A rapid prototyping competition and course, connecting students and industry to solve real problems

The Maker Games won the 2018 Australian Financial Review Higher Education Award for Industry Engagement.
OVERVIEW

The Maker Games is an exciting, fast-paced prototyping competition and course exclusive to UNSW students. The Maker Games showcases the world-class skills and creative ability of our students, the innovators of the future.

To join The Maker Games community, students form multi-disciplinary teams of 4/5 and work together to solve real-world industry challenges. The Maker Games is exclusive to undergraduate students who have completed a minimum of 96 units of credit or postgraduate students who have completed a minimum of 24 units of credit.

Minimum three students per team must take the ENGG3060 course.

The Maker Games is split into two main stages:

Stage 1: – Design Sprint Weekend (15/16 March)
This an exciting but mandatory weekend for students who are participating in The Maker Games.
On this weekend, students form teams of 4/5 to create an innovative solution to solve real-world industry challenges. An action packed weekend that includes industry networking and mentoring opportunities!
• The deadline for students to submit your Maker Games 2-5 page proposal of your selected industry challenge is 11:59pm GST 17 March 2019.
• Only one team from each industry challenge will progress to Stage 2.

Stage 2:
In Stage 2 (ENGG3060), you will collaborate with your Industry and Academic Mentors to transform your idea into a working prototype. Each team will demonstrate their prototype to their peers, at The Maker Games Final Showcase event. An expert panel of judges will select the team with the best idea and prototype who will be crowned the overall winner of The Maker Games competition 2019!

The winning team receives an international trip to visit booming start-up communities and tech-hubs.

By participating in The Maker Games, students gain experience working on fun and engaging industry-led challenges and build the skills and networks that will kickstart your career.

CLICK HERE TO REGISTER
TIMELINE – STAGE 1

1 FEBRUARY
Student registrations open. Once registered, students vote to decide the Top 20 industry challenges for The Maker Games.
Click here to register

27 FEBRUARY
Student Info Night 5pm–8pm
Colombo Theatre B

15/16 MARCH
The Maker Games Design Sprint Weekend (Mandatory). Action packed weekend of team formation and working with industry to develop your proposal for The Maker Games!

17 MARCH
Deadline to submit your 2-5-page proposal for industry/ academic selection

1 APRIL
Winning Stage 1 teams announced – 1 team per challenge goes to Stage 2

3 JUNE
Stage 2/ Term 2 of ENGG3060 begins. Remember 3 students per team must be enrolled in ENGG3060.
TESTIMONIALS

“The Maker Games is an excellent program. I love the fact that this project is multidisciplinary and forced me to do things out of my depth and comfort, so there was constant learning. One to one mentoring is fantastic, and the real life projects are an obviously a great way to get a sense of engineering in industry.”

– Jonathan Zhu, Mechanical Engineering, Team Vertiv

“The Maker Games has greatly increased my job prospects when I graduate. My references are no longer managers from working at bars or Coles/Woolies. I now have references from my UNSW academic mentor and industry mentors from BAE Systems.”


FOR MORE INFORMATION VISIT

themakergames.unsw.edu.au

VIDEOS

The Story So Far
Final Showcase 2018
CONTACT US

Kevin Duquette
Project Officer – The Maker Games
Ph: +61 2 9385 7484
E: themakergames@unsw.edu.au
W: themakergames.unsw.edu.au/

Join us on social media for all the latest news and updates

UNSW Engineering
unswengineering
UNSWEngineering
UNSW Engineering