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The Maker Games 2018 Guide for students





OVERVIEW

The Maker Games is an exciting, fast-paced prototyping competition open to all UNSW undergraduate students. The competition is designed to solve real-world challenges identified by leading industry partners.

The Maker Games aims to showcase the world-class skills and creative ability of the undergraduate students of UNSW, the innovators of the future.

The Maker Games is split into two main stages:

Stage 1: The idea generation and problem conceptualising phase. Students are invited to create innovative solutions for real-world challenges identified by our industry partners. Students must select the challenge they would like to solve via Moodle and as a team submit a 90-second video pitch and two-page summary document of their solution idea. One team for each challenge will be selected to progress to Stage 2.

Stage 2: The teams that progress to this Stage will work with their relevant industry partner and UNSW academic staff to develop their prototype. Bespoke workshops will be held to provide students with all the support needed to develop a prototype. At the finale Showcase event, students will demonstrate their prototype. The expert judging panel will select the best overall prototype from the Maker Games 2018.


The team crowned winner of the Maker Games 2018 will win a trip to the USA to visit booming start up communities.

WHY PARTICIPATE IN THE MAKER GAMES 2018?

1. Be in with a chance to win a trip to the USA
2. Build relationships with some of the leading professionals in the industry, helping you to kickstart your career
3. Earn valuable course credits
4. Develop future career opportunities – many of the industry partners employ UNSW graduates
5. Make lifelong friendships and start to build the networks that will help you build your career
6. Enhance your skills: innovation, problem solving, product development, teamwork, networking and many more

INTERESTED?

Just follow the simple steps below to participate in the Maker Games 2018.

- 1 Register to take part in the Maker Games
 - 2 Review the industry challenges and join with other students to form your team
 - 3 Attend the industry information evening and design workshops
 - 4 Select an industry challenge for your team
 - 5 Submit your team's pitch for your selected industry challenge
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YOU'RE REGISTERED, WHAT HAPPENS NEXT?

STAGE 1 – Pitch your idea (April – June)

Select your challenge

Once registered, students will receive an email containing the Moodle Course Code for the Maker Games. By logging in to the Moodle course page, you can view the details of each challenge, select the challenge you wish to solve, form teams and submit your team's pitch idea. Each team must select only one challenge to attempt to solve.

Attend the information sessions

Lots of information regarding the Maker Games will be shared at the Information Session events. We welcome students to ask questions at the interactive Information Sessions. The Information Sessions are also a great opportunity for students to make friends and start to build their Maker Games 2018 team. We highly recommend that all participants attend the Information Sessions as they provide invaluable information on the Maker Games and advice and tips on how to make the most out of the challenge.

Attend the design thinking workshop

The Design Thinking Workshop will help participants to formulate their solution ideas. Design thinking is a process for creative problem solving. It is the process of immersing yourself in a problem space, thinking creatively on the pain points and the opportunities for innovation. Focused on inspiration, empathy, rapid prototyping and pitching/storytelling, you will gain insight into how design thinking can be applied within any team and in any field – to develop new-to-the-world ideas for products, services, systems and spaces.

This two-hour hands-on workshop will provide you with foundational skills and creative confidence to help unlock your innovative solutions to the Maker Games industry challenges.

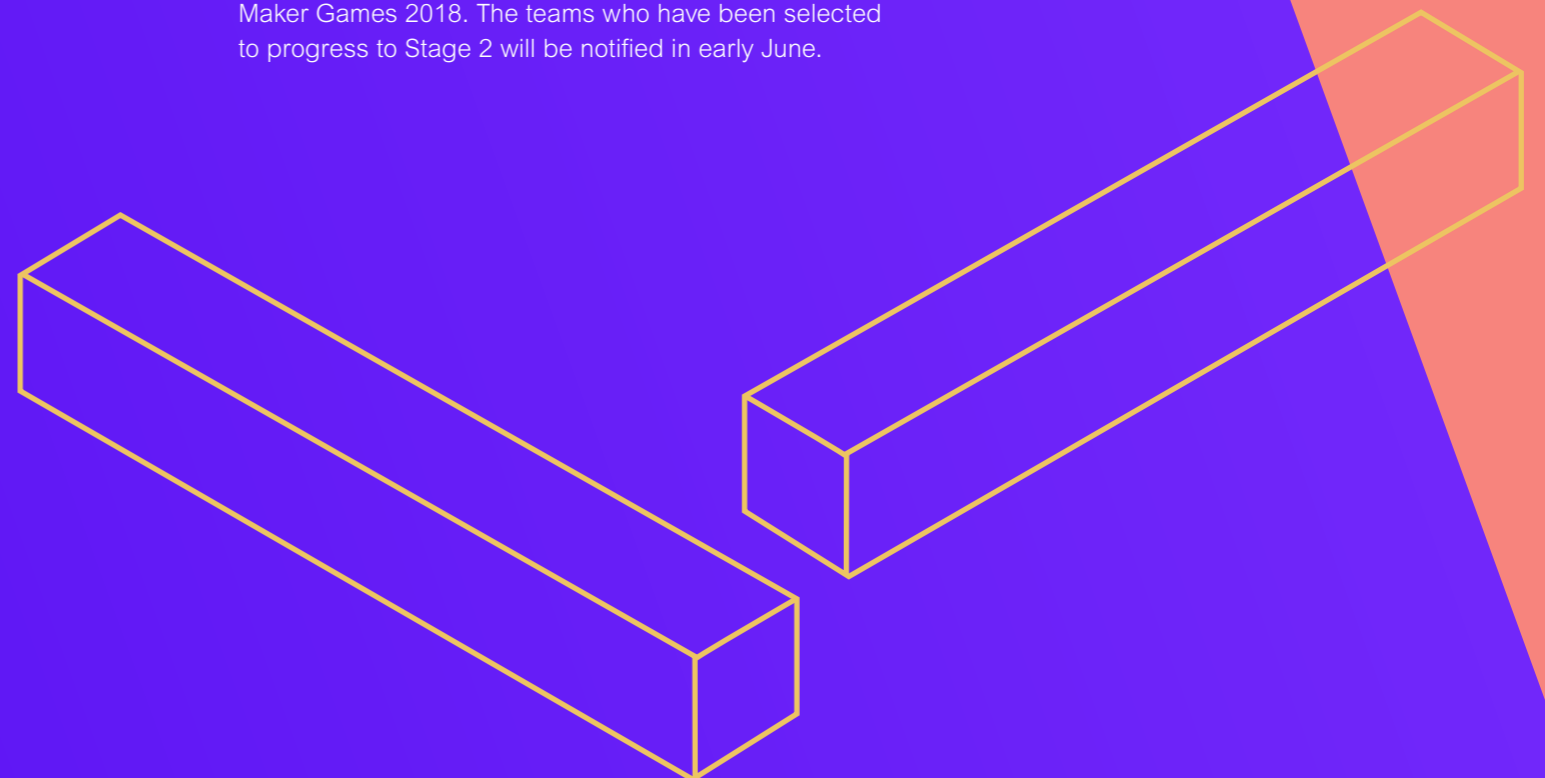
Form a team

Each challenge is specifically designed to be solved by a team of multi-disciplinary students. The Maker Games Online platform makes it easy to source team members from a variety of schools and faculties. Additionally, there are six team formation events being held in the Michael Crouch Innovation Centre. Please visit themakergames.unsw.edu.au for the full list of events.

Submit your idea online

Each student team is required to submit their proposed challenge solution online via Moodle. This submission will include a 90-second video and a summary brief that is two A4 pages. The submission deadline is **23 May 2018 at 11.59pm AEST**.

The purpose of the video challenge pitch is to convince a panel of industry representatives and UNSW academic staff to select your team to solve your selected challenge and progress to Stage 2 to develop your prototype. Only one team per challenge will proceed to Stage 2 of the Maker Games 2018. The teams who have been selected to progress to Stage 2 will be notified in early June.





STAGE 2 – Build your prototype (July – October)

Product development workshop

The MCIC Maker Network will host bespoke workshops for Maker Games participants. These workshops will include fast-track courses on CNC milling, electronics, 3D printing, laser cutting and more.

Maker Games 2018 participants will be granted extended access to Willis Annex Makerspaces and MCIC Makerspace during Stage 2 of the Maker Games.

To qualify for the workshops and extended access, you must first successfully complete the Shop Tools Safety Induction. To register for the Shop Tools Safety Induction please click the following link and complete the process: <http://mcic.unsw.edu.au/makerspace>

Spaces are available now.

More than just lectures

One of the exciting things about Maker Games Stage 2 (ENGG4060) is the amazing education you will receive. You will complete technical short courses, hear guest speakers, complete entrepreneurship and pitch training, and work directly with your industry mentors to get real-world experience insolving a brief to a deadline and budget.

Showcase

At the Showcase event, each team will show and demonstrate their prototypes to industry members and mentors. Each team are required to make a brief pitch of their prototype to a panel of expert judges. The judges may ask the team questions about the prototype, its feasibility and other issues.

After each team has showcased their prototype, the judges will select the winning team based on the Judging Criteria as outlined in page 10 of the Maker Games Guide for Students 2018.



TIMELINE – STAGE 1

27 MARCH

Student Maker Games info evening

Michael Crouch Innovation Centre
5-7pm AEST

9 APRIL

Individual student registrations open

To register visit:
themakergames.unsw.edu.au

13 APRIL

First team formation & team registration event

Michael Crouch Innovation Centre
5-7pm AEST

17 APRIL

Second team formation & team registration event

Michael Crouch Innovation Centre
5-7pm AEST

19 APRIL

Industry & Student Lightning Evening and third team formation & team registration event

Michael Crouch Innovation Centre
5-7pm AEST

22 APRIL

Deadline for individual student registrations and team challenge selection

11.59pm AEST

23 APRIL

First Design Thinking Workshop and fourth team formation & team registration event

Michael Crouch Innovation Centre
5-7pm AEST

27 APRIL

Second Design Thinking workshop and fifth team formation & team registration event

Michael Crouch Innovation Centre
5-7pm AEST

30 APRIL

Third Design Thinking Workshop and sixth team formation & team registration event*

Michael Crouch Innovation Centre
5-7pm AEST

*Deadline for students to register as part of a team

7 – 11 MAY

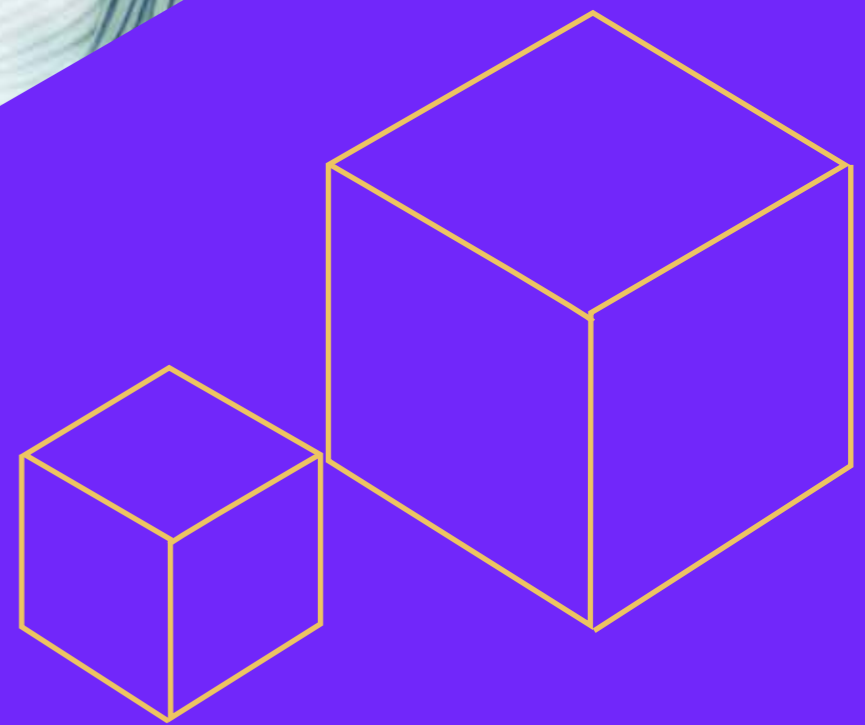
Recording studio available for 90-second video pitch

9am – 3pm

23 MAY

Submission deadline for each team's 90-second video and two-page challenge brief

11.59pm AEST



ADDITIONAL INFORMATION

Prize

The overall winning team, as selected by an expert panel of judges, will win a trip to the USA to visit booming start up communities. This prize includes flights, accommodation, meals and a tour of the business and start-up community.

Judging criteria

The indicative judging criteria for Stage 1 are:

- Clarity and precision of the problem statement
- Motivation of problem/opportunity and need for solution
- Breadth and understanding of competitors, market and related solutions
- Understanding of relevant background technical knowledge
- Innovativeness of concept
- Consideration of alternative designs/reasoning behind choices made
- Detail in proposed design
- Business case
- Fluency, logic and persuasiveness of presentation
- Effective use of visuals
- A strong closing

For further details on the judging criteria, please visit themakergames.unsw.edu.au

IP management

If there is any Background IP in the brief provided by the Sponsor, the Sponsor will continue to own that IP but will permit students to use that IP for the purpose of the Course and the Competition.

It is a matter for a team to decide who/how IP ownership will be determined amongst themselves.

Budget

Upon presentation of a valid tax invoice to the Faculty of Engineering, students will receive reimbursement of up to a maximum of \$300AUD per team for building their prototype.

Terms and conditions

The Terms and Conditions of the Maker Games are viewable on: themakergames.unsw.edu.au

By registering to participate in The Maker Games 2018, you agree to accept the Terms and Conditions.

FAQs

Please visit themakergames.unsw.edu.au/faqs to view the frequently asked questions.

TESTIMONIALS

“The Maker Games was a wonderful opportunity to work on challenging real-world problems with a multi-disciplinary team. My personal highlights include engaging with highly skilled mentors and gaining an insight into the exciting world of start-up companies.”

– Zoe Marandos
Mechatronic Engineering/Neuroscience

“We had an extremely positive experience from our involvement in the Maker Games last year. For us, the Maker Games was an opportunity to support our drive for an innovative and future-proofed product range. Having the fresh eyes of the students gave us a lot to think about, and the quality of work that we received was outstanding. It was a pleasure to be part of this initiative. We will definitely be signing up for the next round of the Maker Games when it comes around this year.”

– Andrew Larkin
Senior Mechanical Design Engineer, Philips

“It was great to be involved in the UNSW Maker Games. It was particularly eye-opening to see the students take our real-world challenge and apply new big data and deep learning concepts to help us develop strategies to reduce our energy usage.”

– Rob Sullivan
Chief of Staff to the Chief Operations Officer,
Telstra Operations

CONTACT US

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For general queries and questions regarding
The Maker Games, please email:
themakergames@unsw.edu.au

Don't forget to visit our website for more
information and registration:
themakergames.unsw.edu.au