.
- 7.4. All items submitted must fully comply with all laws of Hong Kong, and must not:
- contain any indecent, provocative, defamatory and hate-spreading contents;
  - promote illegal behavior;
  - support racial, religious, sexual or other invidious prejudice;
  - advocate sexual or violent exploitation;
  - violate rights established by law or agreement;
  - invade the privacy of any person; or
  - be otherwise inappropriate as determined by EIEU.
- 7.5. EIEU reserves the right to reject any submission based on absolute sole discretion without assigning any reasons.

- 7.6. Participating Schools and School Teams shall grant EIEU the right to use their names, photographs and products for publicity and promotional purposes on its website and any publications, at conferences, or at any other venues and social media without notifications and further compensation.

## **8. Adjudication**

- 8.1. The submitted presentation videos will be adjudicated by a Judging Panel comprising of EdUHK staff. The **top 8 teams** of each division will be invited to do a final pitching to the Judging Panel on **Friday, 25 November 2022** at Future Early Childhood & Primary Classroom and Special Education Room, 1/F, Mong Man Wai Library, EdUHK. Each School Team will have 10 minutes of presentation without interruption from the judges, followed by a 5-minute Question & Answer session. It is not compulsory for all team members to speak in the presentation, but each member is required to show up in the Final Pitching and participate the whole pitching session for better learning. Absence from the Final Pitching is not allowed unless approved by the Supervisor and EIEU in advance.
- 8.2. All Participating Schools and School Teams must agree to be bound by the decisions of the Judging Panel. In case of dispute, decision of the Judging Panel shall be final and appeal will not be entertained.
- 8.3. The Judging Panel of the Final Pitching comprises 3 EdUHK staff.
- 8.4. Entries will be judged according to the following criteria:

<b>Criteria</b>	<b>Description</b>	<b>Weighing</b>
Innovation	Originality and uniqueness of the idea and the product	20%
Product Design	Design and completeness of the product	20%
Value Creation	Anticipated impact of the product on the target group	20%
Presentation	How well the product is presented in the PowerPoint and in the pitching	10%
Application of STEM skills and knowledge	STEM tools and skills used in developing the product	10%
Market potential	Market value/potential of the product	10%
Functionality	The product is workable and user friendly	10%

## **9. Awards**

- 9.1. School Teams and the responsible EI Leaders will be awarded the following prizes:

<b>Awards for Each Division</b>	<b>Prize for the School Team</b>	<b>Prize for the Responsible EI Leader</b>	<b>Remarks</b>
Champion	<ul style="list-style-type: none"> <li>• \$2,000 book coupon and a trophy for the School Team</li> <li>• Award certificate for each Participating Student</li> </ul>	• \$2,000 book coupon and award certificate	The School Team with the highest scores in the Final Pitching of each division
First Runner-up	<ul style="list-style-type: none"> <li>• \$1,500 book coupon and a trophy for the School Team</li> <li>• Award certificate for each Participating Student</li> </ul>	• \$1,500 book coupon and award certificate	The School Team ranked second in the Final Pitching of each division
Second Runner-up	<ul style="list-style-type: none"> <li>• \$1,000 book coupon and a trophy for the School Team</li> <li>• Award certificate for each Participating Student</li> </ul>	• \$1,000 book coupon and award certificate	The School Team ranked third in the Final Pitching of each division
3 Merit Awards	<ul style="list-style-type: none"> <li>• A trophy for the School Team</li> <li>• Award certificate for each Participating Student</li> </ul>	• Award certificate	School Teams ranked fourth to sixth in the Final Pitching of each division
Best Performance Award	• Award certificate for the selected Participating Student	• N/A	The Participating Student of each School Team selected by their School Teacher to have the best performance in this competition
Best Poster Award	• N/A	• \$2,000 book coupon and award certificate	Selected by the judging panel of the Final Pitching from the posters prepared by all EI Leaders

9.2. Award Presentation Ceremony tentatively will be held after the Final Pitching on **Friday, 25 November 2022**.

9.3. If feasible and appropriate, the winning teams and other selected teams may be invited to:

- a) Display their products at Learning & Teaching Expo 2022 and face-to-face present their products to visitors of the Expo; and/or
- b) Display their products on EdUHK Campus and/or to sell their products at 2023 EdUHK Student Fair if their products are suitable for mass production.

9.4. Participation certificates will be issued to student members of all School Teams.

## **10. Additional Regulations**

10.1. EIEU reserves the right to interpret, alter and amend any Regulations and Guidelines of the Event and to issue additional rules and regulations at any time it considers necessary.

10.2 In case of disputes, EIEU shall have the right of final decision.

## **11. Indemnity**

11.1 The EI Leaders, Participating Schools and School Teams shall indemnify and hold EIEU and its personnel harmless from any third party claims for loss, damage, prejudice, liability or expense suffered as a result of any manner in connection with their products, any other of their acts or omissions or any information which they provided.

11.2. EIEU shall not be liable to any EI Leaders, Participating Schools and School Teams in respect of any failure to win a Prize in the Event or any other losses, damages, costs, expenses, claims, liabilities, injuries or accidents suffered by the EI Leaders, Participating Schools and School Teams arising out of or in connection with the Event.

## **12. Academic Advisors of the Event**

In alphabetical order of surname:

- Mr KAM Wai Keung Kevin, Director of School Partnership and Field Experience
- Prof KONG Siu Cheung, Director of Centre for Learning and Teaching Technology
- Prof YU Wai Mui Christina, Department of Social Sciences

13 October 2022