



An Entrepreneurial Hub for
Innovative Ventures & Endeavors

Something from Nothing Innovation Challenge

Official Rules

1. Teams are challenged to create value out of an everyday item.
2. No more than 4 participants per team. Faculty/staff may be team members but the team must be primarily students..
3. Participants may only be part of 1 team.
4. Collaboration is prohibited between separate teams.
5. The challenge item must play a predominant role in the innovation but other materials may be used.
6. The challenge item will be announced and participants will enter at sign-up table in Stover on Monday, **Oct. 29** beginning at 11:00 a.m. or in eHIVE on Tuesday, Oct. 30.
7. On Friday, **Nov. 2** teams will reveal their innovations from noon to 1:00 p.m. in the eHIVE at a trade show style event where they will have a display and speak with attendees about their work.
8. At least one group member must present the innovation on Friday, Nov. 2 to be eligible for prizes.
9. Some type of visual display is required showing the use of the "challenge" item and the value created; examples of displays could include the creation itself, posters, drawings/photos or video.
10. Each team will be responsible for bringing everything necessary for the display, setting it up prior to the noon start time and manning the table until 1:00 p.m.
11. The reveal will be open to the campus and attendees will have the opportunity to vote for their favorites; the entries will also be judged by a panel of invited judges.
12. The winning team will be announced on Friday, Nov. 2 at 2:00 p.m. Each team member will receive a \$100 prize during the week following the challenge.
13. If a department, student organization or other unit on campus sponsors the winning team, that unit will also win \$100.

The Reveal- Nov. 2

1. Agenda
 - a. Set-up = 11:00 a.m.-12:00 p.m.
 - b. Judging = 12:00 p.m.-1:00 p.m.
 - c. Awards = 2:00 p.m.
2. Groups must present:
 - a. Innovation (what did you create?)
 - b. What problem did you solve?
 - c. What value did you create out of ordinary object?